

# BALLISTICS COEFFICIENTS - RIFLE

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1032	.204	32	BlitzKing	.110	.221 @ 3950 fps and above .218 between 3625 and 3950 fps .204 between 3300 and 3625 fps .189 between 2225 and 3300 fps .179 between 1750 and 2225 fps .175 @ 1750 fps and below
1039	.204	39	BlitzKing	.134	.287 at 3600 fps and above .270 between 3600 and 3400 fps .255 between 3400 and 2800 fps .236 between 2800 and 2300 fps .210 between 2300 and 1900 fps .180 At 1900 fps and below
1100	.223	40	Hornet	.115	.117 @ 2800 fps and above .123 between 2000 and 2800 fps .136 @ 2000 fps and below
1110	.223	45	Hornet	.129	.132 @ 2700 fps and above .138 between 2000 and 2700 fps .153 @ 2000 fps and below
1200	.224	40	Hornet	.114	.116 @ 2750 fps and above .122 between 2000 and 2750 fps .135 @ 2000 fps and below
1385	.224	40	Hollow Point	.114	.155 @ 2400 fps and above .160 between 2000 and 2400 fps .165 @ 2000 fps and below
1440	.224	40	BlitzKing	.114	.196 @ 3350 fps and above .182 between 2750 and 3350 fps .177 between 2250 and 2750 fps .171 @ 2250 fps and below
1210	.224	45	Hornet	.128	.131 @ 2700 fps and above .137 between 2000 and 2700 fps .152 @ 2000 fps and below
1300	.224	45	Semi-Point	.128	.165 @ 2800 fps and above .168 between 2000 and 2800 fps .173 @ 2000 fps and below
1310	.224	45	Spitzer	.128	.210 @ 3000 fps and above .196 between 1800 and 3000 fps .181 @ 1800 fps and below
1320	.224	50	Semi-Point	.142	.192 @ 2800 fps and above .190 @ 2799 fps and below
1330	.224	50	Spitzer	.142	.222 @ 2800 fps and above .217 between 1800 and 2800 fps .207 @ 1800 fps and below
1340	.224	50	Blitz	.142	.222 @ 2800 fps and above .217 between 1800 and 2800 fps .207 @ 1800 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1450	.224	50	BlitzKing	.142	.248 @ 3300 fps and above .243 between 2650 and 3300 fps .232 between 2050 and 2650 fps .222 between 1800 and 2050 fps .203 @ 1800 fps and below
1410	.224	52	Hollow Point Boat Tail MatchKing	.148	.225 @ 2800 fps and above .218 between 2200 and 2800 fps .212 @ 2200 fps and below
1400	.224	53	Hollow Point MatchKing	.151	.224 @ 2800 fps and above .217 between 1800 and 2800 fps .209 @ 1800 fps and below
1345	.224	55	Blitz	.157	.237 @ 2800 fps and above .239 between 1800 and 2800 fps .230 @ 1800 fps and below
1350	.224	55	Semi-Point	.157	.204 @ 2800 fps and above .212 between 1800 and 2800 fps .220 @ 1800 fps and below
1355	.224	55	Full Metal Jacket Boat Tail	.157	.272 @ 3000 fps and above .245 between 2400 and 3000 fps .235 @ 2400 fps and below
1360	.224	55	Spitzer	.157	.237 @ 2800 fps and above .239 between 1800 and 2800 fps .230 @ 1800 fps and below
1365	.224	55	Spitzer Boat Tail	.157	.250 @ 3000 fps and above .245 between 2000 and 3000 fps .235 @ 2000 fps and below
1390	.224	55	Hollow Point Boat Tail	.157	.185 @ 2800 fps and above .189 between 1800 and 2800 fps .193 @ 1800 fps and below
1455	.224	55	BlitzKing	.157	.271 @ 3100 fps and above .264 between 2550 and 3100 fps .250 between 2050 and 2550 fps .236 between 1800 and 2050 fps .224 @ 1800 fps and below
