





KNOW YOUR GAME

We at Sako have a passion for hunting. We firmly believe that it is a truly unique sport, and as such we want to provide you with the perfect cartridge for each situation.

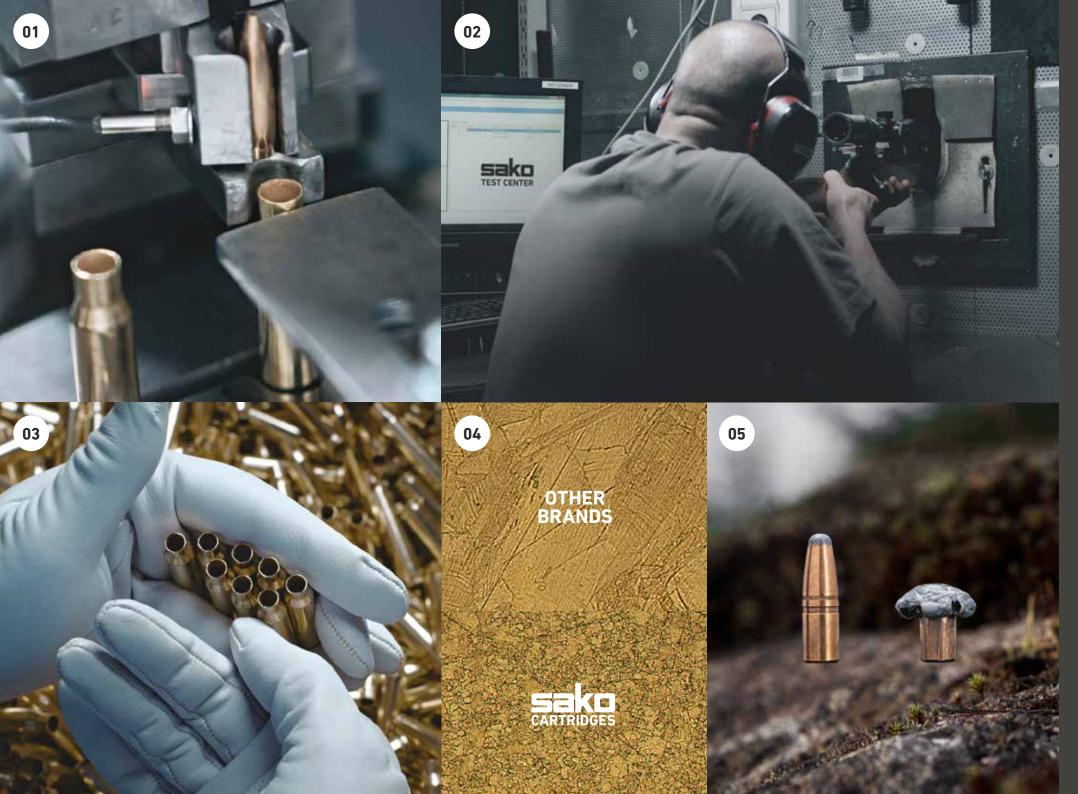
Our history started in 1921 from hand-manufactured firearms and we started manufacturing rifle cartridges in 1928. Even though high technology has since been introduced, we strive to maintain that same level of uncompromising craftsmanship. As hunters, the quality of our cartridges is a matter of pride.

We utilize modern computer-aided R&D and CNC manufacturing methods and automatic inspection machines, but also examine each individual brass case and cartridge by hand for quality assurance purposes. All Sako cases and bullets are suited for reloading and, with their sturdy quality, are said to outlast the competition. We offer 32 different calibers with more than 100 different loads. All Sako cartridges comply with C.I.P requirements.

Choosing the right cartridge is no small thing. It's all about knowing your rifle, the nature surrounding you and especially the animal you are hunting. To make the selection process easier for you, we have introduced a color-coded categorization for our cartridges. Bonded or non-bonded? Rapid or controlled expansion? You know the basics at a glance, so you never have to struggle with wrong cartridges ever again.

With Sako Cartridges you're entitled to demand perfection.





1. DEMAND PERFECTION

Making rifles and cartridges is a matter of pride as much as it is about offering hunting enthusiasts the best combined cartridge and rifle performance on the market. It's not very often that the same production plant manufactures both rifles and cartridges. Since 1921, Sako has developed the world's most accurate rifles and cartridges, using the latest technology as well as traditional gunsmith craftsmanship.

2. UNRIVALED ACCURACY AND CONSISTENT PERFORMANCE

All Sako and Tikka rifles are tested to guarantee 1 MOA accuracy – straight out of the box. All tests are carried out with Sako's high-quality ammunition. Our products are continuously tested for Sako's high standards on accuracy, performance, stopping power and reliability.

Sako cartridges are certified:

ISO 14001:2004

Environmental management systems

ISO 9001:2008

Quality management systems

AQAP 2110

Nato quality assurance requirements for design, development and production

3. PRECISION LOADED WITH ONLY THE BEST QUALITY COMPONENTS

Every bullet and case is individually inspected, the deviation of the highest quality single-base powder charge is minimized and the ignition time of the primers remains constant, providing quality that exceeds the precision of hand loading.

4. INDUSTRY-LEADING RELOADABILITY

Due to a proprietary heat treatment method, as well as zero impurities of the case material, our cartridges have the industry's highest reloadability and pressure resistance, maximizing the lifespan and safety of any rifle.

Picture: Depicted on the top is the average metallurgic microstructure of other high quality brass. Depicted on the bottom is the small-diameter grain structure of Sako brass.

5. STOPPING POWER

All hunting loads and bullets are developed at the Sako ballistics laboratory. They are tested during real big game hunts for optimal weight retention and double-diameter mushrooming for maximum impact.

Picture: Sako Hammerhead is a bonded soft-point bullet. It is depicted before and after mushrooming in tissue.



NEW IN 2020:

SHAPING THE FUTURE OF LEAD-FREE BULLETS

BLADE TIP

Unique tri-blade design

100 % PURE COPPER

Optimal ductility and strength for maximal expansion

MATCH-GRADE PRECISION

Outstanding quality consistency

CALIBER	BULLET	WEIGHT		ВС	MUZZLE VELOCITY	
JAZIZZII.	30222.	GRAMS	GRAIN		M/S	FPS
.308 Win	BLADE	10,5	160	.38	815	2674
.30-06 Spring	BLADE	11,0	170	.41	860	2822
.300 Win Mag	BLADE	11,0	170	.41	940	3084

6.5x55SE, 6.5creedmoor, 9.3x62, 270Win to be expected later 2020





50 m

135 m





275 m









350 m

500 m

BULLET ARCHITECTURE: 5 STAGES OF TERMINAL ACTION

BLADE TIP

1. Instant expansion initiation

REACTION CHAMFER

2. Boosted expansion

EXPANSION GROOVES

3. Fast expansion to critical diameter

EXPANSION SURFACE

4. Controlled expansion for optimized diameter

CAVITY WALL

5. Stopping expansion, eliminating overexpansion and energy loss

GAMEHEAD – NEW CALIBERS FOR 2020

Gamehead series has been expanded with highly requested 150gr Soft Point bullet for .308Win and 30-06 Springfield calibers. The sleek bullet features spitzer soft point and boat tail for higher ballistic coefficient and better capability at different ranges. Offered also in 50 pcs Range pack.





SHORT – MEDIUM RANGE

CALIBER	WEIG	ЭНТ	BC	MUZZLE VELOCITY		
OALISEN.	GRAMS	GRAIN		M/S	FPS	
.308 Win	9,7	150	.279	870	2854	
.30-06 Spring	9,7	150	0.320	935	3068	



GAMEHEAD VARMINT RX NEW

Sako has developed ultimate Varmint bullet that features thin jacket and massive hollow-point that results in extremely fast fragmentation upon impact. As a result, the bullet offers high versatility across different sizes of vermin and improves safety against ricochets. This high-precision boat-tailed bullet will be loaded in calibers .308Win and .30-06 Spring with 8,4g / 130gr bullet weight.





SHORT - LONG RANGE

CALIBER	WEIGHT		ВС	MUZZL	VELOCITY
CALIBER	GRAMS	GRAIN		M/S	FPS
.308 Win	8,4	130	.218	940	3084



GAMEHEAD PRO – NEW CALIBERS FOR 2020

Our newly introduced GAMEHEAD PRO series will be offered in two new popular calibers: 270Win. & 7mm Rem Mag. The bullet featuring polymer tip and boat-tailed bullet design offering extreme ballistic capabilities making it one of the best performing long range hunting bullet on market.







gamehead

MEDIUM - LONG RANGE

CALIBER	WEIGHT		вс	MUZZLE VELOCITY		
UNLIBER.	GRAMS GRAIN		M/S	FPS		
.270 Win	9,1	140	.508	890	2920	
7mm Rem Mag	10,7	165	.610	880	2887	





CHOOSE THE RIGHT CARTRIDGE FOR YOUR GAME

A cartridge is never simply just a cartridge. It's an essential part of each hunt, the enabler of each shot. The right cartridge is something that puts you in charge of any situation. This is why we have introduced a color-coded categorization for our cartridges. Take a look and know your game.

