

Sierra Bullets Ballistic Coefficient Listing

Rifle Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1032	.204	32	BlitzKing	.110	.221 @ 3950 fps and above .218 between 3625 and 3950 fps .204 between 3300 and 3625 fps .189 between 2225 and 3300 fps .179 between 1750 and 2225 fps .175 @ 1750 fps and below
1039	.204	39	BlitzKing	.134	.287 at 3600 fps and above .270 between 3600 and 3400 fps .255 between 3400 and 2800 fps .236 between 2800 and 2300 fps .210 between 2300 and 1900 fps .180 At 1900 fps and below
1100	.223	40	Hornet	.115	.117 @ 2800 fps and above .123 between 2000 and 2800 fps .136 @ 2000 fps and below
1110	.223	45	Hornet	.129	.132 @ 2700 fps and above .138 between 2000 and 2700 fps .153 @ 2000 fps and below
1200	.224	40	Hornet	.114	.116 @ 2750 fps and above .122 between 2000 and 2750 fps .135 @ 2000 fps and below
1385	.224	40	Hollow Point	.114	.155 @ 2400 fps and above .160 between 2000 and 2400 fps .165 @ 2000 fps and below
1440	.224	40	BlitzKing	.114	.196 @ 3350 fps and above .182 between 2750 and 3350 fps .177 between 2250 and 2750 fps .171 @ 2250 fps and below
1210	.224	45	Hornet	.128	.131 @ 2700 fps and above .137 between 2000 and 2700 fps .152 @ 2000 fps and below
1300	.224	45	Semi-Point	.128	.165 @ 2800 fps and above .168 between 2000 and 2800 fps .173 @ 2000 fps and below
1310	.224	45	Spitzer	.128	.210 @ 3000 fps and above .196 between 1800 and 3000 fps .181 @ 1800 fps and below
1320	.224	50	Semi-Point	.142	.192 @ 2800 fps and above .190 @ 2799 fps and below
1330	.224	50	Spitzer	.142	.222 @ 2800 fps and above .217 between 1800 and 2800 fps .207 @ 1800 fps and below
1340	.224	50	Blitz	.142	.222 @ 2800 fps and above .217 between 1800 and 2800 fps .207 @ 1800 fps and below
1450	.224	50	BlitzKing	.142	.248 @ 3300 fps and above .243 between 2650 and 3300 fps .232 between 2050 and 2650 fps .222 between 1800 and 2050 fps .203 @ 1800 fps and below
1410	.224	52	Hollow Point Boat Tail MatchKing	.148	.225 @ 2800 fps and above .218 between 2200 and 2800 fps .212 @ 2200 fps and below
1400	.224	53	Hollow Point MatchKing	.151	.224 @ 2800 fps and above .217 between 1800 and 2800 fps .209 @ 1800 fps and below
1345	.224	55	Blitz	.157	.237 @ 2800 fps and above .239 between 1800 and 2800 fps .230 @ 1800 fps and below
1350	.224	55	Semi-Point	.157	.204 @ 2800 fps and above .212 between 1800 and 2800 fps .220 @ 1800 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1355	.224	55	Full Metal Jacket Boat Tail	.157	.272 @ 3000 fps and above .245 between 2400 and 3000 fps .235 @ 2400 fps and below
1360	.224	55	Spitzer	.157	.237 @ 2800 fps and above .239 between 1800 and 2800 fps .230 @ 1800 fps and below
1365	.224	55	Spitzer Boat Tail	.157	.250 @ 3000 fps and above .245 between 2000 and 3000 fps .235 @ 2000 fps and below
1390	.224	55	Hollow Point Boat Tail	.157	.185 @ 2800 fps and above .189 between 1800 and 2800 fps .193 @ 1800 fps and below
1455	.224	55	BlitzKing	.157	.271 @ 3100 fps and above .264 between 2550 and 3100 fps .250 between 2050 and 2550 fps .236 between 1800 and 2050 fps .224 @ 1800 fps and below
1375	.224	60	Hollow Point	.171	.246 @ 2800 fps and above .240 between 2000 and 2800 fps .246 @ 2000 fps and below
1370	.224	63	Semi-Point	.179	.231 @ 2800 fps and above .235 between 2000 and 2800 fps .240 @ 2000 fps and below
