Cross wind or aerodynamic jump is often not included in ballistics programs even though it is well known and easily calculated. It is a vertical factor, meaning it needs to be applied to the elevation correction. It can cause significant error in shot placement in higher wind speeds.

You will only need one value in order to include cross wind jump in your fring solutions. Use the cross wind jump calculator to find your cross wind jump value. Be sure to recalculate the cross wind jump value when making multiple cards to cover muzzle velocity variations.

The cross wind jump value is used to find the actual value in the field using the Dope Disc in the same manner as a windage correction. When you have solved for wind speed and direction, apply the new value to your elevation correction.

**AERODYNAMIC JUMP / CROSS WIND JUMP**

![Diagram of cross wind jump](image)

Add cross wind jump to the elevation for winds from the left
Subtract cross wind jump from the elevation for winds from the right