RAPID EXPANSION SERIES

Maximized stopping power for small game. Non-bonded core and a lighter jacket. Mainly used for varmint and trophy hunting.







MONOLITHIC SERIES

Lead-free bullets with high penetration capabilities and good durability. Maximal weight retention. Mainly used for big game hunting.









CONTROLLED EXPANSION SERIES

Optimized stopping power and good durability against bone. Bonded core and a thicker jacket. Mainly used for hunting medium and big game.













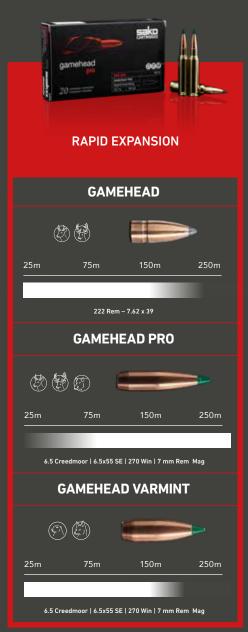
TARGET SERIES

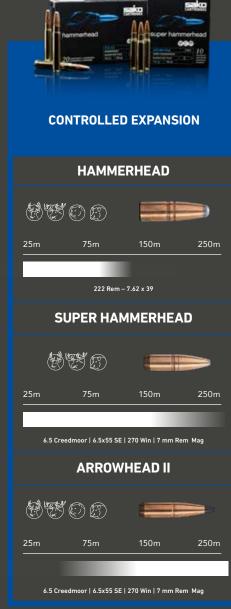
Precision perfomance and optimal ballistics. Higher shooting velocity, less bullet drop and wind drift.



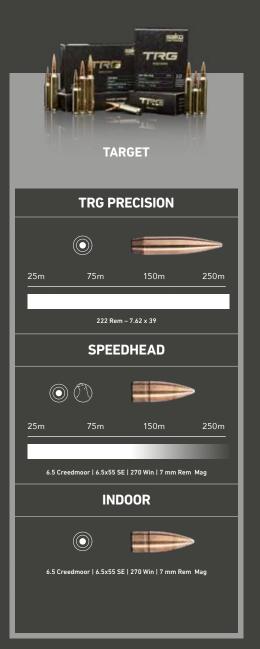


KNOW YOUR LIMITS - KNOW YOUR GAME: All presented recommendations for shooting distances and game only as guidance and are dependent on caliber, bullet weight, equipment, conditions, shooters skills and other important factors. Caliber specific exceptions apply. Make sure to follow hunting legislation and regulations effective in your country.









RAPID EXPANSION SERIES (**) (**)





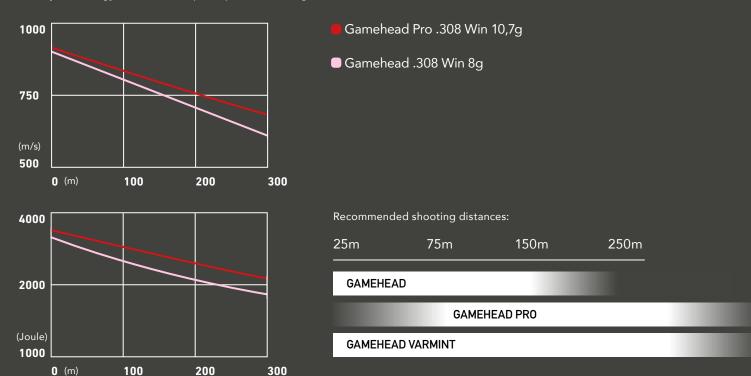


GAMEHEAD GAMEHEAD PRO GAMEHEAD VARMINT

Maximized stopping power for small game

Rapid expansion series cartridges feature bullets that have non-bonded, rapidly opening bullet design that is optimal when hunting smaller game and varmints or in situations where instant expansion capabilities are preferred. The advantage of Gameheads is highlighted especially when hunting smaller game where expansion resistance expanding the bullet can be very low (for example high volume lung hit to a small deer). Gamehead Varmint, designed especially for varmint hunting, expands explosively featuring perfected terminal effect for even the smallest pests. Designed fragmentation upon hit reduces risk of ricochets causing danger to surroundings.

Velocity and energy for selected Rapid Expansion cartridges:





GAMEHEAD

Spitzer-nosed soft-point bullet for accurate hits on smaller targets. Light jacket and non-bonded core allows rapid and effective expansion required for small to medium sized game and varmints. It is an excellent all-purpose hunting bullet for small to medium-sized game.







Gamehead Pro with Sierra's GameChanger bullet with rapid expansion is designed for medium size game. The polymer tip and the aerodynamic design aim for high ballistic coefficient and rapid expansion. Because of the optimized jacket thickness, the bullet's expansion is excellent also at extended distances. Precisely engineered to withstand high muzzle velocity. Gamehead Pro has one of the best ballistic coefficient on the market.







MEDIUM - LONG RANGE

GAMEHEAD VARMINT

Gamehead Varmint with Sierra's BlitzKing bullet with aggressive expansion is designed for varmint and small predator hunting. The structure of bullet aims for match-bullet grade precision and explosively fast fragmentation on impact. Precisely engineered to withstand high muzzle velocity and to release the energy quickly also at extended distances.





SHORT – LONG RANGE













GAMEHEAD VARMINT RX NEW



Sako has developed ultimate Varmint bullet that features thin jacket and massive hollow-point that results in extremely fast fragmentation upon impact. As a result, the bullet offers high versatility across different sizes of vermin and improves safety against ricochets. This high-precision boat-tailed bullet will be loaded in calibers .308Win and .30-06 Spring with 8,4g / 130gr bullet weight.





SHORT - LONG RANGE

CALIBER	WEIGHT		BC	MUZZLE VELOCITY		
CALIBER	GRAMS	GRAIN	30	M/S	FPS	
.308 Win	8,4	130	.218	940	3084	





CONTROLLED EXPANSION SERIES © © ©







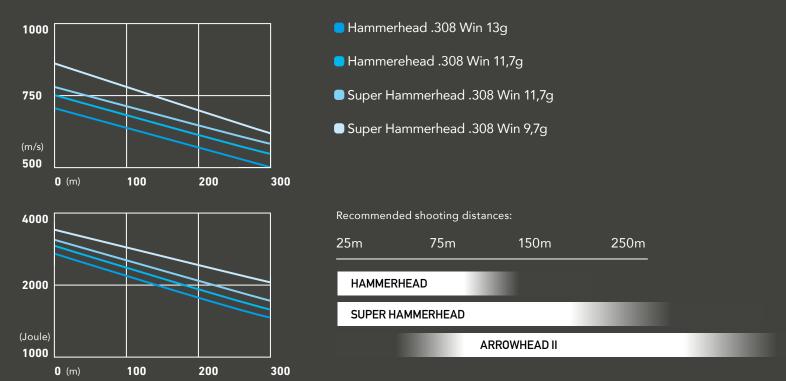


HAMMERHEAD SUPER HAMMERHEAD DEERHEAD ARROWHEAD II TWINHEAD II

Optimized stopping power and good durability against bone

Controlled expansion series cartridges feature bullets that have chemically bonded to jacket to increase bullet effectiveness especially for larger game. After rapid bullet expansion to the optimal diameter, bullet expansion will be controlled by means of chemically bonded core and specific jacket thickness. This results not only maximized transferred devastation energy but also less separation of the lead which also means minimal meat loss. Bullets also have improved resistance against bone hits and great penetration through even the thickest skin.

Velocity and energy for selected Controlled Expansion cartridges:





HAMMERHEAD

A heavy jacketed and soft-point bullet with a bonded core. The bullet shape and construction are especially designed to prevent core separation and provide controlled mushrooming with excellent stopping power. Round nose design increases expansion speed and dependability. The bullet is very effective for big game hunting at short distances.











A heavy jacketed, strong and non-fragmenting bullet that ensures controlled expansion. A bonded core provides high weight retention, which results in effective penetration. It is boat-tailed for high ballistic efficiency, which causes a flatter trajectory. It was developed and tested by Sako ballistic laboratories first, followed by actual extensive big game hunting tests. The bullet is designed for big game hunting at short to medium distances. Now also available heavier Super Hammerhead Wild Boar.





DEERHEAD

A heavy jacketed bonded core soft-point bullet excellent for deer species such as white-tailed, red stag and moose. Bonded core controls mushrooming preventing bullet separation and minimizing meat loss.

