1395	.224	65	Spitzer Boat Tail	.185	.303 @ 2750 fps and above .297 between 2450 and 2750 fps .293 between 2150 and 2450 fps .287 between 1800 and 2150 fps .270 @ 1800 fps and below
1380	.224	69	Hollow Point Boat Tail MatchKing	.196	.301 @ 2800 fps and above .305 between 2200 and 2800 fps .317 @ 2200 fps and below
9377	.224	77	Hollow Point Boat Tail MatchKing	.219	.372 @ 3000 fps and above .362 between 2500 and 3000 fps .362 between 1700 and 2500 fps .343 @ 1700 fps and below
9378	.224	77	Hollow Point Boat Tail MatchKing - Cannelure	.219	.372 @ 3000 fps and above .362 between 2500 and 3000 fps .362 between 1700 and 2500 fps .343 @ 1700 fps and below
9390	.224	80	Hollow Point Boat Tail MatchKing	.228	.420 @ 2200 fps and above .400 between 1800 and 2200 fps .393 @ 1800 fps and below
9290	.224	90	Hollow Point Boat Tail MatchKing	.256	.504 @ 2200 fps and above .511 between 1900 and 2200 fps .500 between 1750 and 1900 fps .467 between 1575 and 1750 fps .400 between 1375 and 1575 fps .305 @ 1375 fps and below
1502	.243	55	BlitzKing	.133	.225 @ 2950 fps and above .211 between 2275 and 2950 fps .203 @ 2275 fps and below
1500	.243	60	Hollow Point	.145	.182 @ 2500 fps and above .193 between 1800 and 2500 fps .205 @ 1800 fps and below
1505	.243	70	Hollow Point Boat Tail MatchKing	.169	.259 @ 2800 fps and above .257 between 2200 and 2800 fps .270 @ 2200 fps and below
1507	.243	70	BlitzKing	.169	.299 @ 2600 fps and above .288 between 2200 and 2600 fps .278 between 1800 and 2200 fps .257 between 1600 and 1800 fps .237 @ 1600 fps and below
1510	.243	75	Hollow Point	.181	.217 @ 2800 fps and above .221 between 2200 and 2800 fps .232 @ 2200 fps and below

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Rifle Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1515	.243	80	Spitzer Boat Tail Blitz	.194	.319 @ 2800 fps and above .310 between 2200 and 2800 fps .295 @ 2200 fps and below
1520	.243	85	Spitzer	.206	.315 @ 2800 fps and above .307 between 2200 and 2800 fps .304 @ 2200 fps and below
1530	.243	85	Hollow Point Boat Tail	.206	.282 @ 2700 fps and above .293 between 2000 and 2700 fps .311 @ 2000 fps and below
1535	.243	90	Full Metal Jacketed Boat Tail	.218	.387 @ 2800 fps and above .376 between 2100 and 2800 fps .368 @ 2100 fps and below
1537	.243	95	Hollow Point Boat Tail MatchKing	.230	.480 @ 2750 fps and above .450 between 1700 and 2750 fps .400 @ 1700 fps and below
1540	.243	100	Spitzer	.242	.373 @ 2800 fps and above .363 between 2200 and 2800 fps .352 between 1700 and 2200 fps .342 @ 1700 fps and below
1550	.243	100	Semi Point	.242	.275 @ 2800 fps and above .287 between 2200 and 2800 fps .317 @ 2200 fps and below
1560	.243	100	Spitzer Boat Tail	.242	.430 @ 2800 fps and above .419 between 2200 and 2800 fps .397 between 1700 and 2200 fps .385 @ 1700 fps and below
1570	.243	107	Hollow Point Boat Tail MatchKing	.259	.527 @ 2500 fps and above .522 between 1800 and 2500 fps .509 between 1600 and 1800 fps .495 @ 1600 fps and below
9110	.243	115	Hollow Point Boat Tail MatchKing	.278	.553 @ 2300 fps and above .547 between 1600 and 2300 fps .504 between 1350 and 1600 fps .465 @ 1350 fps and below
1605	.257	70	BlitzKing	0.151	.260 @ 3150 fps and above .251 between 2800 and 3150 fps .242 between 1800 and 2800 fps .230 @ 1800 fps and below
1600	.257	75	Hollow Point	.162	.189 @ 2600 fps and above .197 between 2000 and 2600 fps .210 between 1500 and 2000 fps .230 @ 1500 fps and below
