

Long-Load™ magazines are high-performance, extremely-durable and the highest-reliability. Made from heavy gauge, high strength stainless steel for demanding AR Hunters. These magazines will withstand virtually any abuse and continue to perform in the most grueling conditions and environments.



MADE IN
THE USA

LONG-LOAD™

PREMIUM HUNTING MAGAZINES

See our complete line of
Premium Magazines at:

WWW.LONG-LOAD.COM

or call: 860.716.7044

A Subsidiary of Brenton USA, Inc.



LONG-LOAD™

PREMIUM HUNTING MAGAZINES

CALIBERS

Long-Load™ premium magazines are made to the highest level of quality for the most demanding level of shooter. Manufactured 100% in the USA, using proprietary anti-tilt followers, and high quality .020 thick, 410 stainless steel. The bodies are first hardened and vacuum tempered for strength and durability then externally hard coated to Rockwell 68 for extreme use. Interior dimensions measure 2.315 +/- .002 which allows for longer bullet seating than standard magazines by .060".

Long-Load magazines come equipped with two LimitBlocks™; one orange 5 round hunting block installed and one yellow 10 round target block for use if desired. In addition to limiting the round count, LimitBlock™ also eliminates undesirable spring torsion and binding found in standard magazines by controlling vertical spring travel, this allows for a much freer running and reliable magazine system.

204 RUGER
223 REMINGTON
5.56 NATO



LL-1

6.5 GRENDL
6.8 SPC
22 NOSLER
224 VALKYRIE



LL-2

450 BM



LL-3

FOR THE MOST DEMANDING OF HUNTERS

Precision shooters and handloaders have known for decades the advantage of seating bullets closer to the rifling. Reduced bullet jump from cartridge case to contact with barrel rifling can be the difference between 1 1/2" groups and 1/2" groups. With Long-Load™ magazines—it is possible to seat bullets as much as .060" closer to the rifling than standard SAAMI and Mil-spec dimensions without sacrificing magazine reliability. In most cases this extra .060" allows the careful handloader to almost eliminate bullet jump completely.

