

RELOADING INSTRUCTIONS FOR TSS SUPER SABOT™ LOAD



To achieve optimum performance from the Super Sabot™ load, please follow the detailed instructions that follow. This process is really not difficult. After a few shells are loaded, the process will become second nature. In addition to producing superior quality shells, most people find the loading process to be an enjoyable diversion from the stress of daily life. Please reload when you have the time to pay attention to detail. Scrambling to get shells loaded before a hunt is not the way to get it done.

RELOADING SEQUENCE:

1. Decap, insert the CCI 209 primer, and drop the Hodgdon LongShot 29 grain powder charge using your reloading tool.

2. Using a 5/8" dowel or the "Super Stick" seat the purple wad and 1/2 inch thick filler into the shell case **per Figure A** until the petals come together. This happens with 7/8 inch or less of the purple wad protruding from the case.



Figure A

3. Insert the Super Sabot™ and felt into the purple wad. Rotate the slits in the sabot **per Figure B** to align with the center of the petals in the outer wad.



Figure B

4. Push downward on the wad column with 9/16 inch dowel or the Super Stick to seat the wad column onto the powder. Push straight down to avoid tipping the load over. Proper case fill and crimp quality are achieved with a seating depth **per Figure C**. The correct depth from the purple wad to the case mouth is .53 plus or minus .032. Use the Super Stick or a caliper to check.



Figure C

5. Weigh and add the one ounce shot charge. The best case fill is achieved when the top of the sabot is flush to slightly below the top of the purple wad. Tap the top of the shot load as required with the dowel or Super Stick until the shot is contained within the sabot **per Figure D**

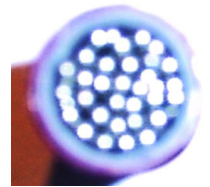


Figure D

6. Crimp the load per instructions in your reloader owner's manual. We recommend that a crimp depth of .060 to .10 be maintained **per Figure E** to ensure published load performance.

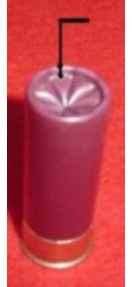


Figure E