1610	.257	87	Spitzer	.188	.293 @ 2800 fps and above .289 between 2100 and 2800 fps .283 between 1500 and 2100 fps .272 @ 1500 fps and below
1615	.257	90	Hollow Point Boat Tail	.195	.250 @ 2800 fps and above .260 between 2000 and 2800 fps .267 between 1400 and 2000 fps .255 @ 1400 fps and below
1616	.257	90	BlitzKing	.195	.388 @ 3100 fps and above .375 between 2900 and 3100 fps .345 between 2400 and 2900 fps .330 @ 2400 fps and below
1620	.257	100	Spitzer	.216	.330 @ 2400 fps and above .322 between 1700 and 2400 fps .296 @ 1700 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1625	.257	100	Spitzer Boat Tail	.216	.355 @ 2800 fps and above .333 between 1600 and 2800 fps .310 @ 1600 fps and below
1628	.257	100	Hollow Point Boat Tail MatchKing	.216	.394 @ 3250 fps and above .386 between 2800 and 3250 fps .376 between 2350 and 2800 fps .372 @ 2350 fps and below
1630	.257	117	Spitzer Boat Tail	.253	.410 @ 2500 fps and above .403 between 1800 and 2500 fps .370 @ 1800 fps and below
1640	.257	117	Spitzer	.253	.388 @ 2500 fps and above .383 between 1800 and 2500 fps .362 @ 1800 fps and below
1650	.257	120	Hollow Point Boat Tail	.260	.350 @ 2400 fps and above .357 between 1600 and 2400 fps .330 @ 1600 fps and below
1700	.264	85	Hollow Point	.174	.225 @ 2700 fps and above .237 between 2100 and 2700 fps .250 between 1600 and 2100 fps .264 @ 1600 fps and below
1710	.264	100	Hollow Point	.205	.259 @ 2300 fps and above .282 between 1800 and 2300 fps .300 @ 1800 fps and below
1715	.264	107	Hollow Point Boat Tail MatchKing	.219	.430 @ 3350 fps and above .420 between 2800 and 3350 fps .406 between 2300 and 2800 fps .395 between 1800 and 2300 fps .385 @ 1800 fps and below
1720	.264	120	Spitzer	.246	.356 @ 2800 fps and above .368 between 2200 and 2800 fps .386 between 1800 and 2200 fps .400 @ 1800 fps and below
1725	.264	120	Hollow Point Boat Tail MatchKing	.246	.421 @ 3100 fps and above .409 between 2800 and 3100 fps .403 between 2000 and 2800 fps .417 @ 2000 fps and below
1727	.264	123	Hollow Point Boat Tail MatchKing	.252	.510 @ 1,635 fps and above .477 between 1,635 and 1,400 fps .450 between 1,400 and 1,250 fps .420 @ 1,250 fps and below
1730	.264	140	Spitzer Boat Tail	.287	.495 @ 2800 fps and above .490 between 2000 and 2800 fps .480 @ 2000 fps and below
1740	.264	140	Hollow Point Boat Tail MatchKing	.287	.535 @ 2800 fps and above .526 between 2000 and 2800 fps .521 @ 2000 fps and below
1742	.264	142	Hollow Point Boat Tail MatchKing	.291	.595 @ 2850 fps and above .580 between 2400 and 2850 fps .575 between 2050 and 2400 fps .550 @ 2050 fps and below
9570	.264	155	Hollow Point Boat Tail MatchKing	.318	.570 @ 2800 fps and above .560 between 2000 and 2800 fps .555 @ 2000 fps and below
1750	.264	160	Semi Point	.328	.353 @ 2450 fps and above .366 between 2000 and 2450 fps .390 @ 2000 fps and below

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Rifle Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1800	.277	90	Hollow Point	.168	.195 @ 2800 fps and above .203 between 2200 and 2800 fps .219 between 1800 and 2200 fps .240 @ 1800 fps and below
1810	.277	110	Spitzer	.205	.318 @ 2800 fps and above .314 between 2000 and 2800 fps .308 between 1600 and 2000 fps .297 @ 1600 fps and below
1815	.277	115	Hollow Point Boat Tail MatchKing	.214	.324 @ 2400 fps and above .317 between 2400 and 1800 fps .267 @ 1800 fps and below
