



## BALLISTIC TRAJECTORY CALCULATOR

Use this ballistic calculator in order to calculate the flight path of a bullet given the shooting parameters that meet your conditions. This calculator will produce a ballistic trajectory chart that shows the bullet drop, bullet energy, windage, and velocity. It will produce a line graph showing the bullet drop and flight path of the bullet. By adding trajectories to the panel on the right you may produce charts and graphs that show the different trajectories side by side. This can be useful in comparing cartridges or loads.

### SINGLE TRAJECTORY GRAPH & CHART [?]

[Preset Name]  Save Preset Select Preset...  Delete Preset

Drag Function: [?]

Ballistic Coefficient: [?]

Bullet Weight: [?]  (gr)

Initial Velocity: [?]  (fps)

Zero Range: [?]  (yd)

Sight Height: [?]  (in)

Shooting Angle: [?]  (deg)

Wind Speed: [?]  (mph)

Wind Angle: [?]  (deg)

Correct for Atmosphere:  [?]

Altitude: [?]  (ft)

Temperature: [?]  (F)

Barometric Pressure: [?]  (hg)

Relative Humidity: [?]  (%)

Show Sound Barrier: [?]

Chart Range: [?]  (yd)

Chart Step Size: [?]   (yd)

### MULTIPLE TRAJECTORY GRAPH [?]

[Preset Name]

Trajectories

Width:  (px)

Height:  (px)

Range:  (yd)

Chart Step Size:   (yd)

Label:

### CHART COLUMN CUSTOMIZATION [?]

[Preset Name]  Save Preset MOA + Mil (MOA Highlighted ) Delete Preset

Create Column

Data:

Units:

Color: #

Chart Columns

Range | yd | #FFFFFF

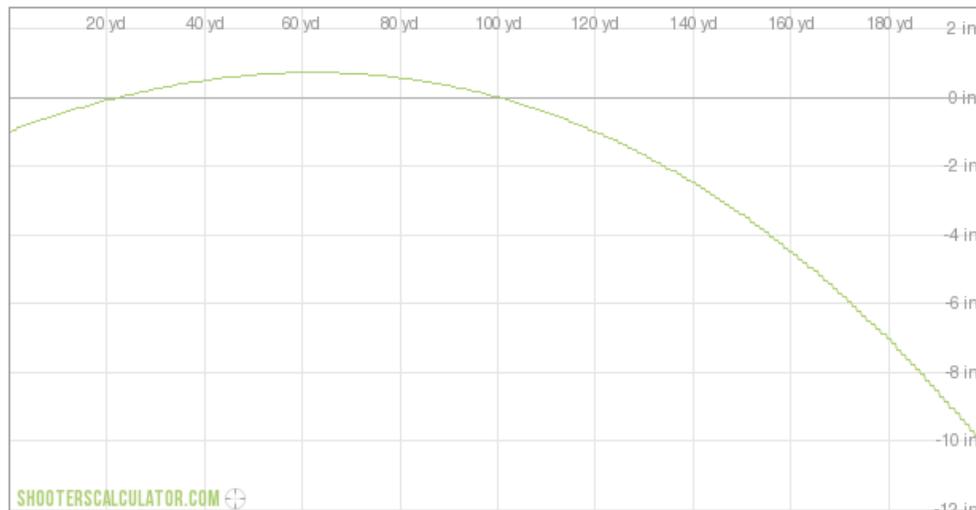
Elevation | in | #FFFFFF

Elevation | MOA | #FBFFF5

Elevation | MIL | #FFFFFF

Windage | in | #FFFFFF

Windage | MOA | #FBFFF5



[CREATE A LINK TO THIS GRAPH AND CHART](#)

Drag Function: G1  
 Ballistic Coefficient: 0.190  
 Bullet Weight: 470 gr  
 Initial Velocity: 2140 fps  
 Sight Height : 1. in  
 Shooting Angle: 0°

Wind Speed: 0 mph  
 Wind Angle: 90°  
 Zero Range: 100 yd  
 Chart Range: 200 yd  
 Maximum Range: 3008 yd  
 Step Size: 25 yd

Corrected For Atmosphere  
 Adjusted BC: 0.205  
 Altitude: 0 ft  
 Barometric Pressure: 29.92 Hg  
 Temperature: 100° F  
 Relative Humidity: 20%  
 Speed of Sound: 1160 fps

Range	Elevation	Elevation	Elevation	Windage	Windage	Windage	Time	Energy	Vel <sub>[x+y]</sub>
(yd)	(in)	(MOA)	(MIL)	(in)	(MOA)	(MIL)	(s)	(ft.lbf)	(ft/s)
0	-1.00	0.00	0.00	0.00	0.00	0.00	0.00	4780	2140
25	0.09	-0.35	-0.10	0.00	0.00	0.00	0.04	4360	2044
50	0.65	-1.24	-0.36	0.00	0.00	0.00	0.07	3971	1951
75	0.64	-0.82	-0.24	0.00	0.00	0.00	0.11	3612	1860
100	0.00	0.00	0.00	0.00	0.00	0.00	0.15	3280	1773
125	-1.33	1.01	0.29	0.00	0.00	0.00	0.20	2975	1688
150	-3.42	2.17	0.63	0.00	0.00	0.00	0.24	2696	1607
175	-6.35	3.46	1.01	0.00	0.00	0.00	0.29	2442	1530
200	-10.22	4.88	1.42	0.00	0.00	0.00	0.34	2212	1456

Keep in mind this is an approximation and although it is quite accurate it should never replace first-hand experience of shooting your specific firearm and ammunition to determine the bullet drop and windage at different ranges and conditions. To make it as accurate as possible, it is important that you input the most accurate information that represents shooting conditions, your firearm, and cartridge. The two most important variables are the *Initial Velocity* and the *Ballistic Coefficient*. If you do not have a [Shooting Chronograph](#), I strongly suggest you purchase one. It is a great investment if you want to get into long range shooting and will be especially useful if you handload. I want this to be the best ballistic trajectory calculator out there. Please let me know how it can be improved upon. You can find an email form and contact information [here](#). Thank you.

