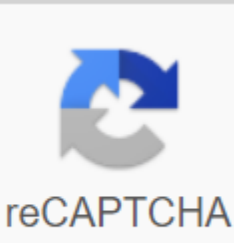




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Ballistics and Drop for the .220 SwiftCartridge Type: RifleHeight: 2.205Fth: 0.473Agre FPS average: 3845Sold energy: 1674Average Gr: 51Re coil: 0.9Power Rank: 1.96 of 20 The .220 Swift is an old cartridge made in 1934 by Winchester and is based on the 6mm Lee Navy and even older cartridge designed back in 1894. These bullet grains range from 40 gr to 60 gr, and the speed varies between 3,600 at 60g and 4,200 fps on the 40 gr. It should also be stated that the .220 was considered a Lamborghini cartridge when it was released as no other bullets reached the 4,000 fps let alone the 4,200 fps. The top-end swift travels nearly 1000fps faster than the average .223 cartridge. The .220 Swift is ballistic speaking a varmint round due to its size, but some people do hunt bigger game as deer in the states that make it possible. Many people do not believe in the power of hydrorstatic shock, but proponents of the round say that the high speed creates large amounts of hydrorstatic energy causing heavy damage. Indeed if you've ever shot a ground pig or small varmint type animal with the round you've probably seen the animal explode. Despite the age of this cartridge we expect it will be around a bit longer as it is a really nice and fast round. If you are hunting for a varmint animal to stuff and assemble at a local taxidermy shop.. don't use the .220 Swift, you'll spend hours trying to put the critter back together, if you're on the hunt for fun or nuisance control this is a great cartridge.* Casing image above is an artist rendering and not a real photo of .220 Swift Ballists cartridge. Although we have gone to great lengths to ensure that it is as accurate as possible this rendering should not be used to generate specs for enclosures. View entire Bullet Database Create your free custom ballistic report handpicked .220 Swift Ballistics Videos from YouTube [top of page] Known Rounds .220 Swift-Hornady V-Max w/Moly, .220 Swift-Hornady V-Max Moly VX, .220 Swift-Norma Oryx, .220 Swift-Hornady V-MAX w/Moly, .220 Swift-Winchester Pointed Soft Point, .220 Swift-Hornady V-MAX, .220 Swift-Remington Pointed Soft Point, .220 Swift-Nosler Ballistic Tip, .220 Swift-Hornady Hollow Point, .220 Swift-Federal Sierra MatchKing BTHP, .220 Swift-Nosler Partition, .220 Swift-Federal Nosler Ballistic Tip, .220 Swift-Norma Soft Point, [top of page] Other Cartridges with Similar Widths (cartridges not bullets) .270 Winchester, .38 Special (.38 Smith & Wesson Special), 7mm Remington Ultra Magnum, .218 Bee, 7x57mm Mauser, .225 Winchester, 6.5x55mm Swedish Mauser, .380 Car (9mm Browning Short), .22 Winchester Rimfire (WMR), .220 Swift, .44 Colt, .357 Magnum (Rifle Data), .416 Dakota, .330 Dakota, .35 [top of page] Other cartridges with similar length 8x57mm Mauser JS, 7x57mm Mauser, .257 Roberts, .220 Swift, .444 Marlin, 6.5x57 Mauser, .303 British, 6mm 6mm View entire bullet database Make your free custom ballistic bullet database report articles worth reading The PowerRank is an estimate of cartridge power. The first number is the value of this cartridge, and the last number is the value of the most powerful round in our bullet database. [Back to Top] Home / Rifle Ammo / 223 cal (5.56mm - .224) (22 Hornet - 220 Swift) / 220 Swift 55 gr V-Max 3800 fps (100 Rounds)(New) Based on the 6mm Lee Navy case necked to .224 the 220 Swift was released by Winchester in 1935 for the Model 54 bolt action rifle. The Swift gained a reputation for giving extreme accuracy and a very flat track, ideal for varminting. In the early years, throat erosion caused concern among some consumers, but these fears have faded because metallurgy techniques have improved. In 1964, Winchester released the .225 Winchester, designed as a facelift to replace the 220 Swift. The .225 was offered in the standard or varmint style Model 70 and these combinations had a reputation for tack driving accuracy, capable of driving 55 grain bullets at realistic speeds of over 3500fps. Nevertheless, the .225 never gained popularity because in 1965 a year after its release, Remington's 22-250 completely overshadowed it. Due to the overnight success of the 22-250 production of .225 stopped in 1972, just eight years later. The Swift, however, has continued to enjoy a small following among varmint shooters. The 220 Swift was the fastest commercial cartridge in the world for many years. This record was kept until Winchester released the .223 WSM in 2003. Like all .224 caliber sports cartridges, the .220 Swift is designed purely for varminting, but has found favor with many light medium game hunters. On light medium play at almost moderate ranges, the ultra speed .224's can't be compared to the slower .224's, like the .223. In