1820	.277	130	Spitzer Boat Tail	.242	.436 @ 2800 fps and above .418 between 2200 and 2800 fps .402 between 1800 and 2200 fps .387 @ 1800 fps and below
1830	.277	130	Spitzer	.242	.370 @ 2700 fps and above .379 between 2200 and 2700 fps .383 @ 2200 fps and below
1833	.277	135	Hollow Point Boat Tail MatchKing	.251	.488 @ 2800 fps and above .482 between 2000 and 2800 fps .440 between 1500 and 2000 fps .390 @ 1500 fps and below
1835	.277	140	Hollow Point Boat Tail	.261	.337 @ 2700 fps and above .345 between 2200 and 2700 fps .366 between 1700 and 2200 fps .390 @ 1700 fps and below
1845	.277	140	Spitzer Boat Tail	.261	.457 @ 2800 fps and above .450 between 2200 and 2800 fps .437 between 1800 and 2200 fps .412 @ 1800 fps and below
1840	.277	150	Spitzer Boat Tail	.279	.483 @ 2800 fps and above .476 between 2200 and 2800 fps .462 between 1800 and 2200 fps .435 @ 1800 fps and below
1850	.277	150	Round Nose	.279	.223 @ 2700 fps and above .224 between 2200 and 2700 fps .284 between 1600 and 2200 fps .315 @ 1600 fps and below
1895	.284	100	Hollow Point	.177	.209 @ 2900 fps and above .215 between 2300 and 2900 fps .234 between 1700 and 2300 fps .254 @ 1700 fps and below
1900	.284	120	Spitzer	.213	.328 @ 2800 fps and above .326 between 2200 and 2800 fps .333 @ 2200 fps and below
1903	.284	130	Hollow Point Boat Tail MatchKing	.230	.395 @ 2850 fps and above .391 between 2300 and 2850 fps .387 between 1800 and 2300 fps .370 @ 1800 fps and below
1905	.284	140	Spitzer Boat Tail	.248	.416 @ 2400 fps and above .418 between 1800 and 2400 fps .423 @ 1800 fps and below
1910	.284	140	Spitzer	.248	.377 @ 2400 fps and above .386 between 1800 and 2400 fps .400 @ 1800 fps and below
1913	.284	150	Spitzer Boat Tail	.266	.436 @ 2500 fps and above .430 between 2000 and 2500 fps .410 @ 2000 fps and below
1915	.284	150	Hollow Point Boat Tail MatchKing	.266	.429 @ 2400 fps and above .435 between 1700 and 2400 fps .450 @ 1700 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
1920	.284	160	Spitzer Boat Tail	.283	.455 @ 2800 fps and above .470 between 2300 and 2800 fps .472 between 1600 and 2300 fps .460 @ 1600 fps and below
1925	.284	160	Hollow Point Boat Tail	.283	.384 @ 2800 fps and above .394 between 1800 and 2800 fps .404 @ 1800 fps and below
1930	.284	168	Hollow Point Boat Tail MatchKing	.298	.488 @ 2800 fps and above .494 between 2000 and 2800 fps .484 @ 2000 fps and below
1950	.284	170	Round Nose	.301	.280 @ 2500 fps and above .317 between 2000 and 2500 fps .360 @ 2000 fps and below
1940	.284	175	Spitzer Boat Tail	.310	.533 @ 2500 fps and above .538 between 2000 and 2500 fps .560 @ 2000 fps and below
1975	.284	175	Hollow Point Boat Tail MatchKing	.310	.608 @ 2100 fps and above .582 between 1530 and 2100 fps .532 between 1300 and 1530 fps .500 @ 1300 fps and below
1980	.284	180	Hollow Point Boat Tail MatchKing	.319	.660 @ 1650 fps and above .650 between 1500 and 1650 fps .610 @ 1500 fps and below
2020	.308	125	Hollow Point/Flat Nose (30-30)	.188	.119 @ 2400 fps and above .153 between 1800 and 2400 fps .186 @ 1800 fps and below
2000	.308	150	Flat Nose (30-30)	.226	.185 @ 2200 fps and above .224 between 1800 and 2200 fps .265 @ 1800 fps and below
2010	.308	170	Flat Nose (30-30)	.256	.205 @ 2400 fps and above .248 between 1800 and 2400 fps .293 @ 1800 fps and below
2100	.308	110	Round Nose	.166	.144 @ 2800 fps and above .154 between 2000 and 2800 fps .170 between 1350 and 2000 fps .180 @ 1350 fps and below
