



OGIVE	(notes)	Ballistic Coefficient					
		Diameter of flat nose (in)					
		0.00	0.10	0.20	0.30	0.40	0.50
0.5		1.400					
1.0		1.100	1.150	1.200	1.250	1.300	1.400
1.5		0.950	1.000	1.100	1.150	1.250	1.350
2.0		0.850	0.900	0.950	1.000	1.100	1.250
3.0	MV >2000fps	0.700	0.750	0.800	0.900	1.000	1.100
3.0	MV <2000fps	0.750	0.800	0.850	0.950	1.050	1.150
4.0	MV >2000fps	0.600	0.650	0.700	0.750	0.850	1.000
4.0	MV <2000fps	0.700	0.750	0.800	0.850	0.950	1.100
6.0	MV >2000fps	0.550	0.600	0.650	0.700	0.800	0.950
6.0	MV <2000fps	0.650	0.700	0.800	0.850	0.950	1.100
8.0	MV >2000fps	0.490	0.550	0.600	0.650	0.750	0.900
8.0	MV <2000fps	0.600	0.650	0.700	0.750	0.850	1.000
10.0	MV >2000fps	0.440	0.500	0.550	0.600	0.700	0.850
10.0	MV <2000fps	0.550	0.600	0.650	0.700	0.800	0.950

MV = muzzle velocity

To determine ballistic coefficient

- 1 Print the ogive chart
- 2 Find the appropriate caliber column for your bullet on the printed ogive chart
- 3 Lay your bullet on that column
- 4 Move the bullet up and down the column to find the shape that most closely matches your bullet
- 5 Once you have found the best match, look to the left and find the ogive for that bullet
Note: you may wish to call your bullet an ogive 7 if your bullet does not perfectly match the shape for ogive 6 or 8.
- 6 Measure the flat point of your bullet in inches
Note: Use a micrometer for best results
- 7 Refer to the above table
Locate the ogive of your bullet (determined in step 5 above)
Read to the right and locate the ballistic coefficient value under the appropriate flat point diameter column