7160	.224	60	Tipped Boat Tail MatchKing (TMK)	0.171	.323 @ 2700 fps and above .313 between 1950 and 2700 fps .283 @ 1700 and 1950 fps .253 @ 1700 fps and below
1375	.224	60	Hollow Point	.171	.246 @ 2800 fps and above .240 between 2000 and 2800 fps .246 @ 2000 fps and below
1370	.224	63	Semi-Point	.179	.231 @ 2800 fps and above .235 between 2000 and 2800 fps .240 @ 2000 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1395	.224	65	Spitzer Boat Tail	.185	.303 @ 2750 fps and above .297 between 2450 and 2750 fps .293 between 2150 and 2450 fps .287 between 1800 and 2150 fps .270 @ 1800 fps and below
1380	.224	69	Hollow Point Boat Tail MatchKing	.196	.301 @ 2800 fps and above .305 between 2200 and 2800 fps .317 @ 2200 fps and below
7169	.224	69	Tipped Boat Tail MatchKing (TMK)	.196	.375 @ 2700 fps and above .365 between 1950 and 2700 fps .335 @ 1700 and 1950 fps .305 @ 1700 fps and below
9377	.224	77	Hollow Point Boat Tail MatchKing	.219	.372 @ 3000 fps and above .362 between 2500 and 3000 fps .362 between 1700 and 2500 fps .343 @ 1700 fps and below
9377G	.224	77	Hollow Point Boat Tail MatchKing Cannelure	.219	.372 @ 3000 fps and above .362 between 2500 and 3000 fps .362 between 1700 and 2500 fps .343 @ 1700 fps and below
7177	.224	77	Tipped Boat Tail MatchKing (TMK)	.219	.420 @ 2400 fps and above .415 between 2000 and 2400 fps .395 between 1750 and 2000 fps .380 @ 1750 fps and below
9390	.224	80	Hollow Point Boat Tail MatchKing	.228	.461 @ 2100 fps and above .453 between 1750 and 2100 fps .420 @ 1750 fps and below
9290	.224	90	Hollow Point Boat Tail MatchKing	.256	.563 @ 2080 fps and above .550 between 1640 and 2080 fps .480 between 1640 and below
1396	.224	95	Hollow Point Boat Tail MatchKing	.270	.600 @ 1600 fps and above .556 between 1440 and 1600 fps .506 between 1440 and below
1502	.243	55	BlitzKing	.133	.225 @ 2950 fps and above .211 between 2275 and 2950 fps .203 @ 2275 fps and below
1500	.243	60	Hollow Point	.145	.182 @ 2500 fps and above .193 between 1800 and 2500 fps .205 @ 1800 fps and below
1505	.243	70	Hollow Point Boat Tail MatchKing	.169	.259 @ 2800 fps and above .257 between 2200 and 2800 fps .270 @ 2200 fps and below
1507	.243	70	BlitzKing	.169	.299 @ 2600 fps and above .288 between 2200 and 2600 fps .278 between 1800 and 2200 fps .257 between 1600 and 1800 fps .237 @ 1600 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1510	.243	75	Hollow Point	.181	.217 @ 2800 fps and above .221 between 2200 and 2800 fps .232 @ 2200 fps and below
1515	.243	80	Spitzer Boat Tail Blitz	.194	.319 @ 2800 fps and above .310 between 2200 and 2800 fps .295 @ 2200 fps and below
1520	.243	85	Spitzer	.206	.315 @ 2800 fps and above .307 between 2200 and 2800 fps .304 @ 2200 fps and below
1530	.243	85	Hollow Point Boat Tail	.206	.311 @ 1800 fps and above .304 between 1500 and 1800 fps .285 @ 1500 fps and below
1535	.243	90	Full Metal Jacketed Boat Tail	.218	.387 @ 2800 fps and above .376 between 2100 and 2800 fps .368 @ 2100 fps and below
