

Ballistics Chart
Rifle Range (40 Yards)



Centerfire Ballistics					
Caliber	Bullet Wt.	Zero at 100	Zero at 200	Zero at 300	Zero at 400
.204 Ruger	33	-0.60	-0.29	+0.39	+1.35
.22 Hornet	45	-0.16	+1.27	+3.85	+7.86
.220 Swift	60	-0.54	-0.15	+0.56	+1.48
.22-250 Rem	55	-0.54	-0.13	+0.67	+1.78
.223 Rem	55	-0.44	+0.19	+1.28	+2.80
.223 WSSM	55	-0.59	-0.29	+0.31	+1.10
.243 Win	80	-0.48	+0.02	+0.88	+1.99
	100	-0.38	+0.28	+1.27	+2.48
.243 WSSM	95	-0.47	+0.01	+0.79	+1.73
6mm Rem	80	-0.51	-0.07	+0.72	+1.75
	100	-0.43	+0.14	+1.03	+2.12
.25 WSSM	115	-0.42	+0.14	+0.96	+1.99
.250 Savage	100	-0.31	+0.50	+1.72	+3.27
.25-06 Rem	100	-0.46	+0.08	+0.96	+2.06
	120	-0.39	+0.24	+1.21	+2.37
.257 Roberts	117	-0.22	+0.82	+2.37	+4.42
	120	-0.32	+0.44	+1.53	+2.82
.257 Wby	115	-0.52	-0.12	+0.54	+1.33
	120	-0.49	-0.04	+0.71	+1.60
6.5 Creedmoor	140	TBD	TBD	TBD	TBD
6.5 x 55 Swed	120	-0.21	+0.75	+2.06	+3.59
.264 Win Mag	140	-0.41	+0.19	+1.11	+2.20
.270 Wby	130	-0.51	-0.10	+0.60	+1.43
	150	-0.48	-0.02	+0.72	+1.59
.270 Win	130	-0.41	+0.19	+1.13	+2.28
	150	-0.32	+0.50	+1.74	+3.35
.270 WSM	130	-0.48	-0.03	+0.70	+1.58
	150	-0.44	+0.01	+0.98	+2.04
.280 Rem	150	-0.35	+0.36	+1.42	+2.72
	170	-0.32	+0.49	+1.70	+3.23
7mm-08 Rem	140	-0.35	+0.36	+1.40	+2.65
7mm WSM	150	-0.46	+0.07	+0.91	+1.94
	160	-0.39	+0.23	+1.18	+2.32
.284 Win	150	-0.34	+0.40	+1.48	+2.81
7mm Rem Mag	150	-0.44	+0.08	+0.88	+1.81
	165	-0.37	+0.29	+1.24	+2.36
	175	-0.35	+0.34	+1.35	+2.55
7 x 57 Mauser	140	-0.26	+0.62	+1.85	+3.31
	175	-0.08	+1.09	+2.69	+4.61
.30 Carbine	110	+0.42	+3.01	+6.91	+12.09
7.62 x 39	125	-0.04	+1.34	+3.35	+5.96
.300 Rem SAUM	180	-0.39	+0.22	+1.13	+2.19
.30-06 Spr	150	-0.37	+0.36	+1.45	+2.79
	165	-0.32	+0.47	+1.62	+3.03
	180	-0.25	+0.72	+2.18	+4.09

Ballistics Chart
Rifle Range (40 Yards)



.300 Win Mag	180	-0.37	+0.25	+1.20	+2.34
	200	-0.33	+0.40	+1.47	+2.74
.300 Wby	150	-0.54	-0.19	+0.45	+1.22
	165	-0.50	-0.10	+0.58	+1.39
	180	-0.48	-0.02	+0.72	+1.58
.300 Rem U M	180	-0.48	-0.03	+0.70	+1.56
.303 Brit	150	-0.27	+0.60	+1.84	+3.34
	180	-0.15	+0.95	+2.46	+4.26
.30-30 Win	150	-0.05	+1.38	+3.51	+6.37
	170	+0.90	+1.74	+4.07	+7.06
.308 Win	150	-0.32	+0.41	+1.64	+3.08
	180	-0.24	+0.69	+1.96	+3.50
8 x 57 Mauser	170	-0.01	+1.50	+3.39	+6.90
.337-378 Wby	200	-0.50	-0.08	+0.63	+1.47
	250	-0.43	+0.13	+0.97	+1.95
.338 Win Mag	225	-0.32	+0.43	+1.50	+2.77
	250	-0.27	+0.59	+1.78	+3.18
.358 Win	200	-0.14	+1.05	+2.77	+4.98
.375 H & H	270	-0.26	+0.63	+1.91	+3.49
	300	-0.17	+0.92	+2.46	+4.40
.444 Marlin	265	+0.02	+1.63	+4.10	+7.51
.45-70 Govt	300	+0.62	+3.46	+7.41	+12.39
	405	+1.78	+6.57	+12.32	+18.85
.458 Win Mag	500	+0.21	+2.01	+4.37	+7.23

Accelerator Ballistics

.30-06 Accl	55	-0.61	-0.33	+0.29	+1.16
.30-30 Accl	55	-0.45	+0.23	+1.55	+3.66

Rimfire Ballistics

Caliber	Bullet Wt.	Zero at 50	Zero at 75	Zero at 100	Zero at 150
.17 HMR	17	N/A	N/A	-0.06	+0.63
.22 LR	40	+0.21	+1.16	N/A	N/A

12 Gauge Rifled Slug Ballistics (1 Oz Slug)

Zero at 40 Yds	Zero at 75 Yds	Zero at 100 Yds
0	+0.71	+1.93

The values listed above are the distance from center one should expect to hit when aiming at the center of their target
 For example +0.25 means you want to adjust your sights so your shots hit the target a quarter inch high while aiming at the center of your target

Zeroing distances are measured in yards
 +/- adjustments are measured in inches
 Bullet weights are measured in grains