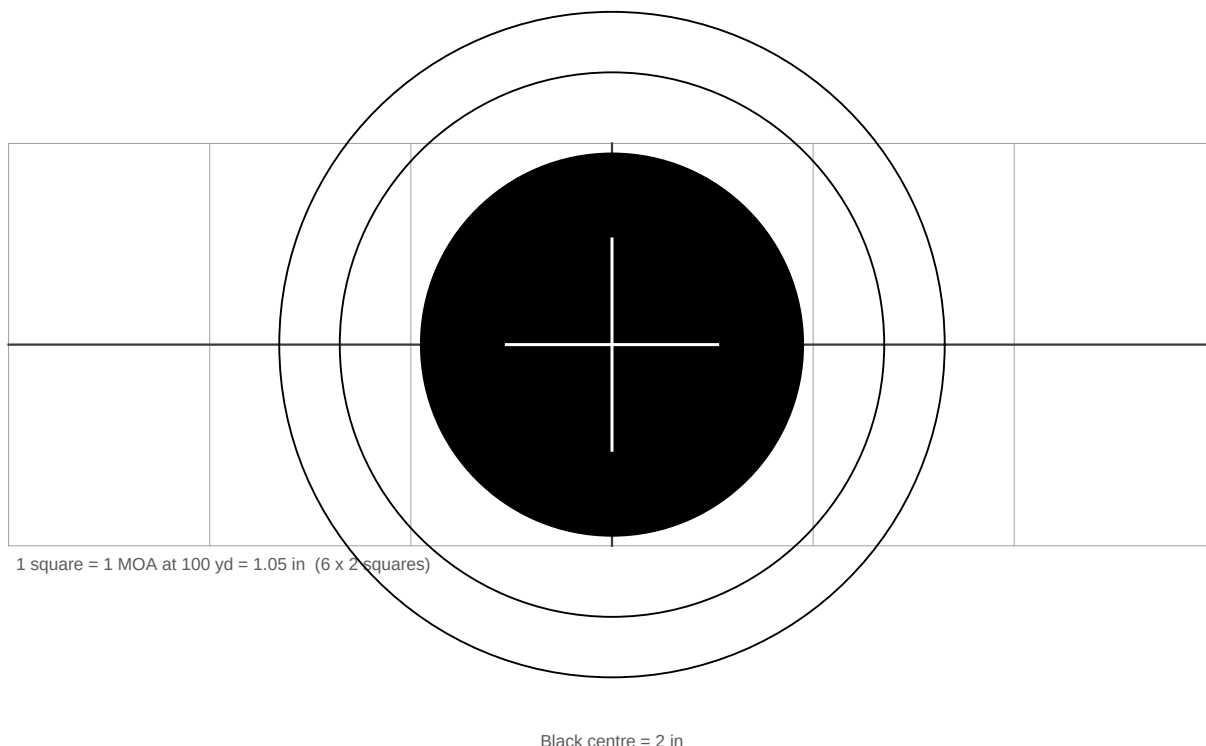


ZEROING TARGET - .308 Win / 7.62x51mm NATO - 100 YARD ZERO

Zero: 100 yd - M80 147 gr FMJ ball and 168 gr BTHP match - sight height 1.9 in



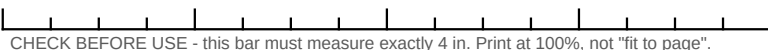
What a 100 yd zero confirms - computed, not assumed

Load	Barrel	Muzzle	Far zero	Max rise
M80	20 in rifle	2800 fps	flat - within 1 in to 150 yd	+0.0 in @ 88 yd
168 gr BTHP	20 in rifle	2650 fps	flat - within 1 in to 145 yd	+0.1 in @ 82 yd

Point of impact relative to point of aim - the correction is what to dial, so its sign is the opposite

Load	Distance	POI (in)	Sight corr. (MOA)	Velocity (fps)	Energy (ft-lb)
M80	50 yd	-0.3	+0.7	2680	2345
M80	100 yd	0.0	0.0	2566	2149
M80	200 yd	-3.4	+1.6	2343	1792
M80	300 yd	-13.2	+4.2	2133	1483
M80	400 yd	-30.6	+7.3	1932	1218
168 gr BTHP	50 yd	-0.3	+0.5	2552	2429
168 gr BTHP	100 yd	0.0	0.0	2457	2250
168 gr BTHP	200 yd	-3.9	+1.9	2270	1924
168 gr BTHP	300 yd	-14.5	+4.6	2093	1635
168 gr BTHP	400 yd	-33.1	+7.9	1926	1382

Negative POI = impact below point of aim. Far zero is where the bullet crosses the line of sight coming down; it moves with muzzle velocity and sight height, which is why both barrels are listed rather than one round number. BallisticEngine G1 model, 59 F, sea level, no wind.



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targets