

.308 WINCHESTER HOLDOVER AND COME-UP - 100 TO 1000 YARDS

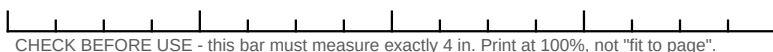
168 gr BTHP match - zero 100 yd, sight height 1.9 in. Inches to hold, MOA and mil to dial, at each distance.

Come-up from a 100 yd zero

Distance	Drop	Drop (ft)	MOA up	Mil up	Velocity
100 yd	+0.0 in	-	0.0	0.0	2484 fps
200 yd	-3.7 in	-	1.8	0.5	2300 fps
300 yd	-14.1 in	1.2 ft	4.5	1.3	2119 fps
400 yd	-32.2 in	2.7 ft	7.7	2.2	1949 fps
500 yd	-59.4 in	5.0 ft	11.3	3.3	1788 fps
600 yd	-97.6 in	8.1 ft	15.5	4.5	1637 fps
700 yd	-148.7 in	12.4 ft	20.3	5.9	1496 fps
800 yd	-215.5 in	18.0 ft	25.7	7.5	1371 fps
900 yd	-300.7 in	25.1 ft	31.9	9.3	1260 fps
1000 yd	-408.1 in	34.0 ft	39.0	11.3	1165 fps

Reading this chart

- MOA up and Mil up are what you dial, not what you hold. Both come from the same trajectory: one mil subtends 3.6 inches at 100 yards, so the mil column is the drop in inches over 0.036 times the range in yards.
- Computed with a G1 drag model at 59 F, 29.92 inHg, sea level, no wind. Air density moves the far end of this table far more than the near end.
- Below about 1250 fps the bullet is entering transonic flight and a G1 curve describes it poorly. On this load that is from 1000 yd outward - treat those rows as a starting point and confirm on paper.
- Every figure assumes the zero above. Re-zero and the whole column moves.



CHECK BEFORE USE - this bar must measure exactly 4 in. Print at 100%, not "fit to page".



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