



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]

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]

Create Column

Data:

Units:

Color:

Chart Columns

Range | yd | #FFFFFF

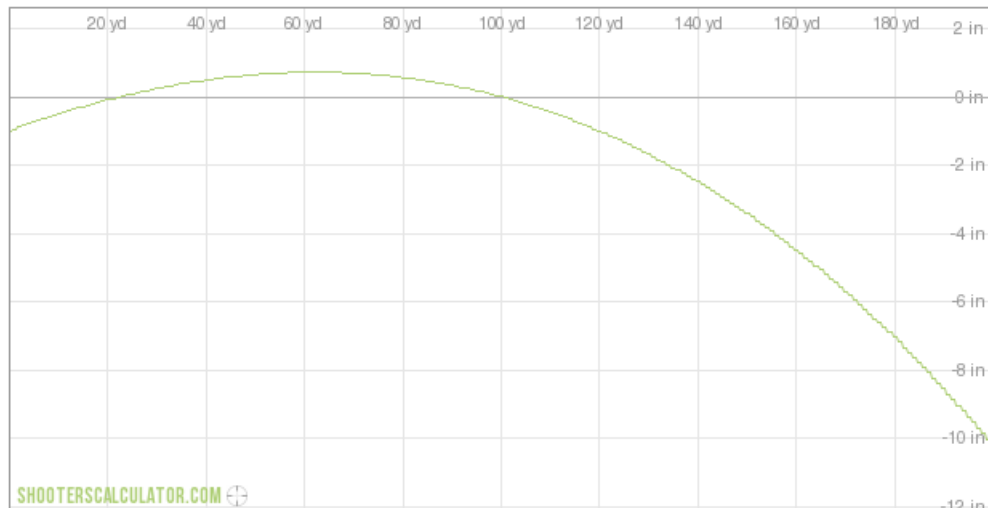
Elevation | in | #FFFFFF

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[x+y] |
|-------|-----------|-----------|-----------|---------|---------|---------|------|----------|----------|
| (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.