addition, the ultraspeed .224's can't really be compared to other cartridges because no other calibers produce muzzle speeds of plus 4000fps. The .220 Swift can be used in two ways. The hunter can use the highest possible speeds and bullet inflating as a method of killing or use premium projectiles for more consistent results with different shot placement and on different ranges. With varmint type projectiles at close range, entry wounds on medium play are often as wide as .75, an immediate indication of bullet inflating. Up to a 3 circle of ribs can be destroyed if the bullet enters the chest cavity, followed by total destruction of the lungs. At this point, the soft and flexible vital tissues absorb the last energy of the varmint projectile. Small pieces of copper can be found against or between the offside ribs, the lead of the projectile evaporates into dust. Obviously it is wise to round big if using the .220 Swift on medium game when using varmint type bullets, this includes avoiding the skull, especially with polymer tipped 40 grain bullets. Utiling the strengths of the .220 Swift and understanding the limitations are vital to success. The most spectacular wounds are produced at impact speeds of more than 3300fps - within 125 metres. As the range increases, wound channels become narrower and narrower, resulting in slower deaths. Like all .224s, projectiles fired from the Swift lose about 100fps per 25 feet. The Swift has a very flat track, but it suffers terribly from wind drift. With premium projectiles, the Swift delivers surprisingly good performance on light medium play. Again, the best performance takes place at close to medium ranges where the speed is high. Whether it's varmint or premium bullets, the .220 Swift, like other .224s, is best suited for a game weighing about 40 kg (90 lb) and up to 60 kg (130 lb) as a safe maximum. This cartridge does not produce high levels of hydrostatic shock, but with appropriate loads, the death of chest shots at close range happens very quickly. Winchester no longer produces ammunition for the Swift. Remington produce two charges, a 50 grain soft point at 3780fps and the 50 grain V-Max Hornady bullet at the same 3780fps. Both are varmint loads and should be used accordingly, either using the meat saving shot as described in the .222 text or for neck shots which can be very spectacular. Hornady factory loads include the 40 grain Moly coated V-Max at 4200fps, The 50 grain Moly coated V-Max at 3850fps, the 55 grain Moly coated V-Max at 3680fps, the 55 grain V-Max without Moly coating at the same 3680fps and finally, the traditional 60 grain Hollow Point at 3600fps. Again, all these loads are designed for varmint shooting. Actual speeds with factory munitions largely depend on the length of the barrel, and because there are so many variations in Swift running lengths, muzzle speeds can vary from rifle to rifle up to 200 fps. The 40 grain V-Max bullet should always be used with caution. At stake under 60kg (130lb), it gives surprisingly deep penetration with meat savers shots. That said, on the head shots, the V-Max will sometimes explode before penetrating the brain, even at extended ranges of 180 feet where the speed is mild. Neck shots are usually fatal, but with longer ranges, light movements of the animal can result in an error in the placement of the shot and serious but not fatal wounds. Realistically, the meat saver shot is the most humane method of killing as a 40 grain bullet is the only one available The 55 grain V-Max load is much better than the 40 grain load when used on lightly bodied medium game for obvious reasons. Bullet weight and sectional density are significantly higher and the speed of the 55 grain load is much slower than its 40 grain counterpart. The 55 grain V-Max produces clean kills kills Head shots, yet the meat saver shot is always the safest option at ranges over 150 meters. Brass for the Swift is currently available from Norma and can of course come from once dismissed Hornady and Remington cases. Optimal powders are those in the 2208 (Varget) and 4064 range. As mentioned earlier, the muzzle speeds achieved from the Swift differ from rifle to rifle due to variations in the length of the barrel. Realistic speeds of a 24 inch barrel include 3800fps with 50 grain bullets, 3650fps using 55 grain bullets, 3550fps with 60 grain bullets and 3300fps utilize the long 70 grain Barnes TSX. Longer barrels of 26 and more reach higher speeds identical to the speeds reached by Hornady factory munitions. As mentioned, the Swift can be used in either of two ways, as an explosive killer or in a more conventional way. With regard to explosive charges; At close range it is impossible to tell the difference in results from one bullet brand to the next either plastic tipped or