

**MIL** D.O.P.E. For

**VIRTUAL RANGE TARGETING™**

**SAMPLE DATE - You will develop your own data (D.O.P.E.) based on RIFLE & AMMO.**

All yardages are based on the following ballistic data:

6.5 Creedmoor BC=G7 .264 / G1 .535 2800 FPS

LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
P0	100	0.0		0.0	
P1	311	1.0		0.0	
P2	438	2.0		0.0	
P3	548	3.0		0.0	
P4	646	4.0		0.0	
P5	733	5.0		0.0	
P6	813	6.0		0.0	
P7	887	7.0		0.0	
LANE	YARDS	10" TARGET in MIL	YARDS to Target = SIZE (10) X 27.77 / TARGET in MIL See YELLOW EXAMPLE		
S1	200	1.40	This section represents a 10" x 10" steel plate as seen at the different yardages shown for each target.  S3 EXAMPLE: A 10" target at 400 yards will measure .7 MIL in your reticle.		
S2	300	0.95			
S3	400	0.70			
S4	500	0.55			
S5	600	0.45			
S6	700	0.40			
S7	800	0.35			
S8	900	0.31			
S9	1000	0.28			
LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
R0	100	0.0		0.0	
R1	311	1.0		0.0	
R2	461	2.2		0.0	
R3	598	3.5		0.0	
R4	725	4.9		0.0	
R5	813	6.0		0.0	
R6	895	7.1		0.0	
LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
B0	100	0.0		0.0	
B1	320	1.1		.3 R	
B2	445	2.1		.6 L	
B3	575	3.3		.4 R	
B4	650	4.1		.9 L	
B5	760	5.3		.3 L	
B6	855	6.6		.5 R	
B7	885	7.0		.9 L	

**SCOPE ADJUSTMENTS**

Dial Elevation turret to MIL DROP

Dial Windage turret to MIL WIND

Aim at Point Of Aim (P.O.A.) bull, hit Point Of Impact (P.O.I.) TARGET