ARROWHEAD II

Ballistically advanced big game bullet (Swift Scirocco® II) manufactured by Swift. The bullet has a polymer tip to maintain the good ballistic performance, and the jacket strengthens gradually from thin front to heavy rear. This contributes to fast shock and large wound channel. The bullet offers excellent long range performance for medium to big game hunting.















TWINHEAD II

With its unique cross-member jacket design and the bonded front core, the Swift A-Frame Bullet® has become famous for its ability to combine three critical performance features – controlled expansion, deep penetration and 95% weight retention at all velocities. The bullet is designed for large and safari sized game.















MONOLITHIC SERIES







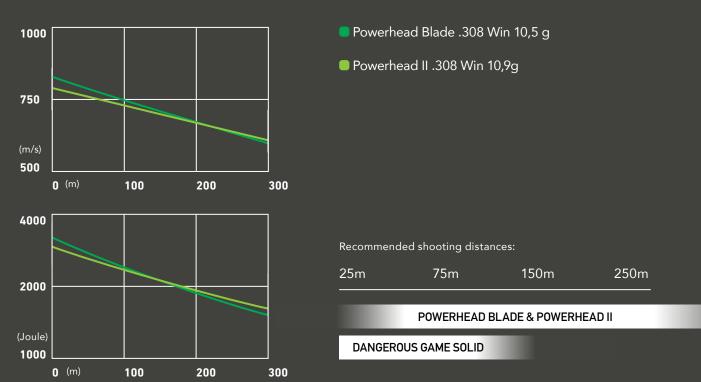


POWERHEAD BLADE POWERHEAD II DANGEROUS GAME SOLID

Lead-free bullets with high penetration capabilities and good durability

The Monolithic series cartridges are entirely based on lead-free bullets. They're the choice for hunters who prefer lead-free alternatives and want to minimise meat loss. One advantage of monolithic bullets is their high strength that translates into near 100% weight retention. The Powerhead series offers market-leading lead-free terminal performance and exceptional capability to expand dependably in different situation and hit velocities. What's more, the Powerhead series features the newly-introduced SAKO BLADE bullet. The terminal BLADE Tip, together with its 5-stage bullet expansion architecture, expands the bullet even at the lowest impact velocities (long ranges) while also ensuring high resistance against bone hits and close-range shooting situations.

Velocity and energy for selected Monolithic cartridges:





POWERHEAD BLADE NEW

Sako has developed the new lead-free BLADE bullet to meet the needs of the most demanding lead-free hunters. One of the challenges in development of the bullet with alternative materials has been the inadequate performance either situations: not expanding for small game/long range impacts or fragmenting down on close situation/bone hits. With its Blade Tip, 100% pure ductile copper and 5-Stage terminal architecture, SAKO Blade offers excellent performance on different shooting ranges and various sizes of game.









POWERHEAD II

The Sako Powerhead II (Barnes Tipped TSX®) has a polymer tip and a reengineered nose cavity to provide an even faster expansion when compared to the original Powerhead (TSX®). The polymer tip initiates rapid expansion and improves ballistics at longer distances making it a versatile bullet at different ranges.











DANGEROUS GAME SOLID

This strong, flat-nosed solid brass bullet is lead-free. Its power grooves are especially designed for less friction, preventing the barrel from wearing out. The bullet deeply penetrates tissue without expanding. The DS-Solid is a reliable dangerous-game bullet for special hunting situations.













TARGET SERIES



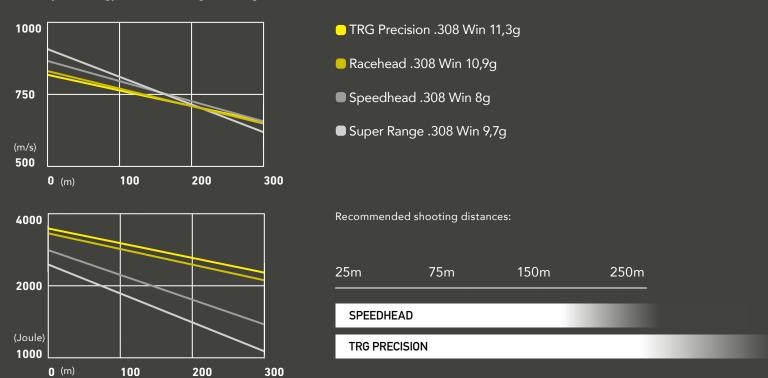


TRG PRESICION SPEEDHEAD INDOOR

Precision perfomance and optimal ballistics

Target series cartridges are designed to hit the target with the highest precision. Every component has been carefully selected to ensure superior consistency and performance in everything from the ignition of a primer to the bullet hitting the target. Top of the line product TRG Precision is the choice for competition and precision shooters looking for extreme precision and long range capabilities. Speedhead featuring highly accurate Sako FMJ bullet has been optimized for short to medium distances and offers excellent performance especially for action shooters (practical) and hunters looking for the optimal product for training.

Velocity and energy for selected Target cartridges:





TRG PRECISION

Open tip match bullet with boat tail, developed solely for competition and precision long-range shooting. All components are carefully selected for ultimate consistency and extreme accuracy.



SHORT – LONG RANGE



SPEEDHEAD

A full-metal jacket bullet that delivers ultimate accuracy for target shooting. It provides minimal meat damage on birds.





SHORT – MEDIUM RANGE



INDOOR

Sako Indoor ammunition cartridge line is based on proven Speedhead FMJ bullet that causes less separation in target devices. Cartridges feature high-quality clean burning powder charge that minimizes unburned powder residues. Load has been developed in a way that the point of impact shift is minimized when switching from conventional hunting cartridge to Indoor ammunition.



CINEMA INDOOR







TRADITIONAL HUNTING

Traditional hunting makes you feel one with nature. Your personal pride and ambition is met by a closeness to nature and its beauty. Sako traditional hunting cartridges are both reliable and high performing. They have the expansion of a traditional soft-point bullet and the long range performance of a spitzer or semi-spitzer-shaped bullet. Match them with your rifle and they are all you need for small to big game hunting.

Recommended for short distance:

Recommended for short to medium distance:

7.62x53R 30-06 Spring

30-06 Spring

300 WSM

9,7 150 Super Hammerhead

11,7 180 Super Hammerhead 820 2690

11,7 180 Super Hammerhead 885 2904

11,7 180 Super Hammerhead 880 2887

300 Win Mag Wild Boar 11,7 180 Super Hammerhead 880 2887

CARTRIDGE	BULLET WEIGHT		BULLET TYPE	VELOCITY	
	GRAMS	GRAIN		M/S	FPS
270 Win	10,1	156	Hammerhead	830	2723
7x64	11	170	Hammerhead	795	2608
7x65R	11	170	Hammerhead	790	2592
7mm Rem Mag	11	170	Hammerhead	860	2822
308 Win	13	200	Hammerhead	710	2329
308 Win	11,7	180	Hammerhead	750	2461
7.62x53R	13	200	Hammerhead	720	2362
7.62x53R	11,7	180	Hammerhead	765	2510
30-06 Spring	14,3	220	Hammerhead	720	2362
30-06 Spring	11,7	180	Hammerhead	820	2690
300 Win Mag	14,3	220	Hammerhead	805	2641
8.2x53R	13	200	Hammerhead	740	2428
8x57IS	13	200	Hammerhead	765	2362
8x57IRS	13	200	Hammerhead	720	2510
338 Win Mag	16,2	250	Hammerhead	745	2444
9.3x62	18,5	286	Hammerhead	710	2329
9,3x66 Sako	18,5	286	Hammerhead	765	2510
9,4×74R	18,5	286	Hammerhead	725	2379



LONG RANGE HUNTING

Long range hunting requires precision, reliability and responsibility. This type of hunting entails greater distances between the shooter and his target, and demands good judgment along with responsible conduct. Only rifles and cartridges specifically designed for long range hunting should be used in order to get the accuracy and precision needed for this particular type of hunting.

Recommended for small to medium game:

Recommended for large game:

CARTRIDGE	BUL WEI		вс	VELOCITY		
	GRAMS	GRAIN		M/S	FPS	
6.5x55 SE	8,4	130	.510	850	2789	
6.5 Creedmoor	8,4	130	.510	870	2854	
.270 Win	9,1	140	.508	890	2920	
7mm Rem Mag	10,7	165	.610	880	2887	
.300 Win	10,7	165	.530	815	2674	
.30-06 Spring	10,7	165	.530	980	2904	
.300 Win Mag	10,7	165	.530	980	321!	