soft point. As ranges approach 100 meters, the Hornady V-Max and A-Max bullets begin to show wider injury than the traditional 55-grain soft point projectiles produced by Hornady, Sierra and Speer, but as range is further increased, from to 300 feet, all .224' projectiles can produce some lack of gloss killing. It is important to refrain from using light bullets (40-50 grains) in the Swift on medium game as head shots will sometimes explode at impact, but not in the brain, wounds can be immensely cruel. From the premiums, the 60 grain Nosler Partition loaded to 3550fps is a violent killer. At close range, the partition creates a .75 input wound, indicative of bullet inflating, however, after the frontal area disintegrates, the rear core continues to penetrate for several centimeters. This is a very good projectile for lighter medium play, producing a wide wound channel over a depth of about 7 provided no large bones are struck during penetration. Barnes produces .224 bullets weighing 53, 62 and 70 grains. Barnes also produce a 53 grain XLC coated projectile for those who find that the TSX does not produce optimal accuracy in their rifles. All these projectiles are good, light medium game projectiles and in most cases, much better than conventional 6mm bullets as used in the .243. The 53 grain bullet loaded up to 3600fps is able to leave after penetrating both shoulders of lighter medium game. The .224 Barnes projectiles are prone to a small amount of petals loss when affecting bone, but wounding is still vivid. Again, all .224 projectiles perform best within 200 When used on medium game, simply because as the speed deteriorates, wound channels become narrower. Finally, the Norinco 55 grain FMJ projectile is perhaps the optimal medium game projectile for the Swift. The wound of the Norinco's bullet is incredibly wide to his limbs and exit wounds on medium play tend to be very wide, similar to the .25-06 and .270 Winchester. Again, after 125 meters, as speed and energy fall accordingly, wounds narrow and kills less spectacular. The .220 Swift and other ultraspeed .224s cannot be directly compared to other cartridges due to their unique performance. The Swift can be a spectacular killer, but it does have serious limitations. Regardless of the bullet style, when used on medium game, the .220 Swift is deadliest when used as a 125 yard cartridge. Beyond this range, the Swift is identical in performance to the .222 and .223. The Swift is therefore inconsistent in its wound performance compared to normal hunting areas (up to 300 meters). When used on animals of 60 kg (130 lb) and up to 80 kg (180 lb), this cartridge is best used by experienced hunters. For general use on medium game where body weights can be as heavy as 120kg (260lb), the Swift should never be chosen as a first option. The emphasis should always be on the welfare of the animal, not on the skill of the hunter. Comments regarding the .220 Swift as more effective than some .243 charges should be understood in context. The .243 can be used just as easily and once optimized, is much better and much more versatile than the swift. Proposed loads: .220 Swift Barrel length: 24 No ID Sectional Density Ballistic Coefficient Observed MV Fps ME Ft-lb's 1 FL Hornady 55gr V-Max .157 .255 3650 1627 2 HL 55gr Norinco FMJ .157 .272 3650 1627 557 33 HL 53gr Barnes TSX .151 .231 3600 1525 4 HL 60gr Nosler Partition .171 .228 3550 1680 Suggested vision settings and paths bullet 1 Yards 100 150 246 285 300 325 350 Bt. pad +1.7 +2 0 -2 -3 -5 -7 2 Yards 100 150 248 287 300 325 350 Bt. pad +1.7 +2 0 -2 -2.9 -5 -7 3 Yards 100 150 239 276 300 325 350 Bt. pad +1.7 +2 0 -2 -4 -6 -8.5 4 Yards 100 150 244 283 300 325 350 Bt. pad +1.7 +2 0 -2 -3 -5 -

7.5 No On yards 10mphXwind Velocity Ft-lb's 1.300 9.2490 756 2.300 9.2500 767 3.300 10.7 2347 648 4.300 11.2295 702 Imperial Metric A .473 12.01 B .445 11.30 C 21deg D .402 10.21 E .260 6.60 F 1.723 43.76 G .300 7.162 H 2.2 56.00 Max Case 2.205 56.00 Trim length 2.195 55.7 Discuss this article or ask a question on the forum here Copyright © 2007-2011 Terminal Ballists Research, Ballisticstudies.com THE PRACTICAL GUIDES for LONG DISTANCE SHOTGUNS & CARTRIDGES Achieve success with the long distance yacht book series & matchgrade bedding products We are a small family business , based on Taranaki, New Zealand, who specialize in cartridge research and testing ... read more NATHAN FOSTER'S RESEARCH IS USED BY: If you find the resources on this website valuable, we would be sincerely grateful making a donation to help us cover the cost of the website and to help us to continue our research and testing in the future. It doesn't matter if your donation is large or small - it makes all the difference! Difference!

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