4100	.243	90	Tipped Boat Tail GameKing (TGK)	.218	.490 @ 2700 fps and above .400 between 1380 and 2700fps .320 @ 1380 fps and below
1537	.243	95	Hollow Point Boat Tail MatchKing	.230	.490 @ 2750 fps and above .460 between 1700 and 2750 fps .450 @ 1700 fps and below
7295	.243	95	Tipped Boat Tail MatchKing(TMK)	.230	.500 @ 3050 fps and above .490 between 1550 and 3050 fps .460 @ 1550 fps and below
1540	.243	100	Spitzer	.242	.373 @ 2800 fps and above .363 between 2200 and 2800 fps .352 between 1700 and 2200 fps .342 @ 1700 fps and below
1550	.243	100	Semi Point	.242	.275 @ 2800 fps and above .287 between 2200 and 2800 fps .317 @ 2200 fps and below
1560	.243	100	Spitzer Boat Tail	.242	.430 @ 2800 fps and above .419 between 2200 and 2800 fps .397 between 1700 and 2200 fps .385 @ 1700 fps and below
1570	.243	107	Hollow Point Boat Tail MatchKing	.259	.547 @ 2500 fps and above .542 between 1800 and 2500 fps .529 between 1600 and 1800 fps .519 @ 1600 fps and below
1575	.243	110	Hollow Point Boat Tail MatchKing	.266	.617 @ 2600 fps and above .605 between 1900 and 2600 fps .580 @ 1900 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1605	.257	70	BlitzKing	0.151	.260 @ 3150 fps and above .251 between 2800 and 3150 fps .242 between 1800 and 2800 fps .230 @ 1800 fps and below
1600	.257	75	Hollow Point	.162	.189 @ 2600 fps and above .197 between 2000 and 2600 fps .210 between 1500 and 2000 fps .230 @ 1500 fps and below
1610	.257	87	Spitzer	.188	.293 @ 2800 fps and above .289 between 2100 and 2800 fps .283 between 1500 and 2100 fps .272 @ 1500 fps and below
1615	.257	90	Hollow Point Boat Tail	.195	.250 @ 2800 fps and above .260 between 2000 and 2800 fps .267 between 1400 and 2000 fps .255 @ 1400 fps and below
1616	.257	90	BlitzKing	.195	.388 @ 3100 fps and above .375 between 2900 and 3100 fps .345 between 2400 and 2900 fps .330 @ 2400 fps and below
1620	.257	100	Spitzer	.216	.330 @ 2400 fps and above .322 between 1700 and 2400 fps .296 @ 1700 fps and below
1625	.257	100	Spitzer Boat Tail	.216	.355 @ 2800 fps and above .333 between 1600 and 2800 fps .310 @ 1600 fps and below
1628	.257	100	Hollow Point Boat Tail MatchKing	.216	.394 @ 3250 fps and above .386 between 2800 and 3250 fps .376 between 2350 and 2800 fps .372 @ 2350 fps and below
1630	.257	117	Spitzer Boat Tail	.253	.410 @ 2500 fps and above .403 between 1800 and 2500 fps .370 @ 1800 fps and below
1640	.257	117	Spitzer	.253	.388 @ 2500 fps and above .383 between 1800 and 2500 fps .362 @ 1800 fps and below
1650	.257	120	Hollow Point Boat Tail	.260	.350 @ 2400 fps and above .357 between 1600 and 2400 fps .330 @ 1600 fps and below
1700	.264	85	Hollow Point	.174	.225 @ 2700 fps and above .237 between 2100 and 2700 fps .250 between 1600 and 2100 fps .264 @ 1600 fps and below
1710	.264	100	Hollow Point	.205	.259 @ 2300 fps and above .282 between 1800 and 2300 fps .300 @ 1800 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1711	.264	100	Hollow Point Boat Tail MatchKing	.205	.361 @ 1600 fps and above .346 between 1400 and 1600 fps .316 @ 1400 fps and below
