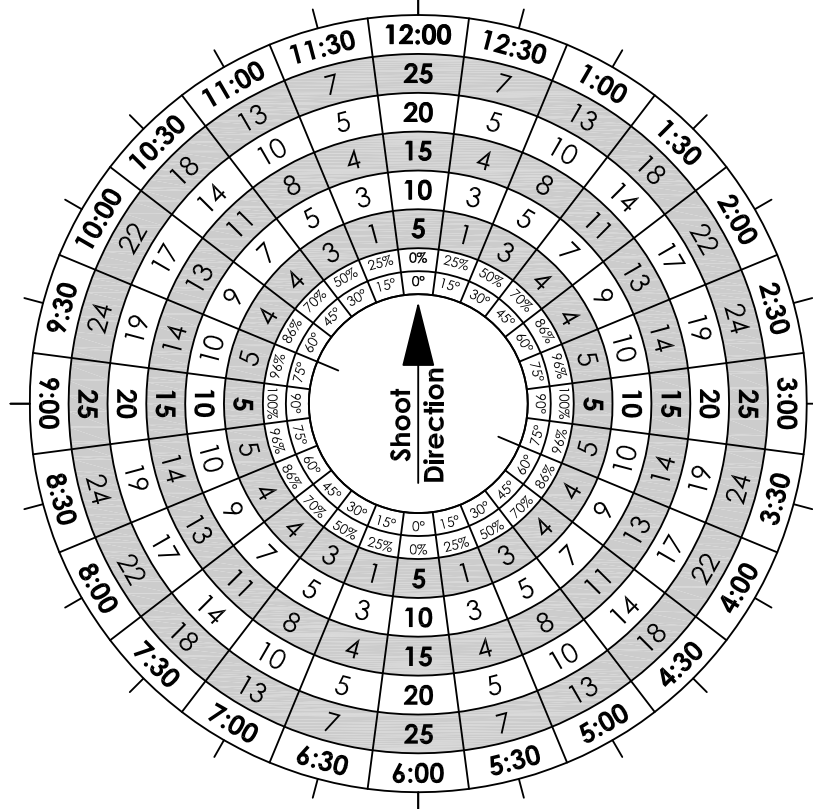


|            |      |      |       |         |      |      |       |       |         |
|------------|------|------|-------|---------|------|------|-------|-------|---------|
| Rifle:     |      |      |       |         |      |      |       |       |         |
| Ammo Mfg   |      |      |       |         | 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     |

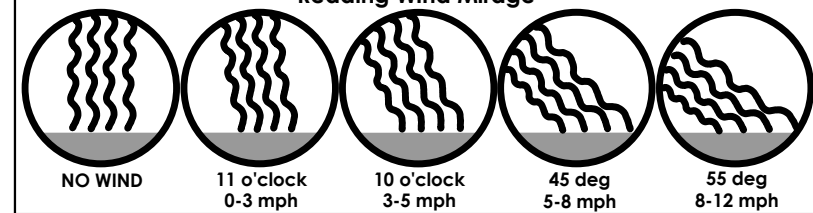
Spin Drift = 1% come up ( )

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            |