

.357 Dia., 170 Gr. JHC Power Jacket

POINT BLANK RANGE COMPUTED FOR 2.5 INCHES ABOVE AND BELOW LINE OF SIGHT

RANGE YARDS	MUZZLE	25	50	75	100	125	150	250
MAXIMUM POINT BLANK RANGE IS 140 YARDS. SET ZERO AT 115 YARDS.								
VELOCITY FPS	1700	1594	1505	1421	1342	1271	1207	1037
ENERGY FT-LB	1090	959	855	762	680	610	550	406
DROP INCHES	.00	-.39	-1.63	-3.83	-7.11	-11.59	-17.42	-57.00
BULLET PATH (25 YDS)	-.75	.00	-.10	-1.17	-3.31	-6.66	-11.35	-46.37
INCHES (50 YDS)	-.75	.05	.00	-1.01	-3.10	-6.40	-11.04	-45.85
(ZERO RANGE) (75 YDS)	-.75	.39	.68	.00	-1.75	-4.71	-9.01	-42.47
(100 YDS)	-.75	.83	1.55	1.31	.00	-2.52	-6.38	-38.09
MPBR ZERO (115 YDS)	-.75	1.12	2.14	2.20	1.18	-1.04	-4.61	-35.14
WIND DRIFT (10 MPH)	.00	.27	1.02	2.29	4.08	6.42	9.31	25.75
INCHES (20 MPH)	.00	.54	2.05	4.57	8.16	12.84	18.62	51.51

MAXIMUM POINT BLANK RANGE IS 135 YARDS. SET ZERO AT 110 YARDS.								
VELOCITY FPS	1600	1510	1425	1347	1275	1210	1157	1009
ENERGY FT-LB	966	860	767	684	613	553	505	384
DROP INCHES	.00	-.43	-1.82	-4.28	-7.94	-12.93	-19.40	-62.83
BULLET PATH (25 YDS)	-.75	.00	-.21	-1.48	-3.95	-7.76	-13.05	-51.74
INCHES (50 YDS)	-.75	.10	.00	-1.17	-3.54	-7.25	-12.44	-50.71
(ZERO RANGE) (75 YDS)	-.75	.49	.78	.00	-1.98	-5.29	-10.09	-46.80
(100 YDS)	-.75	.99	1.77	1.48	.00	-2.82	-7.12	-41.86
MPBR ZERO (110 YDS)	-.75	1.21	2.21	2.14	.87	-1.73	-5.81	-39.68
WIND DRIFT (10 MPH)	.00	.24	.99	2.27	4.09	6.47	9.38	25.51
INCHES (20 MPH)	.00	.49	1.98	4.54	8.18	12.94	18.75	51.02

MAXIMUM POINT BLANK RANGE IS 125 YARDS. SET ZERO AT 105 YARDS.								
VELOCITY FPS	1500	1416	1338	1267	1203	1151	1106	980
ENERGY FT-LB	849	756	676	606	546	500	462	362
DROP INCHES	.00	-.50	-2.08	-4.87	-9.02	-14.66	-21.94	-70.04
BULLET PATH (25 YDS)	-.75	.00	-.33	-1.88	-4.78	-9.18	-15.21	-58.32
INCHES (50 YDS)	-.75	.17	.00	-1.38	-4.11	-8.34	-14.21	-56.65
(ZERO RANGE) (75 YDS)	-.75	.63	.92	.00	-2.27	-6.04	-11.45	-52.05
(100 YDS)	-.75	1.19	2.06	1.70	.00	-3.20	-8.04	-46.37
MPBR ZERO (105 YDS)	-.75	1.32	2.30	2.07	.49	-2.59	-7.30	-45.14
WIND DRIFT (10 MPH)	.00	.26	1.05	2.39	4.28	6.69	9.59	25.32
INCHES (20 MPH)	.00	.52	2.10	4.77	8.55	13.38	19.18	50.64

MAXIMUM POINT BLANK RANGE IS 120 YARDS. SET ZERO AT 100 YARDS.								
VELOCITY FPS	1400	1323	1253	1192	1142	1098	1061	951
ENERGY FT-LB	739	661	593	536	492	455	425	341
DROP INCHES	.00	-.57	-2.38	-5.57	-10.29	-16.68	-24.86	-78.05
BULLET PATH (25 YDS)	-.75	.00	-.49	-2.36	-5.76	-10.82	-17.68	-65.59
INCHES (50 YDS)	-.75	.24	.00	-1.63	-4.78	-9.60	-16.21	-63.14
(ZERO RANGE) (75 YDS)	-.75	.79	1.09	.00	-2.61	-6.89	-12.96	-57.72
(100 YDS)	-.75	1.44	2.39	1.96	.00	-3.62	-9.04	-51.19
MPBR ZERO (100 YDS)	-.75	1.44	2.39	1.96	.00	-3.62	-9.04	-51.19
WIND DRIFT (10 MPH)	.00	.27	1.09	2.47	4.35	6.71	9.51	24.52
INCHES (20 MPH)	.00	.54	2.18	4.93	8.70	13.42	19.02	49.03

MAXIMUM POINT BLANK RANGE IS 115 YARDS. SET ZERO AT 95 YARDS.								
VELOCITY FPS	1300	1232	1175	1127	1085	1050	1019	923
ENERGY FT-LB	637	573	521	479	445	416	392	321
DROP INCHES	.00	-.66	-2.75	-6.41	-11.78	-18.99	-28.17	-86.91
BULLET PATH (25 YDS)	-.75	.00	-.68	-2.93	-6.89	-12.69	-20.46	-73.55
INCHES (50 YDS)	-.75	.34	.00	-1.91	-5.53	-10.99	-18.41	-70.15
(ZERO RANGE) (75 YDS)	-.75	.98	1.27	.00	-2.98	-7.80	-14.59	-63.78
(100 YDS)	-.75	1.72	2.77	2.24	.00	-4.08	-10.12	-56.32
MPBR ZERO (95 YDS)	-.75	1.57	2.45	1.77	-.62	-4.85	-11.05	-57.88
WIND DRIFT (10 MPH)	.00	.28	1.10	2.42	4.20	6.41	9.02	22.96
INCHES (20 MPH)	.00	.55	2.20	4.83	8.40	12.82	18.03	45.92

MAXIMUM POINT BLANK RANGE IS 110 YARDS. SET ZERO AT 90 YARDS.

VELOCITY FPS		1200	1148	1104	1066	1033	1004	978	892
ENERGY FT-LB		543	497	460	429	403	380	361	300
DROP INCHES		.00	-.77	-3.19	-7.39	-13.49	-21.63	-31.92	-96.85
BULLET PATH	(25 YDS)	-.75	.00	-.89	-3.57	-8.15	-14.77	-23.53	-82.37
INCHES	(50 YDS)	-.75	.45	.00	-2.23	-6.36	-12.53	-20.85	-77.90
(ZERO RANGE)	(75 YDS)	-.75	1.19	1.48	.00	-3.39	-8.82	-16.40	-70.48
	(100 YDS)	-.75	2.04	3.18	2.54	.00	-4.58	-11.31	-61.99
MPBR ZERO	(90 YDS)	-.75	1.69	2.48	1.50	-1.39	-6.32	-13.40	-65.48
WIND DRIFT	(10 MPH)	.00	.25	.97	2.14	3.72	5.68	8.00	20.58
INCHES	(20 MPH)	.00	.50	1.95	4.29	7.44	11.36	16.00	41.15