

















CALIBER	BULLET					       	Primer	POWDER	Charge	VELOCITY m/s				ENERGY joules				TRAJECTORY cm/m (muzzle -4.5 cm)						GEE	PACKING							
	Code	Type		g	grs			Vihtavuori	g / grs	0	100	200	300	0	100	200	300	50	100	150	200	250	300	m	Box	Case						
7 mm Rem Mag	122B	GAMEHEAD		9.1	140	-	-	•	•			•	LRM	N160	4.00 / 61.7	960	886	815	750	4193	3570	3023	2552	0.0	1.6	0	-5.1	-13.7	-26.2	192	20	500
7 mm Rem Mag	407B	ARROWHEAD II		9,7	150	-	-	•	•	•			LRM	N165	4,05 / 62,5	925	863	804	747	4150	3610	3130	2700	0.2	1.7	0	-5.3	-14.3	-27.3	188	20	500
7 mm Rem Mag	216B	HAMMERHEAD	+	11.0	170	-	-	•	•	-			LRM	N160	3.80 / 58.6	905	827	753	685	4505	3759	3121	2580	0.4	2.0	0	-5.9	-16.4	-31.4	180	20	500

S HAMMERHEAD = SPBT Bonded core  
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POWERHEAD = Barnes-X®  
TWINNHEAD = Nosler Partition®  
ARROWHEAD II = Swift Scirocco II®  
RAMHEAD = Barnes Solid®  
SPEEDHEAD = Full metal jacket  
GAMEHEAD = Soft point  
RANGE = Full metal jacket  
SUPER RANGE = Hollow point BT  
RACEHEAD = Sierra Match-King®

BT = Boat tail  
SP = Soft point  
LR = Large Rifle  
SR = Small Rifle  
LRM = Large Rifle Magnum

-  Furred small game and game birds
-  Varmint and small game
-  Light "big game", roe deer and small antelopes
-  Big game, deer and mid sized antelopes
-  Big game, moose, eland, bear, lion etc.
-  Big game, bear etc.
-  Heaviest big game, cape buffalo etc.
-  Target shooting, competition
- +
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Sako rifle bullets & ballistic coefficients

105G	0.190
106G	0.190
112E	0.366
114E	0.366
114B	0.305
211B	0.334
108B	0.168
109B	0.168
216B	0.430
110A	0.156
146A	0.252
120A	0.332
143A	0.332
145A	0.330
147A	0.250
129A	0.332
235A	0.410
236A	0.450
256A	0.270
227A	0.380
228A	0.420
117A	0.348
134A	0.348
201F	0.290
102D	0.257
266D	0.315