You will notice there are no units of measurement printed on the Dope Disc. That is because it works with any unit of measurement (Mils, Minute of Angle, Inches per Hundred yards, inches, etc. It also works with wind speeds measured in miles per hour, or kilometers per hour. Solutions are always returned in the unit of measure as the correction used to calibrate. The scales on your Dope Disc are graduated in 1/10th of a unit of measurement. It is also universal in that it works with any combination of rifle, cartridge, bullet, velocity, etc.

The Dope Disc can be thought of as a data compression device. With a card of organized data, the Dope Disc is able to solve for ballistic effects that will change in the field. The best way to build your card is to use a ballistics program.

**Windage corrections** should be gathered with spin drift (aka: gyroscopic drift) and Coriolis Effect turned off. Gather windage corrections at "full value" meaning the wind direction is set for a wind perpendicular (90 degrees) to the line of fire. The Dope Disc can work with wind corrections gathered at any wind speed, but speed and accuracy of the solution is improved by using the maximum wind speed represented on the scale key of your Dope Disc. You will need to chart one windage correction for every range you intend to shoot on your card.

**Spin drift** should be gathered with the wind speed set to 0 or turned off. You will need to chart one spin drift correction for every range you intend to shoot on your card. The spin drift values should be displayed in the windage column that your ballistics program returns when the is wind set to 0 or turned off. Spin drift is considered a minor factor when shooting under 500 yards. Some shooters may elect to ignore spin drift corrections.

**Elevation corrections** for your card should also be gathered with all other factors turned off. You will need to chart the elevation correction for every range you intend to shoot on your card. Also include a separate elevation correction for every firing angle you intend to encounter at each range on your card.

**Density altitude** will affect the value of the corrections above. For accurate firing solutions in varying atmospheric conditions and elevations make several cards to cover the density altitude range you expect to shoot in. Making a card for every 500' of density altitude change is recommended. Muzzle velocity variations due to temperature can be accounted for by making a new series of cards for each muzzle velocity range you expect to see.

**Instructions** are included on a separate sheet. We recommend that you follow along with your own Dope Disc to make learning the pattern easier. See the reverse side of this sheet for an example of how to set up your cards to work alongside the Dope Disc.

These basic instructions will cover the data required for most shots up to about 800 yards. The Dope Disc is capable of providing the corrections for many other effects for much longer ranges. The Dope Disc can include spin drift, Coriolis Effect, cross wind jump, and compound winds in your firing solutions. Visit [www.dopedisc.com](http://www.dopedisc.com) for instructions on how to use the Dope Disc to solve for these effects, card templates with instructions, and reference cards for your notes.

Thanks from Black Bear Ballistics!