1715	.264	107	Hollow Point Boat Tail MatchKing	.219	.430 @ 3350 fps and above .420 between 2800 and 3350 fps .406 between 2300 and 2800 fps .395 between 1800 and 2300 fps .385 @ 1800 fps and below
7407	.264	107	Tipped Boat Tail MatchKing (TMK)	.219	.445 @ 2200 fps and above .455 between 1600 and 2200 fps .415 @ 1600 fps and below
1720	.264	120	Spitzer	.246	.356 @ 2800 fps and above .368 between 2200 and 2800 fps .386 between 1800 and 2200 fps .400 @ 1800 fps and below
1725	.264	120	Hollow Point Boat Tail MatchKing	.246	.421 @ 3100 fps and above .409 between 2800 and 3100 fps .403 between 2000 and 2800 fps .417 @ 2000 fps and below
1727	.264	123	Hollow Point Boat Tail MatchKing	.252	.510 @ 1,635 fps and above .477 between 1,635 and 1,400 fps .450 between 1,400 and 1,250 fps .420 @ 1,250 fps and below
1728	.264	130	Hollow Point Boat Tail	.266	.355 @ 2400 fps and above .375 between 1850 and 2400 fps .395 @ 1850 fps and below
7430	.264	130	Tipped Boat Tail MatchKing (TMK)	.266	.518 @ 2200 fps and above .535 between 1625 and 2200 fps .495 @ 1625 fps and below
4330	.264	130	Tipped Boat Tail GameKing (TGK)	.266	.510 @ 2350 fps and above .490 between 1580 and 2350 fps .385 @ 1580 fps and below
1730	.264	140	Spitzer Boat Tail	.287	.495 @ 2800 fps and above .490 between 2000 and 2800 fps .480 @ 2000 fps and below
1740	.264	140	Hollow Point Boat Tail MatchKing	.287	.535 @ 2800 fps and above .526 between 2000 and 2800 fps .521 @ 2000 fps and below
1742	.264	142	Hollow Point Boat Tail MatchKing	.291	.626 @ 2850 fps and above .611 between 2400 and 2850 fps .606 between 2050 and 2400 fps .581 @ 2050 fps and below
1744	.264	144	Hollow Point Boat Tail MatchKing	.295	.550 @ 2800 fps and above .541 between 2000 and 2800 fps .536 @ 2000 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1755	.264	150	Hollow Point Boat Tail MatchKing	.307	.713 @ 1760 fps and above .686 between 1240 and 1760 fps .621 @ 1240 fps and below
9570	.264	155	Hollow Point Boat Tail MatchKing	.318	.570 @ 2800 fps and above .560 between 2000 and 2800 fps .555 @ 2000 fps and below
1750	.264	160	Semi Point	.328	.353 @ 2450 fps and above .366 between 2000 and 2450 fps .390 @ 2000 fps and below
1800	.277	90	Hollow Point	.168	.195 @ 2800 fps and above .203 between 2200 and 2800 fps .219 between 1800 and 2200 fps .240 @ 1800 fps and below
1810	.277	110	Spitzer	.205	.318 @ 2800 fps and above .314 between 2000 and 2800 fps .308 between 1600 and 2000 fps .297 @ 1600 fps and below
1815	.277	115	Hollow Point Boat Tail MatchKing	0.214	.324 @ 2400 fps and above .317 between 2400 and 1800 fps .267 @ 1800 fps and below
1820	.277	130	Spitzer Boat Tail	.242	.436 @ 2800 fps and above .418 between 2200 and 2800 fps .402 between 1800 and 2200 fps .387 @ 1800 fps and below
1830	.277	130	Spitzer	.242	.370 @ 2700 fps and above .379 between 2200 and 2700 fps .383 @ 2200 fps and below