CARTRIDGE	BULLET WEIGHT		BULLET TYPE	VELOCITY		
	GRAMS	GRAIN		M/S	FPS	
7.64	9,7	150	Arrowhead II	860	2822	
7mm Rem Mag	9,7	150	Arrowhead II	890	2920	
308 Win	11,7	180	Arrowhead II	780	2559	
30-06 Spring	11,7	180	Arrowhead II	815	2674	
300 WSM	11,7	180	Arrowhead II	880	2887	
300 Win Mag	11,7	180	Arrowhead II	885	2904	



SCANDINAVIAN BIRD HUNTING

Even the most passionate bird hunters who have traveled the world in pursuit of extraordinary hunting experiences will find Scandinavian Capercaillie and Black Grouse hunts in a class of their own. Unlike traditional pheasant, partridge or duck hunting, bird hunting in Finland, Sweden or Norway is a once-in-a-lifetime trophy hunt. In 1946, Sako launched the legendary 7x33 Sako caliber and this particular caliber is still in use to this day as Sako continues to create the famous 5.1g full metal jacket (FMJ) bullet, especially designed for bird hunting.

CARTRIDGE	BULLET WEIGHT		BULLET TYPE	VELOCITY	
	GRAMS	GRAIN		M/S	FPS
222 Rem	3,2	50	Speedhead	970	3182
222 Rem Range	3,2	50	Speedhead	970	3182
222 Rem Mag	3,2	50	Speedhead	975	3199
223 Rem	3,2	50	Speedhead	1025	3363
223 Rem Range	3,2	50	Speedhead	1025	3363
22-250 Rem	3,2	50	Speedhead	1150	3773
243 Win	5,8	90	Speedhead	875	2871
260 Rem Range	6,5	100	Speedhead	915	3002
6.5 Creedmoor Range	9,3	144	Speedhead	820	2690
6.5x55 SE Range	6,5	100	Speedhead	875	2871
300 BLK	8	123	Speedhead	640	2100
308 Win	8	123	Speedhead	890	2920
308 Win Range	8	123	Speedhead	890	2920
7.65x53R Range	8	123	Speedhead	900	2953
30-06 Spring	8	123	Speedhead	890	2920
30-06 Spring Range	8	123	Speedhead	890	2920
9.3x62 Range	15	231	Speedhead	750	2461
9.3x66 Sako Range	15	231	Speedhead	760	2493



VARMINT HUNTING

Varmint hunting demands speedy reactions and ultimately, effective cartridges. This pastime protects crops and livestock from getting eaten by pest mammals, such as badgers, prairie dogs, marmots, coyotes and ground squirrels. Sako Varmint hunting cartridges are as effective as it gets even at longer distances. Polymer-tipped bullets deliver on both accuracy and fragmentation, ensuring optimal performance. Pair them with a heavy-barreled rifle, and you are ready for the hunt.

CARTRIDGE	BULLET WEIGHT		BULLET TYPE	VELOCITY		
	GRAMS	GRAIN		M/S	FPS	
222 Rem	2,6	40	Gamehead Varmint	1095	3593	
223 Rem	3,2	50	Gamehead Varmint	1065	3494	
243 Win	3,6	55	Gamehead Varmint	1200	3937	
243 Win	4,5	70	Gamehead Varmint	1090	3576	
.308 Win	8,4	130	Gamehead Varmint RX	940	3084	



TRAINING

When it comes to training, the best way to build your confidence in field accuracy is to practice. The good news is that you can improve your shooting skills without spending too much money. If you are looking for high-quality cartridges and long-lasting cases, our Sako range competition and training cartridges will serve you well. They are available in most popular calibers and can be purchased in larger quantities at affordable prices.

Training cartridges are designed to operate both on bolt-action and semi-auto rifles. These cartridges have excellent accuracy in well-manufactured firearms. Sako range cartridges are available in value packs of 50 or 100 pcs per box.





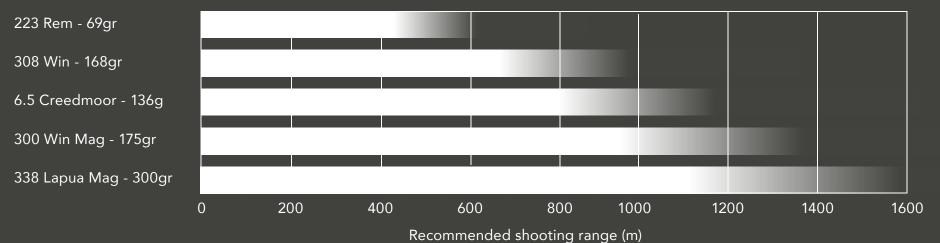
TRAINING AMMUNITION

CALIBER	BULLET TYPE	BULLET WEIGHT		
CALIBER	BULLET TYPE	GRAMS	GRAIN	
222 Rem	Speedhead/Range, FMJ*	3,2	50	
223 Rem	Speedhead/Range, FMJ*	3,2	50	
6.5 Creedmoor	Speedhead/Range, FMJ BT*	9,3	144	
260 Rem	Speedhead/Range, FMJ*	6,5	100	
6.5x55 SE	Speedhead/Range, FMJ*	6,5	100	
308 Win	Speedhead/Range, FMJ*	8,0	123	
308 Win	Super Range, OTM*	6,6	102	
7.62x53R	Speedhead/Range, FMJ*	8,0	123	
30-06 Sprg	Speedhead/Range, FMJ*	8,0	123	
9.3x62	Speedhead/Range, FMJ*	15	231	
9.2x66 Sako	Speedhead/Range, FMJ*	15	231	

TARGET SHOOTING

CALIBED		BULLET WEIGHT			
CALIBER	BULLET TYPE	GRAMS	GRAIN		
222 Rem	Racehead, HPBT*	3,4	52		
223 Rem	Racehead, HPBT*	4,5	69		
6.5 Creedmoor	TRG Precision, HPBT*	8,8	136		
260 Rem	TRG Precision, HPBT*	8,8	136		
6.5x55 SE	Racehead, HPBT*	9,0	142		
308 Win	Racehead, HPBT*	10,9	168		
308 Win	TRG Precision, HPBT*	11,3	175		
300 Win Mag	TRG Precision, HPBT*	11,3	175		
338 Lapua Mag	TRG Precision, HPBT*	19,4	300		

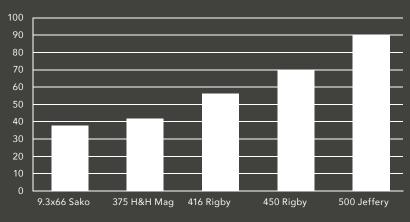
^{*} FMJ = Full Metal Jacket * BT = Boat Tail * OTM = Open Tip Match



PREMIUM HUNTING

Big game safari is not an everyday sport, but a special adventure. Make it an unforgettable event with once-in-a-lifetime results using the best equipment available, cartridges designed with the expertise that has been building since we firsts started manufacturing hunting cartridges in 1928.

TAYLOR KNOCK OUT FACTOR





CARTRIDGE	BULLET	WEIGHT	BULLET TYPE	VELC	CITY	S.D	К.О
CARTRIDGE	GRAMS	GRAIN	BULLETTIPE	M/S	FPS	ע.כ	K.U
9.3x66 Sako	18,5	286	Hammerhead	765	2510	.305	38
375 H&H Mag	19,4	300	Twinhead II	770	2526	.305	41
416 Rigby	25,9	400	Twinhead II	725	2378	.330	57
450 Rigby	29,2	450	Twinhead II	725	2378	.307	70
500 Jeffery	34,7	535	Twinhead II	710	2330	.292	91