2105	.308	110	Full Metal Jacketed	.166	.144 @ 2800 fps and above .154 between 2000 and 2800 fps .170 between 1350 and 2000 fps .180 @ 1350 fps and below
2110	.308	110	Hollow Point	.166	.177 @ 2800 fps and above .188 between 2000 and 2800 fps .204 between 1350 and 2000 fps .215 @ 1350 fps and below
2120	.308	125	Spitzer	.188	.279 @ 2800 fps and above .277 between 2000 and 2800 fps .264 @ 2000 fps and below
2123	.308	135	Hollow Point Boat Tail MatchKing	.203	.390 @ 3250 fps and above .370 between 1900 and 3250 fps .345 between 1500 and 1900 fps .300 @ 1500 fps and below
2115	.308	150	Full Metal Jacketed Boat Tail	.226	.408 @ 2800 fps and above .397 between 1800 and 2800 fps .387 @ 1800 fps and below
2125	.308	150	Spitzer Boat Tail	.226	.380 @ 2600 fps and above .368 between 1800 and 2600 fps .360 @ 1800 fps and below
2130	.308	150	Spitzer	.226	.336 @ 2600 fps and above .346 between 1800 and 2600 fps .360 @ 1800 fps and below

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Rifle Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
2135	.308	150	Round Nose	.226	.200 @ 2700 fps and above .227 between 1700 and 2700 fps .270 @ 1700 fps and below
2190	.308	150	Hollow Point Boat Tail MatchKing	.226	.417 @ 2800 fps and above .397 between 1800 and 2800 fps .355 @ 1800 fps and below
2155	.308	155	Hollow Point Boat Tail MatchKing	.233	.450 @ 2600 fps and above .443 between 1800 and 2600 fps .417 @ 1800 fps and below
2156	.308	155	Hollow Point Boat Tail Palma MatchKing	.233	.504 @ 2700 fps and above .470 between 1800 and 2700 fps .430 between 1500 and 1800 fps .380 @ 1500 fps and below
2140	.308	165	Hollow Point Boat Tail	.248	.363 @ 2600 fps and above .355 between 1800 and 2600 fps .363 @ 1800 fps and below
2145	.308	165	Spitzer Boat Tail	.248	.404 @ 2400 fps and above .409 between 1600 and 2400 fps .419 @ 1600 fps and below
2200	.308	168	Hollow Point Boat Tail MatchKing	.253	.462 @ 2600 fps and above .447 between 2100 and 2600 fps .424 between 1600 and 2100 fps .405 @ 1600 fps and below
2275	.308	175	Hollow Point Boat Tail MatchKing	.264	.505 @ 2800 fps and above .496 between 1800 and 2800 fps .485 @ 1800 fps and below
2150	.308	180	Spitzer	.271	.407 @ 2600 fps and above .415 between 1600 and 2600 fps .414 @ 1600 fps and below
2160	.308	180	Spitzer Boat Tail	.271	.501 @ 2700 fps and above .506 between 1700 and 2700 fps .505 @ 1700 fps and below
2170	.308	180	Round Nose	.271	.240 @ 2800 fps and above .280 between 2200 and 2800 fps .330 between 1500 and 2200 fps .355 @ 1500 fps and below
2220	.308	180	Hollow Point Boat Tail MatchKing	.271	.475 @ 2800 fps and above .496 between 2200 and 2800 fps .494 @ 2200 fps and below
2210	.308	190	Hollow Point Boat Tail MatchKing	.286	.533 @ 2100 fps and above .525 between 1600 and 2100 fps .515 @ 1600 fps and below
2165	.308	200	Spitzer Boat Tail	.301	.560 @ 2600 fps and above .552 between 2300 and 2600 fps .555 between 1900 and 2300 fps .560 @ 1900 fps and below
2230	.308	200	Hollow Point Boat Tail MatchKing	.301	.565 @ 2100 fps and above .560 @ 2099 fps and below
9240	.308	210	Hollow Point Boat Tail MatchKing	.316	.645 @ 1800 fps and above .630 between 1600 and 1800 fps .600 between 1400 and 1600 fps .530 @ 1400 fps and below
2180	.308	220	Round Nose	.331	.310 @ 2600 fps and above .335 between 2200 and 2600 fps .378 between 1600 and 2200 fps .410 @ 1600 fps and below