1833	.277	135	Hollow Point Boat Tail MatchKing	.251	.488 @ 2800 fps and above .482 between 2000 and 2800 fps .440 between 1500 and 2000 fps .390 @ 1500 fps and below
4440	.277	140	Tipped Boat Tail GameKing (TGK)	.261	.508 @ 2600 fps and above .420 between 1350 and 2600 fps .308 @ 1350 fps and below
1835	.277	140	Hollow Point Boat Tail	.261	.337 @ 2700 fps and above .345 between 2200 and 2700 fps .366 between 1700 and 2200 fps .390 @ 1700 fps and below
1845	.277	140	Spitzer Boat Tail	.261	.457 @ 2800 fps and above .450 between 2200 and 2800 fps .437 between 1800 and 2200 fps .412 @ 1800 fps and below
1840	.277	150	Spitzer Boat Tail	.279	.483 @ 2800 fps and above .476 between 2200 and 2800 fps .462 between 1800 and 2200 fps .435 @ 1800 fps and below

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1850	.277	150	Round Nose	.279	.223 @ 2700 fps and above .224 between 2200 and 2700 fps .284 between 1600 and 2200 fps .315 @ 1600 fps and below
1895	.284	100	Hollow Point	.177	.209 @ 2900 fps and above .215 between 2300 and 2900 fps .234 between 1700 and 2300 fps .254 @ 1700 fps and below
1900	.284	120	Spitzer	.213	.328 @ 2800 fps and above .326 between 2200 and 2800 fps .333 @ 2200 fps and below
1903	.284	130	Hollow Point Boat Tail MatchKing	.230	.395 @ 2850 fps and above .391 between 2300 and 2850 fps .387 between 1800 and 2300 fps .370 @ 1800 fps and below
1905	.284	140	Spitzer Boat Tail	.248	.416 @ 2400 fps and above .418 between 1800 and 2400 fps .423 @ 1800 fps and below
1910	.284	140	Spitzer	.248	.377 @ 2400 fps and above .386 between 1800 and 2400 fps .400 @ 1800 fps and below
1912	.284	140	Hollow Point Boat Tail	.248	.375 @ 2,500 fps and above .385 between 2150 and 2500 fps .395 between 1850 and 2150 fps .405 at 1850 fps and below
1913	.284	150	Spitzer Boat Tail	.266	.436 @ 2500 fps and above .430 between 2000 and 2500 fps .410 @ 2000 fps and below
1915	.284	150	Hollow Point Boat Tail MatchKing	.266	.429 @ 2400 fps and above .435 between 1700 and 2400 fps .450 @ 1700 fps and below
1920	.284	160	Spitzer Boat Tail	.283	.455 @ 2800 fps and above .470 between 2300 and 2800 fps .472 between 1600 and 2300 fps .460 @ 1600 fps and below
1925	.284	160	Hollow Point Boat Tail	.283	.384 @ 2800 fps and above .394 between 1800 and 2800 fps .404 @ 1800 fps and below
7660	.284	160	Tipped Boat Tail MatchKing (TMK)	.283	.600 @ 2140 fps and above .615 between 1600 and 2140 fps .585 @ 1600 fps and below
4565	.284	165	Tipped Boat Tail GameKing (TGK)	.292	.610 @ 2600 fps and above .510 between 1320 and 2600 fps .450 @ 1320 fps and below
1930	.284	168	Hollow Point Boat Tail MatchKing	.298	.488 @ 2800 fps and above .494 between 2000 and 2800 fps .484 @ 2000 fps and below



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1950	.284	170	Round Nose	.301	.280 @ 2500 fps and above .317 between 2000 and 2500 fps .360 @ 2000 fps and below
1940	.284	175	Spitzer Boat Tail	.310	.533 @ 2500 fps and above .538 between 2000 and 2500 fps .560 @ 2000 fps and below
