



CGR NON-TOXIC Super POWER SHOT



Non-toxic Super CGR POWER SHOT is made in China for Clay&Game Shotshell Reloaders. It is a mixture of tungsten powder to give it its weight and soft iron to mould it together. This is achieved by a high temperature sintering system leaving it round with a small equatorial flat. The mixture gives it a relative density of about 12.2g/cm³ or about 12.9% heavier than 3% antimony lead. It is available only from Clay&Game Reloaders in sizes of 3.0mm, 3.5mm, & 4.0mm packed in 2.5kg or 5kg tubs.

Because of the high cost of tungsten powder necessary to give CGR POWER SHOT its weight and enormous long range killing power it is expensive. Nevertheless, it does an excellent job particularly when shooting wildfowl. You will find with POWER SHOT you only need one shot, not a string of three light weights from a semi-auto and a good dog. Also, you don't shoot a

train load of cartridges at wildfowl, like you would clay pigeons. So you may as well load the best and get the satisfaction of achieving the superior end results that makes you feel good, rather than disappointment.

Loading formulas are now available for CGR POWER SHOT in 28ga 70mm cases, 20ga 65 & 70mm cases, 12ga 2¾", 3", 3½" cases, in 10ga 3½" cases & 8ga 3¼" Fiocchi cases. A loading sheet will be supplied when purchasing POWER SHOT and will also be included in the Loading Formulas Guide CD5v3. There are no CIP regulations at present for sintered shot. MEC Lead Shot 302 & 502 bars can be used to drop POWER SHOT, but with the larger sizes of shot they may drop slightly light loads than indicated on the bar. DO NOT use MEC steel shot bars.

The graph below give an indication of the Super CGR

POWER SHOT energy for each pellet size calculated for the same velocity at a 2.5m centre screen reading of 402 m/s [1321 fps]. At the right hand side, the cross-hair show where the 5 ft lb energy point is at 100 yards. This is the considered minimum lethality energy required to kill large quarry. Anything above this is cross-hair is theoretically an over kill, and anything below it hasn't sufficient recommended energy. So taking the 3.0mm POWER SHOT it only has a sensible killing range of about 65 yards. The only variations for the above calculations was the weight of each pellet and its ballistic coefficient for a different Ø round sphere. Loading formulas are now available giving velocities up to 1567 fps in 10ga and 1513 fps in 2¾" 12ga. This gives a clearer indication of the excellent energy outputs, the New CGR POWER SHOT can give at long ranges.



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Trace 1: 36g 4.0mm Power Shot @ 1321 fps. ☒-☒-☒
Trace 2: 36g 3.5mm Power Shot @ 1321 fps. ◻-◻-◻
Trace 3: 36g 3.0mm Power Shot @ 1321 fps. ◊-◊-◊

Crosshair
Ft-LB: 5.0
Yards: 100.0