2240	.308	220	Hollow Point Boat Tail MatchKing	.331	.629 @ 2100 fps and above .624 between 1700 and 2100 fps .608 @ 1700 fps and below
9245	.308	240	Hollow Point Boat Tail MatchKing	.361	.711 @ 2150 fps and above .702 between 1800 and 2150 fps .685 @ 1800 fps and below
2305	.311	125	Spitzer	.185	.274 @ 2500 fps and above .282 between 2000 and 2500 fps .289 @ 2000 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
2300	.311	150	Spitzer	.222	.344 @ 2350 fps and above .341 between 1800 and 2350 fps .334 @ 1800 fps and below
2315	.311	174	Hollow Point Boat Tail MatchKing	.257	.499 @ 2200 fps and above .493 between 1800 and 2200 fps .480 @ 1800 fps and below
2310	.311	180	Spitzer	.266	.411 @ 2000 fps and above .407 @ 1999 fps and below
2400	.323	150	Spitzer	.205	.336 @ 2600 fps and above .329 between 2000 and 2600 fps .314 @ 2000 fps and below
2410	.323	175	Spitzer	.240	.381 @ 2150 fps and above .375 between 1750 and 2150 fps .371 @ 1750 fps and below
2415	.323	200	Hollow Point Boat Tail MatchKing	.274	.520 @ 2300 fps and above .505 between 1700 and 2300 fps .461 @ 1700 fps and below
2420	.323	220	Spitzer Boat Tail	.301	.521 @ 2500 fps and above .524 between 1850 and 2500 fps .512 between 1550 and 1850 fps .495 @ 1550 fps and below
2610	.338	215	Spitzer Boat Tail	.269	.485 @ 2000 fps and above .473 between 1600 and 2000 fps .460 @ 1600 fps and below
2620	.338	225	Spitzer	.281	.462 @ 2900 fps and above .455 between 2350 and 2900 fps .448 between 1900 and 2350 fps .435 @ 1900 fps and below
2600	.338	250	Spitzer Boat Tail	.313	.565 @ 2500 fps and above .563 between 2000 and 2500 fps .550 between 1600 and 2000 fps .537 @ 1600 fps and below
2650	.338	250	Hollow Point Boat Tail MatchKing	.313	.587 @ 2150 fps and above .606 between 1700 and 2150 fps .576 between 1400 and 1700 fps .484 @ 1400 fps and below
9300	.338	300	Hollow Point Boat Tail MatchKing	.375	.768 @ 2300 fps and above .760 between 1800 and 2300 fps .750 @ 1800 fps and below
2800	.358	200	Round Nose	.223	.148 @ 2000 fps and above .203 between 1500 and 2000 fps .247 between 1200 and 1500 fps .271 between 1000 and 1200 fps .230 @ 1000 fps and below
2850	.358	225	Spitzer Boat Tail	.251	.370 @ 2500 fps and above .384 between 2000 and 2500 fps .387 between 1600 and 2000 fps .370 @ 1600 fps and below
2900	.375	200	Flat Nose	.203	.195 @ 2100 fps and above .212 between 1750 and 2100 fps .232 between 1400 and 1750 fps .248 @ 1400 fps and below
2950	.375	250	Spitzer Boat Tail	.254	.353 @ 2600 fps and above .371 between 2250 and 2600 fps .375 between 1800 and 2250 fps .363 @ 1800 fps and below
3000	.375	300	Spitzer Boat Tail	.305	.475 @ 2600 fps and above .480 between 2200 and 2600 fps .470 between 1800 and 2200 fps .458 @ 1800 fps and below
8900	.458	300	Hollow Point/Flat Nose	.204	.120 @ 2400 fps and above .145 between 1900 and 2400 fps .185 between 1400 and 1900 fps .210 between 1150 and 1400 fps .230 @ 1150 fps and below

Sierra Bullets Ballistic Coefficient Listing

Handgun Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
7150	.243	80	Spitzer Single Shot Pistol	.194	.288 @ 2400 fps and above .270 between 1300 and 2400 fps .245 @ 1300 fps and below
7250	.284	130	Spitzer Single Shot Pistol	.230	.327 @ 2300 fps and above .321 between 1300 and 2300 fps .300 @ 1300 fps and below