1975	.284	175	Hollow Point Boat Tail MatchKing	.310	.608 @ 2100 fps and above .582 between 1530 and 2100 fps .532 between 1300 and 1530 fps .500 @ 1300 fps and below
1980	.284	180	Hollow Point Boat Tail MatchKing	.319	.660 @ 1650 fps and above .650 between 1500 and 1650 fps .610 @ 1500 fps and below
1983	.284	183	Hollow Point Boat Tail MatchKing	.324	.707 @ 2300 fps and above .713 between 1720 and 2300 fps .690 @ 1720 fps and below
1997	.284	197	Hollow Point Boat Tail MatchKing	.349	.780 @ 2300 fps and above .765 between 1550 and 2300 fps .711 @ 1550 fps and below
2020	.308	125	Hollow Point/ Flat Nose (30-30)	.188	.119 @ 2400 fps and above .153 between 1800 and 2400 fps .186 @ 1800 fps and below
2000	.308	150	Flat Nose (30-30)	.226	.185 @ 2200 fps and above .224 between 1800 and 2200 fps .265 @ 1800 fps and below
2010	.308	170	Flat Nose (30-30)	.256	.205 @ 2400 fps and above .248 between 1800 and 2400 fps .293 @ 1800 fps and below
2100	.308	110	Round Nose	.166	.144 @ 2800 fps and above .154 between 2000 and 2800 fps .170 between 1350 and 2000 fps .180 @ 1350 fps and below
2105	.308	110	Full Metal Jacketed	.166	.144 @ 2800 fps and above .154 between 2000 and 2800 fps .170 between 1350 and 2000 fps .180 @ 1350 fps and below
2110	.308	110	Hollow Point	.166	.177 @ 2800 fps and above .188 between 2000 and 2800 fps .204 between 1350 and 2000 fps .215 @ 1350 fps and below
2120	.308	125	Spitzer	.188	.279 @ 2800 fps and above .277 between 2000 and 2800 fps .264 @ 2000 fps and below
2121	.308	125	Hollow Point MatchKing	.188	.349 @ 2650 fps and above .338 between 2000 and 2650 fps .330 between 1600 and 2000 .310 @ 1600 fps and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
7725	.308	125	Tipped Flat Base MatchKing (TMK)	.188	.343 @ 2580 fps and above .338 between 2180 and 2580 fps .332 @ 2180 fps and below
2123	.308	135	Hollow Point Boat Tail MatchKing	.203	.390 @ 3250 fps and above .370 between 1900 and 3250 fps .345 between 1500 and 1900 fps .300 @ 1500 fps and below
2124	.308	135	Hollow Point	.203	.308 @ 2350 fps and above .290 between 1900 and 3250 fps .275 @ 1900 fps and below
2115	.308	150	Full Metal Jacketed Boat Tail	.226	.408 @ 2800 fps and above .397 between 1800 and 2800 fps .387 @ 1800 fps and below
2125	.308	150	Spitzer Boat Tail	.226	.380 @ 2600 fps and above .368 between 1800 and 2600 fps .360 @ 1800 fps and below
2130	.308	150	Spitzer	.226	.336 @ 2600 fps and above .346 between 1800 and 2600 fps .360 @ 1800 fps and below
2135	.308	150	Round Nose	.226	.200 @ 2700 fps and above .227 between 1700 and 2700 fps .270 @ 1700 fps and below
2190	.308	150	Hollow Point Boat Tail MatchKing	.226	.417 @ 2800 fps and above .397 between 1800 and 2800 fps .355 @ 1800 fps and below
2155	.308	155	Hollow Point Boat Tail MatchKing	.233	.450 @ 2600 fps and above .443 between 1800 and 2600 fps .417 @ 1800 fps and below
2156	.308	155	Hollow Point Boat Tail Palma MatchKing	.233	.504 @ 2700 fps and above .470 between 1800 and 2700 fps .430 between 1500 and 1800 fps .380 @ 1500 fps and below
