



Lead Semi-Wadcutter 1-Die Set

Diameter: _____

Type: -M -S -H

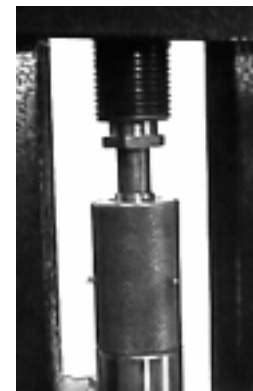
Nose (external) punch:

- Keith (TC) 3/4-E (handgun RN)
- 1-E (rifle RN) AL (Auto-Loader)
- TWC (target wadcutter)
- BWC (button-nose wadcutter)
- Other: _____

Base (internal) punch:

- FB (Flat Base) HB (Hollow Base)
- CB (Cup Base) DB (Dish Base)
- BG (Base Guard™)
- Other: _____

Calibers over .375 in -M and -S sets have captive hex nut and bushing on external punch. Others use the hex nut/bushing that comes with the punch holder.



(Type -S shown)

Makes lead bullets with a shoulder between nose and shank in the wadcutter or semi-wadcutter style. For paper patched, gas-check, Base Guard, or dip-lubed bullets made in one or two strokes of the press. Die screws into the ram; external punch fits Corbin FPH-1 floating punch holder in press head. The internal punch head length (-H) or tail section on internal punch (-M, -S) controls the max/min weight range for a given die. Bleed holes must not be covered by either punch.



The LSWC-1 die is used to make all-lead, gas-checked, or Base-Guard™ bullets which have a semi-wadcutter shoulder between the ogive and the shank. The nose is formed in a cavity, machined in the external punch (although the base and nose can be formed in the alternate punches if requested) with the base being formed against the face of the internal punch.

To use the die, first make sure the internal (longest) punch is inserted in the threaded end of the die. The “die” is the cylinder. The “internal punch” is the longer of the two punches, which stays inside the ram. The “external punch” is the one that is held by the floating punch holder, in the press head (top punch). If you are using a Corbin hand press, make sure it is in the “short stroke” or swaging position (the ram to toggle link pin is in the set of holes closest to the toggle bar, so that the ram travel is half the length used for reloading). On the CSP-1 press, make sure the stop pin is inserted into the front of the press. Then screw the die into the top of the press ram.

Screw the external (top) punch into the “Floating Punch Holder”, in the top of the press. Cut or cast a lead slug that easily fits into the die by hand, and will fit completely inside it (no lead projecting). Apply a thin film of Corbin Swage Lube to the slug and put it into the die, raising the ram to allow the internal punch to drop down and make room. Adjust the Floating Punch Holder so that the ram can be raised all the way to the top without encountering any resistance, then lower the top punch (by turning the Floating Punch Holder) until it cannot be turned any further by hand. Lower the ram slightly, and lower the top punch slightly, then raise to swage. At the point where you start to get some extrusion of lead from the bleed holes, you have adjust the Floating Punch Holder correctly.

Lower the ram to eject the bullet. If the bullet nose is not completely filled, it means the lead slug has an angle that is trapping lube or air in the nose punch. To solve it, turn the bullet over and reverse swage it, putting the nose on the base, and vice versa. Or, use a flat punch to pre-form the nose before using the nose punch.