		BULLET							GAM	E						VELC	CITY		BARREL ENERGY TRAJECTORY			MRI								
CALIBER				Weigh	+		_		0	4.3								LENGTH		Joules				cm / m (Line of Sight 4.5 cm)					m	
CALIBER	Code	NAME	<u> </u>	_	BC G1	- ⊚	[J	\ [<i>E</i>]	1 27	1	B	THE WAY	1 5 8	≫ -	0	100	200	300		0	100	200	300	50	100	150	200		300	300
222 Rem	103g	GAMEHEAD VARMINT	2,6	grs 40	0,196	1		+-	 	<u> </u>		<u> </u>	1		1095	926	771	630	600	1559	1115	773	517	-0,4	1,2	0	- 4,6	250 -13,5	-27,6	200
222 Rem	106G	■ GAMEHEAD	3,2	50	0,181		-								970	795	640	505	600	1524	1024	664	414	0,4	2,1	٥	-7,0	-19,8	-40,8	178
222 Rem	110G	GAMEHEAD	3,56	55	0,207										950	798	662	540	600	1608	1136	781	520	0,4	2,1	0	-6,8	-19,1	-38,5	179
222 Rem	490G	POWERHEAD II	3,2	50	0,229										950	815	690	576	600	1444	1062	762	530	0,3	2,0	0	-6,4	-18,0	-35,9	182
222 Rem	105G	SPEEDHEAD	3,2	50	0,181		-								970	795	640	505	600	1524	1024	664	414	0,4	2,1	0	-7,0	-19,8	-40,8	178
222 Rem Range	105G	SPEEDHEAD	3,2	50	0,181	-	•								970	795	640	505	600	1524	1024	664	414	0,4	2,1	0	-7,0	-19,8	-40,8	178
222 Rem 222 Rem Mag	111G 106G	RACEHEAD GAMEHEAD	3,4	52 50	0,221			+-	-			-			930 975	785 799	661 644	547 509	600 570	1457 1540	1039 1035	737 673	503 419	0,6 0,4	2,2	0	-7,1 -6,9	-20,5 -19,6	-41,3 -40,3	176
222 Rem Mag	110G	GAMEHEAD	3,56	55	0,101										980	825	686	561	570	1712	1213	839	562	0,4	1,9	١٥	-6,2	-17,7	-35,4	184
222 Rem Mag	105G	SPEEDHEAD	3,2	50	0,181		-	-	_						975	799	644	509	570	1540	1035	673	419	0,4	2,1	Ö	-6,9	-19,6	-40,3	179
223 Rem	101G	■ GAMEHEAD VARMINT	3,2	50	0,248										1065	932	808	693	600	1815	1390	1045	768	-0,4	1,2	0	-4,4	-12,7	-25,3	204
223 Rem	106G	GAMEHEAD	3,2	50	0,181	-			•						970	799	644	506	600	1505	1021	664	410	0,4	2,1	0	-6,9	-19,9	-40,8	180
223 Rem	110G	GAMEHEAD	3,56	55	0,207										965	812	674	551	600	1660	1174	810	541	0,3	2,0	0	-6,5	-18,4	-36,9	181
223 Rem Range 223 Rem	110G 492G	GAMEHEAD POWERHEAD II	3,56 3,56	55 55	0,207										965 985	812 868	674 759	551 657	600 600	1660 1727	1174 1342	810 1025	541 768	0,3 0,0	2,0 1,6	0	-6,5 -5,3	-18,4 -14,9	-36,9 -29,5	181
223 Rem	105G	■ SPEEDHEAD	3,2	50	0,181			-	_						1025	843	683	542	600	1702	1151	756	475	0,0	1,8	Ö	-6,0	-17,3	-35,2	187
223 Rem Range	105G	■ SPEEDHEAD	3,2	50	0,181		-								1025	843	683	542	600	1702	1151	756	475	0,0	1,8	0	-6,0	-17,3	-35,2	187
223 Rem	113G	■ RACEHEAD	4,5	69	0,300										875	774	680	595	600	1712	1338	1033	793	0,8	2,4	0	-7,2	-19,6	-37,8	174
22-250 Rem	106G	GAMEHEAD	3,2	50	0,181	-		-	•						1125	929	760	609	600	2050	1399	935	602	-0,5	1,2	0	-4,7	-13,6	-27,8	202
22-250 Rem 22-250 Rem	110G 105G	GAMEHEAD SPEEDHEAD	3,56	55 50	0,207	_	_	-	•						1100 1150	931 950	781 776	647 623	600 600	2156 2142	1544 1461	1087 976	745 630	-0,5 -0,6	1,2 1,1	0	-4,6 -4,4	-13,1 -12,8	-37,7 -26,3	203
243 Win	101E	GAMEHEAD VARMINT	3,6	55	0,225	1 -									1200	1045	900	767	600	2592	1965	1459	1058	-1,0	0,6	0	-3,2	-9,5	-19,4	225
243 Win	102E	GAMEHEAD VARMINT	4,5	70	0,299		-								1090	978	872	772	600	2673	2152	1710	1341	-0,6	1,0	0	-3,8	-10,9	-21,6	213
243 Win	112E	■ GAMEHEAD	5,8	90	0,349										950	860	775	694	600	2617	2145	1740	1396	0,1	1,7	0	-5,4	-14,8	-28,8	187
243 Win	113E	GAMEHEAD	6,5	100	0,367			-	•						905	819	737	660	600	2654	2175	1761	1410	0,3	2,1	0	-6,0	-16,6	-32,3	183
243 Win 243 Win	130E 492E	DEERHEAD POWERHEAD II	6,5 5,2	100 80	0,257			١.		•					885 890	768 797	660 710	560 629	600 600	2545 2053	1919 1647	1416 1308	1019 1026	0,8 0,3	2,5 2,2	0	-7,3 -6,5	-20,2 -18,0	-40,0 -34,9	177
243 Win	114E	SPEEDHEAD	5,8	90	0,350			-	-						875	788	706	629	600	2233	1810	1454	1155	0,3	2,2	١٥	-6,7	-18,4	-35,6	177
25-06 Rem	125E	GAMEHEAD	7,6	117	0,381										910	829	753	681	600	3105	2579	2128	1740	0,4	1,9	0	-5,8	-16,0	-30,9	184
260 Rem	122H	DEERHEAD	10,1	156	0,360										765	687	613	544	600	2958	2383	1898	1497	1,8	3,5	0	-9,3	-25,1	-48,3	156
260 Rem Range	118H	■ SPEEDHEAD	6,5	100	0,250	•	-								915	791	677	574	600	2713	2027	1487	1066	0,6	2,2	0	-6,9	-19,1	-37,2	178
260 Rem 260 Rem	121H 160H	RACEHEAD TRG PRECISION	8,0 8,8	123 136	0,510										865 840	805 785	748 733	693 682	600 600	2982 3105	2583 2714	2228 2362	1912 2046	0,6 0,8	2,2 2,4	0	-6,1 -6,6	-16,7 -17,7	-32,1 -33,8	180
6.5 Creedmoor	107H	GAMEHEAD PRO	8,4	130	0,510										870	812	757	703	600	3179	2772	2406	2077	0,6	2,2	0	-6,2	-16,9	-32,3	181
6.5 Creedmoor	123H	■ DEERHEAD	10,1	156	0,348			-	-	-					815	732	653	579	600	3354	2704	2152	1690	1,2	2,9	Ö	-8,0	-21,8	-42,1	165
6.5 Creedmoor	493H	■ POWERHEAD II	7,8	120	0,412										890	816	745	678	600	3089	2597	2167	1792	0,5	2,1	0	-6,1	-16,5	-31,9	182
6.5 Creedmoor	656H	POWERHEAD BLADE	7,6	117	0,376					-					900	818	743	670	600	3064	2545	2095	1708	0,5	2,1	0	-6,3	-17,1	-33,2	183
6.5 Creedmoor R. 6.5 Creedmoor	128H 160H	■ SPEEDHEAD ■ TRG PRECISION	9,3 8,8	144 136	0,636		-								820 860	774 805	729 751	685 700	600 600	3127 3254	2784 2850	2470 2484	2183 2155	0,9 0,6	2,5 2,2	0	-6,8 -6,2	-18,2 -16,8	-34,5 -31,9	173
6.5x55 SE	107H	GAMEHEAD PRO	8,4	130	0,545										850	793	738	685	630	3035	2642	2289	1973	0,8	2,4	0	-6,6	-17,9	-34,1	175
6.5x55 SE	122H	■ DEERHEAD	10,1	156	0,377					-					760	684	613	546	630	2920	2366	1898	1507	1,9	3,6	0	-9,3	-24,9	-48,3	154
6.5x55 SE	493H	POWERHEAD II	7,8	120	0,443					-					855	788	723	661	630	2851	2419	2038	1704	0,7	2,3	0	-6,6	-17,9	-34,3	177
6.5 Creedmoor	656H	POWERHEAD BLADE	7,6	117	0,376				-	-					855	776	702	632	630	2765	2286	1873	1518	0,9	2,5	0	-7,1	-19,5	-37,6	175
6.5x55 SE R. 6.5x55 SE	118H 119H	■ SPEEDHEAD ■ RACEHEAD	6,5 9,1	100 140	0,250		•	-							875 790	754 735	644 682	543 632	630 630	2481 2811	1844 2433	1344 2096	957 1796	0,9 1,3	2,6 2,9	0	-7,7 -7,9	-21,1 -21,1	-41,4 -39,9	170
270 Win	212B	GAMEHEAD	8,4	130	0,436	-									925	856	789	725	580	3594	3076	2616	2210	0,2	1,8	0	-5,4	-14,8	-28,4	177
270 Win	213B	GAMEHEAD PRO	9,1	140	0,508										890	831	774	720	580	3596	3139	2727	2357	0,4	2,0	0	-5,7	-15,6	-29,8	176
270 Win	211B	HAMMERHEAD	10,1	156	0,321					-		-			830	738	653	573	580	3482	2756	2155	1660	1,1	2,8	0	-8,0	-21,6	-41,5	166
270 Win	485B 488B	POWERHEAD	8,4 7,1	130 110	0,431					•					915 1005	842 919	772	706 759	580	3527	2985 3000	2514 2488	2102	0,3	1,9	0	-5,6 -4,5	-15,2	-29,4	187
270 Win 7x33 Sako	109B	POWERHEAD II GAMEHEAD	5,1	78	0,377					•					750	568	837 412	280	580 600	3586 1434	823	432	2046	-0,3 3,4	1,3 5,6	0	-4,5	-12,4 -48,4	-24,2 -104	135
7x33 Sako 7x33 Sako	107B	SPEEDHEAD	5.1	78	0,147			١.							750 750	568	412	280	600	1434	823	432	200	3,4	5,6	0	-16,3	-48,4	-104	135
7 mm-08 Rem	124B	■ GAMEHEAD	9,1	140	0,416			ΙĒ				L			860	790	723	659	580	3365	2841	2380	1978	0,7	2,3	0	-6,6	-17,8	-34,2	174
7x64	121B	GAMEHEAD	7,8	120	0,328				-						935	840	751	666	580	3409	2754	2197	1730	0,3	1,9	0	-5,7	-15,9	-31,3	186
7x64	216B	HAMMERHEAD	11,0	170	0,407					•		•			795	724	656	593	580	3481	2887	2375	1936	1,4	3,1	0	-8,3	-22,1	-42,0	163
7x64 Wild Boar 7x64	216B 407B	■ HAMMERHEAD ■ ARROWHEAD II	9,7	170 150	0,407										795 860	724 801	656 744	593 690	580 580	3481 3595	2887 3118	2375 2692	1936 2313	1,4 0,7	3,1 2,2	0	-8,3 -6,2	-22,1 -16,9	-42,0 -32,5	163
7x64	495B	■ POWERHEAD II	9,7	150	0.450					15		1:			860	793	728	667	580	3595	3053	2578	2163	0,7	2,2	0	-6,4	-17,6	-33,9	
7 x 65R		■ HAMMERHEAD	11,0	170	0,407										790	719	652	589	580	3438	2843	2343	1908	1,5	3,1	0	-8,4	-22,4	-42,4	
7 mm Rem Mag	218B	GAMEHEAD PRO	10,7	165	0,610			•	-	•					880	831	784	739	630	4143	3699	3291	2918	0,4	2,0	0	-5,7	-15,4	-29,2	
7 mm Rem Mag		HAMMERHEAD	11,0	170	0,407						•	-	-		860	786	715	648	630	4074	3400	2816	2315	0,7	2,3	0	-6,7	-18,3	-35,2	
7 mm Rem Mag 7 mm Rem Mag	407B 495B	ARROWHEAD II POWERHEAD II	9,7	150 150	0,515 0,450							١:			890 890	830 821	772 756	716 693	630 630	3850 3850	3345 3277	2895 2774	2493 2334	0,4 0,5	2,0 2,1	0	-5,8 -5,1	-15,5 -16,1	-29,8 -31,1	
300 BLK	129A	GAMEHEAD	8,0	123	0,320					-	_	-	-	_	635	556	481	412	500	1613	1234	927	681	4,2	6,1	0	-15,2	-41,1	-79,6	
300 BLK	120A	SPEEDHEAD	8,0	123	0,330			-	_						640	563	490	423	500	1638	1266	961	714	4,1	5,9	Ö	-14,8	-39,8	-76,9	
300 BLK S.	137A	RACEHEAD	14,3	220	0,608	-									320	308	297	287	310 **	731	674	-	-	10,2	0	-36,3	-	-	-	-
7.62 x 39	134A	GAMEHEAD	8,0	123	0,342	-		-							715	632	555	487	420	2045	1598	1233	948	2,7	4,4	0	-11,4	-31,6	-60,4	
7.62 x 39	117A	■ SPEEDHEAD	8,0	123	0,342										715	632	555	487	420	2045	1598	1233	948	2,7	4,4	0	-11,4	-31,6	-60,4	147
Before hunting che	ck the loc	cal caliber / bullet regulations	to ensu	re you l	nunt with	the a	ppropria	te cart	ridge.															Sako Ind		ing amm	o <u>©</u>			
S HAMMERHEAD =							GAMEH									EAD = SP					CAL	IBER			BULLE				Waight	
HAMMERHEAD = S							GAMEH											oint boat	tail		CAL	12151	Code		N	lame		g	Weight grs	
POWERHEAD = Ba	irnes TSX	ARROWHEA	AD II = S	swift Sci	irocco II®	,	GAMEH	EAD V	ARM	INI =	Tipp	ed so	oft point		DS SOL	JD = Dane	gerous Ga	ime Solid		4	5v55 SE		110⊔	Inc	door Train	aina Ama	*EMI		100	