7755	.308	155	Tipped Boat Tail MatchKing (TMK)	.233	.519 @ 1900 fps and above .490 between 1600 and 1900 fps .420 @ 1600 fps and below
4665	.308	165	Tipped Boat Tail GameKing (TGK)	.248	.530 @ 2680 fps and above .440 between 1300 and 2680 fps .320 @ 1300 fps and below
2140	.308	165	Hollow Point Boat Tail	.248	.363 @ 2600 fps and above .355 between 1800 and 2600 fps .363 @ 1800 fps and below
2145	.308	165	Spitzer Boat Tail	.248	.404 @ 2400 fps and above .409 between 1600 and 2400 fps .419 @ 1600 fps and below

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2200	.308	168	Hollow Point Boat Tail MatchKing	.253	.462 @ 2600 fps and above .447 between 2100 and 2600 fps .424 between 1600 and 2100 fps .405 @ 1600 fps and below
7768	.308	168	Tipped Boat Tail MatchKing (TMK)	.253	.535 @ 2050 fps and above .521 between 1650 and 2050 fps .480 @ 1650 fps and below
2275	.308	175	Hollow Point Boat Tail MatchKing	.264	.505 @ 2800 fps and above .496 between 1800 and 2800 fps .485 @ 1800 fps and below
7775	.308	175	Tipped Boat Tail MatchKing (TMK)	.264	.545 @ 2400 fps and above .530 between 1800 and 2400 fps .495 @ 1800 fps and below
2150	.308	180	Spitzer	.271	.407 @ 2600 fps and above .415 between 1600 and 2600 fps .414 @ 1600 fps and below
2160	.308	180	Spitzer Boat Tail	.271	.501 @ 2700 fps and above .506 between 1700 and 2700 fps .505 @ 1700 fps and below
2170	.308	180	Round Nose	.271	.240 @ 2800 fps and above .280 between 2200 and 2800 fps .330 between 1500 and 2200 fps .355 @ 1500 fps and below
2220	.308	180	Hollow Point Boat Tail MatchKing	.271	.475 @ 2800 fps and above .496 between 2200 and 2800 fps .494 @ 2200 fps and below
2210	.308	190	Hollow Point Boat Tail MatchKing	.286	.533 @ 2100 fps and above .525 between 1600 and 2100 fps .515 @ 1600 fps and below
7795	.308	195	Tipped Boat Tail MatchKing (TMK)	.294	.610 @ 2000 fps and above .595 between 1600 and 2000 fps .560 @ 1600 fps and below
2165	.308	200	Spitzer Boat Tail	.301	.560 @ 2600 fps and above .552 between 2300 and 2600 fps .555 between 1900 and 2300 fps .560 @ 1900 fps and below
2230	.308	200	Hollow Point Boat Tail MatchKing	.301	.565 @ 2100 fps and above .560 @ 2099 fps and below
2231	.308	200	Hollow Point Boat Tail MatchKing	.301	.715 @ 2000 fps and above .695 between 1720 and 2000 fps .660 @ 1720 fps and below
9240	.308	210	Hollow Point Boat Tail MatchKing	.316	.670 @ 2500 fps and above .650 between 1850 and 2500 fps .590 between 1850 and below

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Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
2180	.308	220	Round Nose	.331	.310 @ 2600 fps and above .335 between 2200 and 2600 fps .378 between 1600 and 2200 fps .410 @ 1600 fps and below
2240	.308	220	Hollow Point Boat Tail MatchKing	.331	.629 @ 2100 fps and above .624 between 1700 and 2100 fps .608 @ 1700 fps and below
2251	.308	230	Hollow Point Boat Tail MatchKing	.346	.800 @ 1880 fps and above .780 between 1880 and 1600 fps .740 @ 1600 fps and below
