

## Weaponized Math Worksheet

Ammo:	Density Altitude:	Date:	Try Dope	Actual Used
200 Yard Data	.5 Mils or 2 MOA	200 Yards		200
		300 Yards		300
300 Yard Data	X 1.75	400 Yards		400
400 Yard Data	X 1.45	500 Yards		500
500 Yard Data	X 1.40	600 Yards		600
600 Yard Data	X 1.30	700 Yards		700
700 Yard Data	X 1.25	800 Yards		800
800 Yard Data	X 1.24	900 Yards		900
900 Yard Data	X 1.22	1000 Yards		1000

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600 Yard Data	X 1.30	700 Yards		700
700 Yard Data	X 1.25	800 Yards		800
800 Yard Data	X 1.24	900 Yards		900
900 Yard Data	X 1.22	1000 Yards		1000

How to use Weaponized Math:

Weaponized Math is a simple method of gathering dope to 1000 yards. Weaponized Math does not require inputs like a ballistic solver. It uses your actual data and gives a value to gravity which is the same for all falling objects.

Starting at 300 yards, the shooter dopes the rifle on a known distance target. Once the elevation is point of aim, point of impact on a waterline, the X Factor math can be used to determine the drop for the next yard line using real world data.

Weaponized Math does not account for errors in the shooter's fundamentals or issues with scope tracking. Both can have a bearing on the final outcome. It can be adjusted for big swings in Density Altitude by adjusting the X Factor multiplier up or down based on the conditions. This model can be scaled to use with most rifles from .22 on up.