POWERHEAD = Barnes TSX®
POWERHEAD II = Barnes TTSX®

ARROWHEAD II = Swift Scirocco II® GAMEHEAD VARMINT = Tipped soft point

SPEEDHEAD = Full metal jacket

RACEHEAD = Sierra MatchKing®

RECOmmended use

** Semiautomatic rifle

* FMJ = Full Metal Jacket

1598 1233	948	2,7 4,4 0 -11,4	-31,6	-60,4	14/			
	Si	ako Indoor training ammo 🏽 🔘						
		BULLET						
CALIBER	Code	Nama	Weight					
	Code	Name	g	grs	BC G1			
6.5x55 SE	118H	Indoor Training Ammo *FMJ	6,5	100	0,250			
308 Win	120A	Indoor Training Ammo *FMJ	8	123	0,330			
30-06 Spring	120A	Indoor Training Ammo *FMJ	8	123	0,330			
8x57	102F	Indoor Training Ammo *FMJ	8,2	127	0,356			
9.3x62	132D	Indoor Training Ammo *FMJ	15	231	0,380			

		BULLET				GAME			VELOCITY			BARREL ENERGY				TRAJECTORY						MRD									
CALIBER	Code	NAME		Weigh	nt		40)	<u></u>	M	the !	6.2	- لفدو	(iron al Mo	s~9	000 T		n	ı/s		LENGTH		Joi	ules			cm / m	(Line o	f Sight 4	.5 cm)		m
	Code	IVAIVIL	g	grs	BC G1	©	23	ÇΝ	£1)	421	Ħ,	B	B.W.	ار پچ	**	0	100	200	300	mm	0	100	200	300	50	100	150	200	250	300	300
308 Win	107A	GAMEHEAD PRO	10,7	165	0,440				_		•	•	•			815 920	751 798	689	630 581	600	3554 3386	3016	2542 1877	2126	1,2	2,8	0	-7,6	-20,6 -19,5	-39,5	171 173
308 Win 308 Win	129A 151A	GAMEHEAD VARMINT RX	8,0 8,4	123 130	0,246 0,218					-	-					940	802	685 674	558	600 600	3711	2549 2698	1908	1348 1306	0,1	2,3 2,2	0	-7,0 -7,0	-17,5	-38,6 -39,7	173
308 Win	152A	GAMEHEAD	9,7	150	0,279			_	- I							870	766	668	577	600	3671	2842	2162	1612	0,9	2,6	ő	-7,6	-21,0	-41,2	171
308 Win	227A	HAMMERHEAD	13,0	200	0,356						-	-	•	-		710	634	563	498	600	3267	2607	2054	1608	2,6	4,2	0	-11,2	-30,5	-58,8	146
308 Win	235A	SUPER HAMMERHEAD	9,7	150	0,410					•	•	-	•			855	781	712	645	600	3546	2961	2456	2020	0,8	2,3	0	-6,8	-18,5	-35,6	176
308 Win	236A	SUPER HAMMERHEAD	11,7	180 180	0,421						- 1	-	-			760 760	693	630	570 570	600	3369 3369	2802 2802	2313 2313	1892	1,8	3,5	0	-9,1	-24,0	-45,8	156
308 Win WB 308 Win	236A 256A	SUPER HAMMERHEAD HAMMERHEAD	11,7	180	0,421											750 750	693 678	630 610	546	600 600	3281	2681	2169	1892 1739	1,8 2,0	3,5 3,7	0	-9,1 -9,5	-24,0 -25,3	-45,8 -49,0	156 153
308 Win	408A	ARROWHEAD II	11,7	180	0,520						- 1	-	-			780	725	672	621	600	3548	3063	2631	2248	1,4	3,1	ő	-8,2	-21,8	-41,1	162
308 Win	496A	POWERHEAD II	10,9	168	0,470						-	-	•			780	719	660	605	600	3312	2813	2375	1992	1,5	3,1	0	-8,5	-22,6	-43,4	163
308 Win	656A	POWERHEAD BLADE	10,5	162	0,375						•	-	•	•		815	739	668	599	600	3487	2871	2340	1886	1,3	2,9	0	-8,0	-21,8	-42,0	170
308 Win	120A 120A	SPEEDHEAD	8,0 8,0	123 123	0,330											890 890	797 797	710	628 628	600	3157 3157	2548 2548	2008 2008	1573	0,6	2,2 2,2	0	-6,5	-18,0 -18,0	-35,0 -35,0	179
308 Win Range 308 Win Super R.	146A	SPEEDHEAD HOLLOWPOINT	6,6	102	0,330		•		- 1							935	802	710 681	571	600 600	2889	2127	1534	1573 1079	0,6	2,2	0	-6,5 -6,6	-18,6	-36,5	180
308 Win	141A	RACEHEAD	10,9	168	0,462				- 1		İ	İ			ı	810	747	687	629	600	3571	3041	2569	2154	1,1	2,8	ŏ	-7,5	-20,2	-38,6	167
308 Win	157A	■ TRG PRECISION	11,3	175	0,490	-										800	741	684	630	600	3616	3102	2644	2239	1,2	2,8	0	-7,6	-20,5	-39,0	166
7.62x53R	227A	HAMMERHEAD	13,0	200	0,356						-	•		•		720	644	572	506	580	3359	2684	2118	1660	2,5	4,1	0	-10,6	-24,4	-36,7	147
7.62x53R	236A	SUPER HAMMERHEAD	11,7	180	0,421						-	-	-			770	703	639	578	580	3458	2879	2380	1949	1,7	3,4	0	-8,8	-23,4	-44,4	158
7.62x53R 7.62x53R Range	256A 120A	■ HAMMERHEAD ■ SPEEDHEAD	11,7 8.0	180 123	0,387 0,330						•	•	•			765 900	692 800	623 709	558 626	580 580	3413 3240	2794 2561	2266 2009	1819 1569	1,8 0,6	3,6 2,4	0	-9,1 -6,5	-24,1 -18,6	-46,6 -35,7	156 181
30-06 Spring	107A	GAMEHEAD PRO	10,7	165	0,330		-		-		-		_		-	885	818	753	691	600	4190	3578	3035	2557	0,8	2,4	0	-6,2	-16,8	-32,4	182
30-06 Spring	129A	GAMEHEAD	8,0	123	0,320				-	_	-		-			940	841	748	662	600	3521	2816	2230	1745	0,3	1,9	ő	-5,7	-15,7	-30,9	184
30-06 Spring	151A	GAMEHEAD VARMINT RX	8,4	130	0,218			•	-							975	834	703	584	600	3993	2919	2077	1433	0,3	2,0	0	-6,3	-18,0	-36,1	185
30-06 Spring	152A	GAMEHEAD	9,7	150	0,279				-		-	•				900	792	682	599	600	3911	3039	2322	1740	0,7	2,3	0	-7,0	-19,4	-38,1	178
30-06 Spring	228A	HAMMERHEAD	14,3	220	0,408						-	•	•	•		720	653	590	530	600	3695	3041	2478	2006	2,4	4,0	0	-10,1	-27,5	-53,2	149
30-06 Spring	235A	SUPER HAMMERHEAD	9,7	150	0,410						-	-	•			900	824	752	684	600	3929	3293	2742	2267	0,4	2,0	0	-5,9	-16,1	-31,2	184
30-06 Spring 30-06 Spring WB	236A 236A	SUPER HAMMERHEAD SUPER HAMMERHEAD	11,7	180 180	0,421											820 820	750 750	684 684	621 621	600 600	3922 3922	3282 3282	2727 2727	2248 2248	1,1	2,7 2,7	0	-7,6 -7,6	-20,5 -20,5	-38,9 -38,9	169 169
30-06 Spring WB	256A	■ HAMMERHEAD	11,7	180	0,387							- 1	-			820	745	673	605	600	3934	3244	2649	2140	1,1	2,8	ا ة	-7,6	-20,7	-38,4	171
30-06 Spring	408A	ARROWHEAD II	11,7	180	0,520							- 1	-			815	758	704	652	600	3874	3354	2889	2477	1,0	2,6	ŏ	-7,3	-19,6	-37,3	171
30-06 Spring	497A	POWERHEAD II	11,7	180	0,484						•	-	-	-		830	769	710	654	600	4030	3460	2953	2504	0,9	2,5	0	-7,0	-18,8	-35,9	170
30-06 Spring	657A	■ POWERHEAD BLADE	11,0	170	0,410						•	-	•	•		845	774	707	642	600	3927	3298	2747	2269	0,9	2,5	0	-7,1	-19,3	-37,2	174
30-06 Spring	120A	SPEEDHEAD	8,0	123	0,330	-	-									935	828	728	635	600	3497	2745	2122	1611	0,4	2,0	0	-6,2	-17,3	-34,0	185
