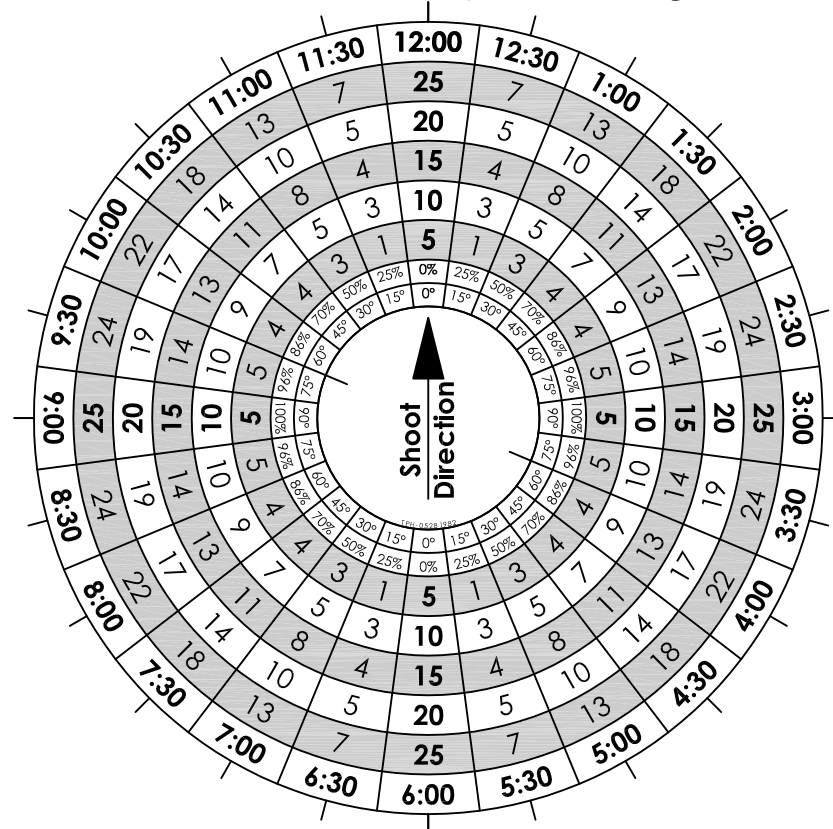


Rifle:									
Ammo Mfg					Temp		Press		
Bullet Mfg					Hum		B.C.		
Wt		Fps			Elv		DA		
Dist	Drop	Wind	Wind	Ranging	Dist	Drop	Wind	Wind	Ranging
Yds		mph	10mph	10 in	Yds		mph	10mph	20 in
100				2.8	950				0.6
150				1.9	975				0.6
200				1.4	1000				0.6
225				1.2	1025				0.5
250				1.1	1050				0.5
275				1.0	1075				0.5
300				0.9	1100				0.5
325				0.9	1125				0.5
350				0.8	1150				0.5
375				0.7	1175				0.5
400				0.7	1200				0.5
425				0.7	1225				0.5
450				0.6	1250				0.4
475				0.6	1275				0.4
500				0.6	1300				0.4
525				0.5	1325				0.4
550				0.5	1350				0.4
575				0.5	1375				0.4
600				0.5	1400				0.4
625				0.4	1425				0.4
650				0.4	1450				0.4
675				0.4	1475				0.4
700				0.4	1500				0.4
725				0.4	1525				0.4
750				0.4	1550				0.4
775				0.4	1575				0.4
800				0.3	1600				0.3
825				0.3	1625				0.3
850				0.3	1650				0.3
875				0.3	1675				0.3
900				0.3	1700				0.3
925				0.3	1725				0.3

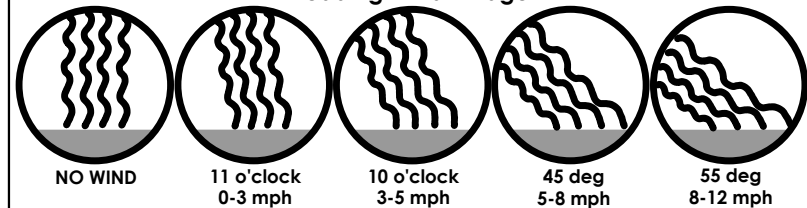
Spin Drift = 1% come up ()

AeroDyn Jump= wind mph/100 (10mph=0.1)

Corrected Wind Speed for Angle



Reading Wind Mirage



Estimating Wind

Wind	Observed Effects on Natural Object
>1	Smoke rises straight up. No grass movement
1-3	Smoke moves with wind. Slight motion of leaves
4-7	Wind just felt on face. Tree leaves in motion
8-12	Leaves turn. twigs and tree tops in motion.
13-18	Small Branches move. loose dust blows around.
19-24	Large branches and small trees sway
25-31	Whole trees in Motion. Hard to walk