9245	.308	240	Hollow Point Boat Tail MatchKing	.361	.711 @ 2150 fps and above .702 between 1800 and 2150 fps .685 @ 1800 fps and below
2305	.311	125	Spitzer	.185	.274 @ 2500 fps and above .282 between 2000 and 2500 fps .289 @ 2000 fps and below
2300	.311	150	Spitzer	.222	.344 @ 2350 fps and above .341 between 1800 and 2350 fps .334 @ 1800 fps and below
2315	.311	174	Hollow Point Boat Tail MatchKing	.257	.499 @ 2200 fps and above .493 between 1800 and 2200 fps .480 @ 1800 fps and below
2310	.311	180	Spitzer	.266	.411 @ 2000 fps and above .407 @ 1999 fps and below
2400	.323	150	Spitzer	.205	.336 @ 2600 fps and above .329 between 2000 and 2600 fps .314 @ 2000 fps and below
2410	.323	175	Spitzer	.240	.381 @ 2150 fps and above .375 between 1750 and 2150 fps .371 @ 1750 fps and below
2415	.323	200	Hollow Point Boat Tail MatchKing	.274	.520 @ 2300 fps and above .505 between 1700 and 2300 fps .461 @ 1700 fps and below
2420	.323	220	Spitzer Boat Tail	.301	.521 @ 2500 fps and above .524 between 1850 and 2500 fps .512 between 1550 and 1850 fps .495 @ 1550 fps and below
2610	.338	215	Spitzer Boat Tail	.269	.485 @ 2000 fps and above .473 between 1600 and 2000 fps .460 @ 1600 fps and below
2620	.338	225	Spitzer	.281	.462 @ 2900 fps and above .455 between 2350 and 2900 fps .448 between 1900 and 2350 fps .435 @ 1900 fps and below

# BALLISTICS COEFFICIENTS - RIFLE

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
2600	.338	250	Spitzer Boat Tail	.313	.565 @ 2500 fps and above .563 between 2000 and 2500 fps .550 between 1600 and 2000 fps .537 @ 1600 fps and below
2650	.338	250	Hollow Point Boat Tail MatchKing	.313	.587 @ 2150 fps and above .606 between 1700 and 2150 fps .576 between 1400 and 1700 fps .484 @ 1400 fps and below
9300	.338	300	Hollow Point Boat Tail MatchKing	.375	.768 @ 2300 fps and above .760 between 1800 and 2300 fps .750 @ 1800 fps and below
2800	.358	200	Round Nose	.223	.148 @ 2000 fps and above .203 between 1500 and 2000 fps .247 between 1200 and 1500 fps .271 between 1000 and 1200 fps .230 @ 1000 fps and below
2850	.358	225	Spitzer Boat Tail	.251	.370 @ 2500 fps and above .384 between 2000 and 2500 fps .387 between 1600 and 2000 fps .370 @ 1600 fps and below
2900	.375	200	Flat Nose	.203	.195 @ 2100 fps and above .212 between 1750 and 2100 fps .232 between 1400 and 1750 fps .248 @ 1400 fps and below
2950	.375	250	Spitzer Boat Tail	.254	.353 @ 2600 fps and above .371 between 2250 and 2600 fps .375 between 1800 and 2250 fps .363 @ 1800 fps and below
3000	.375	300	Spitzer Boat Tail	.305	.475 @ 2600 fps and above .480 between 2200 and 2600 fps .470 between 1800 and 2200 fps .458 @ 1800 fps and below
9350	.375	350	Hollow Point Boat Tail MatchKing	.355	.805 @ 2200 fps and above .780 between 1700 and 2200 fps .720 @ 1700 fps and below
8900	.458	300	Hollow Point/ Flat Nose	.204	.120 @ 2400 fps and above .145 between 1900 and 2400 fps .185 between 1400 and 1900 fps .210 between 1150 and 1400 fps .230 @ 1150 fps and below