A- Muzzle Velocity the data on this card was gathered for
B- Density Altitude the data on this card was gathered for
C- Information on the rifle, bullet, load, etc.
D- Cross wind jump - Use our crosswind jump calculator to find this value for your bullet. Note the label reminds the shooter when to add or subtract from the base elevation and the wind speed to calibrate on.
E- Range Column - Use any increment that you choose.
F- Elevation data at 0 degree (flat range) firing angle. Gather with all other effects turned off and wind set to zero.
G- Elevation data for an uphill 10 degree firing angle. Gather with all other effects turned off and wind set to zero.
H- Elevation data for a downhill 10 degree firing angle. Gather with all other effects turned off and wind set to zero.
I- Elevation data for an uphill 15 degree firing angle. Gather with all other effects turned off and wind set to zero.
J- Elevation data for a downhill 15 degree firing angle. Gather with all other effects turned off and wind set to zero.
K- Elevation data for an uphill 20 degree firing angle. Gather with all other effects turned off and wind set to zero.
L- Elevation data for a downhill 20 degree firing angle. Gather with all other effects turned off and wind set to zero.
M- Elevation data for an uphill 25 degree firing angle. Gather with all other effects turned off and wind set to zero.
N- Elevation data for a downhill 25 degree firing angle. Gather with all other effects turned off and wind set to zero.
O- Elevation data for an uphill 30 degree firing angle. Gather with all other effects turned off and wind set to zero.
P- Elevation data for a downhill 30 degree firing angle. Gather with all other effects turned off and wind set to zero.
Q- Elevation data for an uphill 35 degree firing angle. Gather with all other effects turned off and wind set to zero.
R- Elevation data for a downhill 35 degree firing angle. Gather with all other effects turned off and wind set to zero.
S- Elevation data for an uphill 40 degree firing angle. Gather with all other effects turned off and wind set to zero.
T- Elevation data for a downhill 40 degree firing angle. Gather with all other effects turned off and wind set to zero.
U- Elevation data for an uphill 45 degree firing angle. Gather with all other effects turned off and wind set to zero.
V- Elevation data for a downhill 45 degree firing angle. Gather with all other effects turned off and wind set to zero.
W- Spin Drift - Gather this data for a 0 degree angle of fire with wind set to zero. Turn spin drift and Coriolis on and read from the windage column.
X- Windage - Gather with Coriolis and spin drift turned off. It is recommended this data is gathered at the maximum wind speed represented on the scale key on your Dope Disc.