30-06 Spring R. 300 WSM	120A	SPEEDHEAD SUPER HAMMERHEAD	8,0 11,7	123 180	0,330		-		-		_					935 885	828	728 742	635	600	3497	2745 3844	2122 3214	1611	0,4	2,0	0	-6,2	-17,3	-34,0 -32,2	185
300 WSM	236A 408A	ARROWHEAD II	11,7	180	0,421 0,520								-			880	812 821	764	676 709	600 600	4568 4517	3927	3401	2669 2932	0,5 0,5	2,1 2,1	0	-6,1 -5,9	-16,6 15,9	-32,2	182
300 Win Mag	107A	GAMEHEAD PRO	10,7	165	0,440						-	-	-			980	911	844	780	650	5139	4522	3815	3258	0,3	1,4	0	-4,7	-12,9	-25,0	200
300 Win Mag	228A	■ HAMMERHEAD	14,3	220	0,408						-					805	734	666	602	650	4619	3836	3162	2583	1,3	2,9	0	-8,0	-21,5	-40,8	165
300 Win Mag	235A	SUPER HAMMERHEAD	9,7	150	0,410					•	•	-	•			1010	927	850	776	650	4948	4172	3503	2924	-0,3	1,3	0	-4,4	-12,3	-23,8	204
300 Win Mag	236A	SUPER HAMMERHEAD	11,7	180	0,421						-	-	•	•		880	807	738	672	650	4517	3799	3175	2635	0,6	2,2	0	-6,1	-16,9	-32,7	181
300 Win Mag WB	236A 409A	SUPER HAMMERHEAD	11,7	180 180	0,421						-	-	•	•		880	807	738	672	650	4517	3799	3175 3442	2635	0,6	2,2	0	-6,1	-16,9	-32,7	181
300 Win Mag 300 Win Mag	497A	ARROWHEAD II POWERHEAD II	11,7	180	0,520 0,484											885 880	825 817	768 757	713 699	650 650	4568 4530	3973 3907	3350	2967 2856	0,5 0,5	2,0 2,1	0	-5,9 -6,0	-15,7 -16,3	-30,1 -31,2	184
300 Win Mag	657A	POWERHEAD BLADE	11	170	0,415						-	- 1	-			920	847	777	709	650	4655	3944	3317	2768	0,3	1,9	ő	-5,7	-15,6	-30,1	188
300 Win Mag	140A	RACEHEAD	11,3	175	0,505											925	863	804	746	650	4834	4210	3649	3146	0,1	1,7	0	-5,2	-14,2	-27,3	191
300 Win Mag	157A	■ TRG PRECISION	11,3	175	0,490	-			_							965	900	837	777	650	5261	4577	3961	3409	-0,1	1,4	0	-4,7	-12,8	-24,7	200
8.2x53R	201F	HAMMERHEAD	13,0	200	0,276				\rightarrow		-	-	_	-	-	740	641	550	469	600	3549	2662	1958	1423	2,4	4,1	0	-11,2	-30,9	-59,9	148
8x57IS 8x57IS	120F 201F	GAMEHEAD HAMMERHEAD	9,7	150 200	0,330 0,276					_	-	_	_			815 765	725 664	641 571	560 487	580 580	3228 3793	2557 2857	1998 2110	1527 1539	1,3	3,0 3,8	0	-8,3 -10,1	-22,3 -28,2	-43,2 -55,2	163 152
8x57IS	498F	POWERHEAD II	10,4	160	0,278											815	742	673	607	580	3454	2865	2355	1916	2,1 1,2	2,8	0	-7,7	-20,2	-39,8	162
8x57IS Range	102F	SPEEDHEAD	8.2	127	0,190						- 1	- 1	-	_		880	729	592	469	580	3175	2178	1437	903	1,2	3,0	ő	-9.0	-25,7	-52,1	165
8x57IRS	121F	GAMEHEAD	11,3	175	0,374				\neg		- 1					775	699	627	559	580	3406	2771	2231	1772	1,7	3,5	Ō	-8,9	-23,7	-45,8	157
8x57IRS	201F	HAMMERHEAD	13,0	200	0,276						-	-				720	622	533	454	580	3359	2511	1842	1336	2,7	4,4	0	-12,2	-33,2	-63,7	145
338 Win Mag	211F	HAMMERHEAD	16,2	250	0,342				_		-	-	•	-		745	664	588	518	620	4496	3572	2801	2176	2,2	3,9	0	-9,8	-27,1	-52,8	151
338 Lapua Mag	300F	TRG PRECISION	19,4	300	0,768	-			-		_				_	840	801	763	726	650	6844	6225	5649	5114	0,7	2,2	0	-6,2	-16,7	-31,5	179
9.3x53R Finnish 9.3x62	102D 266D	GAMEHEAD HAMMERHEAD	16,6	256 286	0,244				-		-		-		_	685 710	578 625	483 546	403 475	600 580	3877 4663	2760 3611	1930 2755	1344 2083	3,6 2,7	5,6	0	-14,5 -11,9	-38,9 -32,3	-76,7 -62,0	135
9.3x62 Wild Boar	266D	HAMMERHEAD	18,5	286	0,315								-			710	625	546	475	580	4663	3611	2755	2083	2,7	4,4 4,4	"	-11,9	-32,3	-62,0	145
9.3x62	477D	POWERHEAD	16,2	250	0,361						- 1	- 1	-			730	654	582	517	580	4317	3465	2748	2162	2,3	4,0	ŏ	-10,1	-27,9	-54,3	149
9.3x62	613D	POWERHEAD BLADE	14,9	230	0,342						-	•				780	699	623	551	580	4533	3644	2893	2264	1,7	3,4	0	-9,2	-25,1	-48,5	158
9.3x62 Range	132D	■ SPEEDHEAD	15,0	231	0,380	•										750	677	608	543	580	4228	3442	2775	2214	2,0	3,7	0	-9,5	-25,4	-49,4	153
9,3x66 Sako	266D	HAMMERHEAD	18,5	286	0,315						•	•	•	•		765	676	593	517	580	5414	4227	3253	2473	2,0	3,7	0	-9,5	-26,2	-51,4	154
9,3x66 Sako	479D	POWERHEAD BLADE	18,5	286	0,411						_	•	-	-	-	745	677	613	552	580	5134	4250	3482	2828	2,1	3,7	0	-9,5	-25,1	-48,6	153
9,3x66 Sako 9,3x66 Sako R.	613D 132D	■ POWERHEAD BLADE ■ SPEEDHEAD	14,9 15,0	230 231	0,342 0,380					-	•	•	•	-		825 760	742 686	663 616	589 551	580 580	5071 4342	4099 3538	3275 2856	2581 2281	1,2	2,9 3,6	0	-8,0 -9,3	-21,9 -24,6	-42,4 -47,7	167 155
9.3x74R	266D	■ HAMMERHEAD	18,5	286	0,380				- 1				_	•	-	725	639	558	482	630	4862	3772	2877	2151	2,5	4,2	0	-11,1	-30,1	-58,4	140
9.3x74R	477D	POWERHEAD	16,2	250	0,361		L l		_							720	645	574	509	630	4199	3366	2666	2096	2,5	4,1	ő	-10,6	-29,1	-56,3	148
375 H&H Mag	480D	TWINHEAD II	19,4	300	0,325									•		760	674	594	520	620	5615	4416	3426	2627	2,0	3,7	0	-9,5	-26,3	-51,4	153
375 H&H Mag	478D	POWERHEAD	17,5	270	0,326										•	810	721	638	560	620	5740	4548	3560	2746	1,4	3,1	0	-8,4	-22,5	-43,7	162
375 H&H Mag	702D	DS SOLID	17,5	270	0,284		\vdash		_		-				-	805	704	610	524	620	5669	4332	3254	2404	1,5	3,3	0	-8,9	-24,2	-47,8	
416 Rigby	485D	TWINHEAD II	25,9	400	0,367				_				-	-	-	735	660	589	522	650	6996	5640	4492	3529	2,2	3,9	0	-10,2	-27,4	-52,7	149
450 Rigby		TWINHEAD II TWINHEAD II	29,2	450 535	0,325 0,285				-		-		-	-	-	735 720	651 625	571 537	497 456	650 650	7887 8994	6179 6781	4765 5003	3609 3600	2,3	4,0 4,5	0	-10,6 -11,8	-28,8 -32,1	-55,7 -62,7	
500 Jeffery	40/D						O 0	io co	m o	007	ا ما	1 0	P:~		- mac	720	023	33/	430			0/01			_						
Game birds		√ Varmint	M Var	mint an all gam	a		Bi m	ig gar	ne, d	leer ar ntelop	1a	H.	Big	game	e, mod	ose, n etc.	Big o	game, mod d, bear, lic	ose,	Big ga		£	Big ga	me, Bear	etc.	Hea	viest big Buffalo	game,			hooting,
			- SIII	an gam				na sizi	eu ar	петор	CS		eiai	ia, be	ai, iio	nett.	elan	a, beal, lic	лец.	vviid t	ooar etc.					—-саре	Dullaio	etc.		competi	HOIT