7350	.308	135	Spitzer Single Shot Pistol	.203	.304 @ 2800 fps and above .294 between 2250 and 2800 fps .282 between 1500 and 2250 fps .255 @ 1500 fps and below
8000	.251	50	Full Metal Jacket	.113	.111 @ 900 fps and above .108 between 600 and 900 fps .104 @ 600 fps and below
8005	.308	85	Round Nose	.128	.102 @ 3100 fps and above .106 between 2550 and 3100 fps .113 between 2000 and 2550 fps .116 @ 2000 fps and below
8010	.312	71	Full Metal Jacket	.105	.120 @ 900 fps and above .117 between 600 and 900 fps .112 @ 600 fps and below
8030	.312	90	Jacketed Hollow Cavity	.132	.125 @ 1100 fps and above .146 between 975 and 1100 fps .112 between 775 and 975 fps .083 @ 775 fps and below
8100	.355	90	Jacketed Hollow Point	.102	.095 @ 1300 fps and above .115 between 900 and 1300 fps .105 @ 900 fps and below
8105	.355	95	Full Metal Jacket	.108	.0935 @ 1200 fps and above .1075 between 1000 and 1200 fps .116 between 800 and 1000 fps .110 @ 800 fps and below
8110	.355	115	Jacketed Hollow Point	.130	.127 @ 1300 fps and above .155 between 900 and 1300 fps .130 @ 900 fps and below
8115	.355	115	Full Metal Jacket	.130	.107 @ 1200 fps and above .160 between 1000 and 1200 fps .124 between 800 and 1000 fps .140 @ 800 fps and below
8120	.355	125	Full Metal Jacket	.142	.115 @ 1200 fps and above .160 between 1000 and 1200 fps .180 @ 1000 fps and below
8125	.355	125	Jacketed Hollow Point	.142	.124 @ 1150 fps and above .137 between 900 and 1150 fps .168 @ 900 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
8345	.355	130	Full Metal Jacket	.147	.120 @ 1200 fps and above .160 between 1000 and 1200 fps .180 between 800 and 1000 fps .185 @ 800 fps and below
8250	.356	150	Full Profile Jacket	.169	.160 @ 950 fps and above .133 between 800 and 950 fps .115 @ 800 fps and below
8300	.357	110	Jacketed Hollow Cavity Blitz	.123	.120 @ 1300 fps and above .135 between 900 and 1300 fps .120 @ 900 fps and below
8310	.357	125	Jacketed Soft Point	.140	.133 @ 1300 fps and above .155 between 900 and 1300 fps .140 @ 900 fps and below
8320	.357	125	Jacketed Hollow Cavity	.140	.133 @ 1300 fps and above .155 between 900 and 1300 fps .140 @ 900 fps and below
8325	.357	140	Jacketed Hollow Cavity	.157	.0776 @ 2100 fps and above .118 between 1650 and 2100 fps .145 between 1200 and 1650 fps .155 between 900 and 1200 fps .115 @ 900 fps and below
8340	.357	158	Jacketed Hollow Cavity	.177	.100 @ 2100 fps and above .124 between 1650 and 2100 fps .161 between 1200 and 1650 fps .175 between 900 and 1200 fps .125 @ 900 fps and below
8360	.357	158	Jacketed Soft Point	.177	.100 @ 2100 fps and above .124 between 1650 and 2100 fps .161 between 1200 and 1650 fps .175 between 900 and 1200 fps .125 @ 900 fps and below
8350	.357	170	Full Metal Jacket Match	.191	.175 @ 1300 fps and above .285 between 900 and 1300 fps .222 @ 900 fps and below
8365	.357	170	Jacketed Hollow Cavity	.191	.108 @ 2100 fps and above .140 between 1650 and 2100 fps .176 between 1200 and 1650 fps .190 between 900 and 1200 fps .140 @ 900 fps and below
8370	.357	180	Full Profile Jacket Match	.202	.147 @ 2000 fps and above .171 between 1600 and 2000 fps .199 between 1200 and 1600 fps .210 between 900 and 1200 fps .165 @ 900 fps and below

Sierra Bullets Ballistic Coefficient Listing

Handgun Bullets

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
8200	.363	95	Jacket Hollow Point Makarov	.103	.100 @ 900 fps and above .095 between 825 and 900 fps .088 @ 825 fps and below
