

BY JOHN TAFFIN

TAFFIN TESTS

Normally I am a pretty mellow person, but I must admit to having a diabolical streak in me. It normally only surfaces when I have the opportunity to outshoot a rifle shooter with a sixgun.

When this occasion arises, I simply lose control of myself and the mean streak in me takes over and rejoices at the chance to once again show the long gunners that we handgunners aren't so handicapped as they thought.

This time I happened onto two varmint shooters who were setting under the covered firing line at our local range waiting and hoping that a rockchuck would show himself out around the 225 yard distance. I had already seen them miss a couple of chances.

wasn't about to wait for yon ground piggy to show himself for me to take a chance at some long-range shooting. Sitting down in front of the cement pad with

my back up against the support post, I held the Ruger sixgun between my knees and proceeded to pound rocks on the hillside. The rifle shooters were astounded, not knowing that I had simply accomplished something that any experienced sixgunner could do.

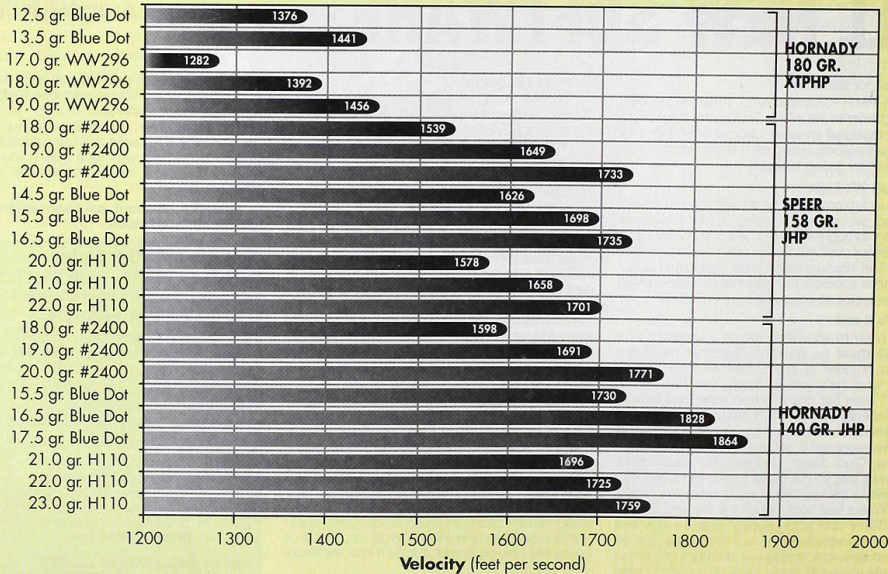
The Ruger sixgun I was using was not a factory chambering but a .357 Magnum that had been fitted with an extra cylinder rechambered to the .357/44 Bobcat. This sixgun wildcat goes back 30 years when Keith Davis of Bain & Davis Custom Guns and reloading expert and former *Handgunner* columnist Dan Cotterman got together to come up with a .357 Magnum that would give the figures originally quoted for the .357 Magnum with an 8 $\frac{3}{8}$ inch barrel, namely 1,500 fps. Most 158 gr.

jacketed factory ammo will clock somewhere under 1,300 fps through a sixgun.

Originally dubbed the .44/357 as the Bobcat was made by necking .44 brass to .357 Magnum, the wildcat rewarded

the 357/44 Bobcat

High Performance Favorite Loads for the .357/44 Bobcat



WARNING: Neither the author nor *American Handgunner* accept responsibility for results obtained with this reloading information due to the inherent variation in handloading components and individual reloading techniques.