RELOADING COMPONENTS

BULLET	DESCRIPTON	gr	g	DIAMETER	PER BOX		
5.7mm / .224							
105G	Full metal jacket	50	3,2	5,68 - 5,70 mm	250		
106G	Soft point	50	3,2	5,68 - 5,70 mm	100		
110G	Soft point	55	3,6	5,68 - 5,70 mm	100		
6mm / .243			7 7 3				
114E	Full metal jacket	90	5,8	6,15 - 6,17mm	100		
112E	Soft point	90	5,8	6,15 - 6,17mm	100		
.270"							
211B	Hammerhead	156	10,1	7,03 - 7,05mm	50		
7mm / .284							
216B	Hammerhead	170	11,1	7,21 - 7,23 mm	50		
108B	Full metal jacket	78	5,1	7,23 - 7,25 mm	250		
109B	Soft Point	78	5,1	7,23 - 7,25 mm	250		
7.62mm / .30							
120A	Full metal jacket	123	8,0	7,83 - 7,85 mm	50		
129A	Soft point	123	8,0	7,83 - 7,85 mm	50		
143A	Full metal jacket	123	8,0	7,83 - 7,85 mm	250		
145A	Full metal jacket / cutting edge	123	8,0	7,83 - 7,85 mm	250		
146A	Hollowpoint	102	6,6	7,83 - 7,85 mm	250		
147A	Hollowpoint / cutting edge	102	6,6	7,83 - 7,85 mm	250		
235A	Super Hammerhead	150	9,7	7,83 - 7,85 mm	50		
236A	Super Hammerhead	180	11,7	7,83 - 7,85 mm	50		
256A	Hammerhead	180	11,7	7,83 - 7,85 mm	50		
227A	Hammerhead	200	13,0	7,83 - 7,85 mm	50		
228A	Hammerhead	220	14,3	7,83 - 7,85 mm	50		
.311 (7.62x39)							
134A	Soft point	123	8,0	7,87 - 7,91mm	50		
117A	Full metal jacket	123	8,0	7,87 - 7,91mm	250		
8mm / .323							
201F	Hammerhead	200	13	8,20 - 8,22 mm	50		
.338							
211F	Hammerhead	250	16,2	8,59 - 8,61 mm	50		
9.3mm							
102D	Gamehead	256	16,6	9,26 - 9,28 mm	25		
266D	Hammerhead	286	18,5	9,26 - 9,28 mm	25		

WEIGHT

QUANTITY

CASES

CALIBER	QUANTITY PER BOX
---------	---------------------

222 Rem	100
222 Rem Mag	100
223 Rem	100
22-250 Rem	100
243 Win	100
25-06 Rem	100
260 Rem	100
6.5 Creedmoor	50
6,5x55 SE	100
270 Win	50
7x33 Sako	100
7 x 64	100
7 x 65R	100
7,62 x 39	100
300 AAC Blackout	100
308 Win	100
7,62 x 53R	100
30-06 Spring.	100
8 x 57IS	100
8 x 57IRS	100
8,2 x 53R	100
9,3 x 53R Finnish	50
9,3 x 62	50
9,3 x 66 Sako	50

SAKO BALLISTICS NEW VERSION

The Sako Mobile Ballistics App is a free, easy-to-use ballistic calculator that allows hunters and long-range shooters to identify the right cartridge for the given purpose.

The application stores data on all of Sako's cartridges and you can create your own profile for your rifle and ammunition combo.





Desktop version: bullet.sako.fi



SOFTWARE FEATURES



Different user profiles



Bullet review



Temperature compensation



Create custom cartridges



Various scope clicks



Air pressure compensation



Metric and imperial units



Variable zeroing range



Uphill and downhill compensation





Know Your Game

A Beretta Group Company Sako Limited

P.o.box 149 Fi-11101 Riihimäki Finland www.sako.fi