8250	.363	100	Full Profile Jacket Makarov	.108	.123 @ 925 fps and above .100 between 750 and 925 fps .092 @ 750 fps and below
8425	.400	135	Jacketed Hollow Point	.121	.105 @ 1200 fps and above .115 between 1000 and 1200 fps .120 between 850 and 1000 fps .105 @ 850 fps and below
8430	.400	150	Jacketed Hollow Point	.134	.120 @ 1150 fps and above .130 between 1000 and 1150 fps .142 between 850 and 1000 fps .110 @ 850 fps and below
8445	.400	165	Jacketed Hollow Point	.147	.130 @ 1150 fps and above .145 between 1000 and 1150 fps .155 between 850 and 1000 fps .115 @ 850 fps and below
8460	.400	180	Jacketed Hollow Point	.161	.140 @ 1150 fps and above .160 between 1000 and 1150 fps .170 between 850 and 1000 fps .120 @ 850 fps and below
8480	.400	190	Full Profile Jacket	.170	.190 @ 1100 fps and above .212 between 980 and 1100 fps .190 between 800 and 980 fps .195 @ 800 fps and below
8500	.410	170	Jacketed Hollow Cavity	.144	.123 @ 1300 fps and above .122 between 900 and 1300 fps .120 @ 900 fps and below
8510	.410	210	Jacketed Hollow Cavity	.178	.165 @ 1300 fps and above .210 between 900 and 1300 fps .160 @ 900 fps and below
8520	.410	220	Full Profile Jacket Match	.187	.193 @ 1200 fps and above .215 between 900 and 1200 fps .185 @ 900 fps and below
8600	.4295	180	Jacketed Hollow Cavity	.139	.130 @ 1300 fps and above .125 between 900 and 1300 fps .140 @ 900 fps and below
8620	.4295	210	Jacketed Hollow Cavity	.163	.160 @ 1200 fps and above .175 between 900 and 1200 fps .170 @ 900 fps and below
8605	.4295	220	Full Profile Jacket Match	.170	.180 @ 1300 fps and above .185 between 900 and 1300 fps .200 between 900 and 900 fps .170 @ 900 fps and below

Stock #	Dia. (inches)	Weight (grains)	Bullet Type	Sectional Density	Ballistic Coefficients and Velocity Ranges
8610	.4295	240	Jacketed Hollow Cavity	.186	.185 @ 1300 fps and above .172 between 900 and 1300 fps .171 @ 900 fps and below
8615	.4295	250	Full Profile Jacket Match	.194	.213 @ 1200 fps and above .230 between 900 and 1200 fps .195 @ 900 fps and below
8630	.4295	300	Jacketed Soft Point	.232	.230 @ 1200 fps and above .250 between 900 and 1200 fps .195 @ 900 fps and below
8800	.4515	185	Jacketed Hollow Point	.130	.100 @ 1200 fps and above .110 between 900 and 1200 fps .135 @ 900 fps and below
8810	.4515	185	Full Profile Jacket Match	.130	.110 @ 1200 fps and above .135 @ 1200 fps and below
8825	.4515	200	Full Profile Jacket Match	.140	.120 @ 1200 fps and above .145 between 900 and 1200 fps .150 @ 900 fps and below
8815	.4515	230	Full Metal Jacket Match	.161	.140 @ 1100 fps and above .200 between 900 and 1100 fps .205 @ 900 fps and below
8805	.4515	230	Jacketed Hollow Point	.161	.145 @ 100 fps and above .169 between 900 and 100 fps .141 @ 900 fps and below
8820	.4515	240	Jacketed Hollow Cavity	.168	.150 @ 1100 fps and above .160 between 900 and 1100 fps .170 @ 900 fps and below
8830	.4515	300	Jacketed Soft Point	.210	.192 @ 1400 fps and above .121 between 1200 and 1400 fps .240 between 900 and 1200 fps .165 @ 900 fps and below
5350	.500	350	Jacketed Hollow Point	.200	.155 @ 1775 fps and above .158 between 1620 and 1775 fps .169 between 1470 and 1620 fps .177 between 1300 and 1470 fps .188 @ 1300 fps and below
5400	.500	400	Full Profile Jacket	.229	.185 @ 1600 fps and above .198 between 1450 and 1600 fps .212 between 1280 and 1450 fps .227 between 1150 and 1280 fps .234 @ 1150 fps and below