

BULLSEYE BALLISTICS

USER GUIDE

The ballistics solver that learns your rifle.

APP VERSION 1.2.0 · ANDROID · OCTOBER 2026

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ABOUT THIS GUIDE

This guide shows you how to use every part of the Bullseye Ballistics app, from your first firing solution to match runs and barrel maintenance.

It covers app version 1.2.0 on Android. Screens on other versions may look a little different.

The examples use a 6GT rifle with a Berger 109 gr load (the "109 load") and a target at 1024 yards. The sensors shown are a Calypso Ultrasonic wind meter, a Calypso WeatherDot and the Bullseye Ballistics External Display. Screens were captured with the default Signal (orange) accent color.

On each screenshot, cyan boxes with numbered badges mark what to look at. The numbered list under each screenshot explains each badge.

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WHAT BULLSEYE BALLISTICS DOES

Bullseye Ballistics tells you how much to dial for elevation and wind at a given distance, then helps you learn from every shot you take. It combines a ballistic solver with live sensors, a shot log and an AI coach.

CAPABILITY	WHAT IT GIVES YOU
Firing solutions	Elevation and windage in MIL or MOA for any distance, with Coriolis and shot angle.
Target, Wind and Hunt views	Three full-screen solution views: full detail, live wind holds, or hold-center hunting with impact energy.
Hit probability	Your chance of a hit, and which error (wind, range, velocity, you) causes most misses.
Live sensors	Wind, temperature, pressure and humidity from Calypso meters, filled in automatically.
External Display	Your dial-up shown on a Bullseye Ballistics HUD, with button control of the distance.
Rifle and load profiles	Bullet, velocity, handload, zero and cold-bore data for each rifle and load.
Shot logging	One-tap HIT and MISS, where the miss went, and hands-free voice logging.
Analysis	Hit rate by distance, miss patterns, dope by density altitude and cold-bore results.
Truing	Corrects velocity or BC from real impacts at known distances.
Groups	Measure groups from a photo or by hand, then simulate hit chance at distance.
Matches	Build stages and targets, then run them target by target with solutions ready.
Load Development	Charge and seating-depth ladders with velocity and group charts.
Stability	Gyroscopic stability (Sg) for a saved load or any bullet.
Gun Number	The wind speed that moves your bullet 0.1 mil per 100 yards.
Maintenance	Barrel life, cleaning intervals and reminders.
Sagitta	An AI assistant that answers questions using your rifle, load and shot data.
Unit Converter	MIL and MOA conversions and range-from-size calculations.
Cloud Backup	Backs up your profiles and logs to your account or to a file.

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If you are new to the app, start with the Quick Start.

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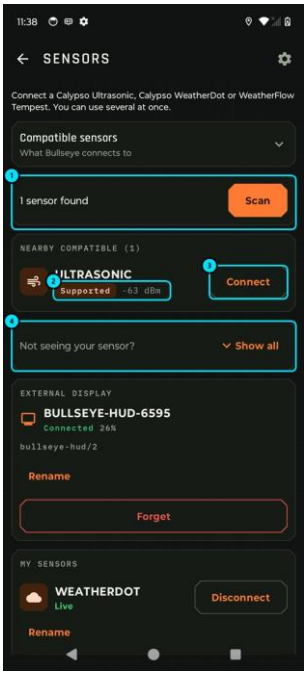
QUICK START

You can get your first firing solution in seven steps, after a one-time setup. This example uses the 6GT rifle, the 109 load and a target at 1024 yards.

BEFORE YOU START

- **Set up your rifle and load.** If they are not set up yet, see Profiles: rifles and loads.
- **Connect your sensors (optional).** Sensors fill in wind and weather for you. You connect each one once; after that the app reconnects to it by itself whenever it is on and in range. The full steps, with screenshots of every stage, are in Sensors → Connecting a Calypso sensor.

The short version:



A SENSOR FOUND BY SCAN

1. Turn the sensor on, keep it near the phone, then on the Home screen tap **Sensors** and tap **Scan**.
2. Your sensor appears under **Nearby compatible**, marked **Supported**.
3. Tap **Connect**. There is no PIN or pairing code. Wait until it says **Live** (a few seconds), then repeat for your other sensors.
4. Sensor not listed? Tap **Show all**, and see "If a sensor won't connect" in the Sensors chapter.

Sensors are optional. Without them, type the wind and weather in yourself.

YOUR FIRST SOLUTION

Step 1. Open Target Solution. On the Home screen, tap the **Target Solution** tile (badge 1).

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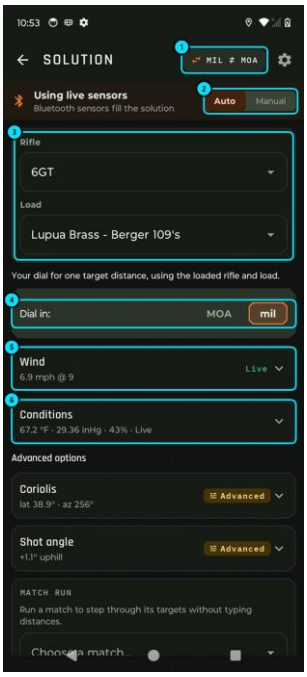
HOME SCREEN

1. **Target Solution** works out your dial-up. Once you have solved, the tile shows your last answer, such as 1024 yd ▲ +8.27 mil.
2. **Sagitta** opens the AI assistant.
3. **Profiles** holds your rifles and loads.
4. **Sensors** connects your Calypso meters and the External Display. LIVE means a sensor is connected.
5. The **gear** opens Settings.

Step 2. Pick your rifle and load. Use the **Rifle** and **Load** pickers (badge 3) to choose 6GT and the 109 load.

Step 3. Check your units and sensors. Under **Dial in** (badge 4), choose MOA or mil to match your turrets. Leave the switch at the top on **Auto** (badge 2) so live sensors fill in the wind and weather. **Wind** (badge 5) shows the wind speed and the clock direction it comes from; it says **Live** when your wind meter supplies it.

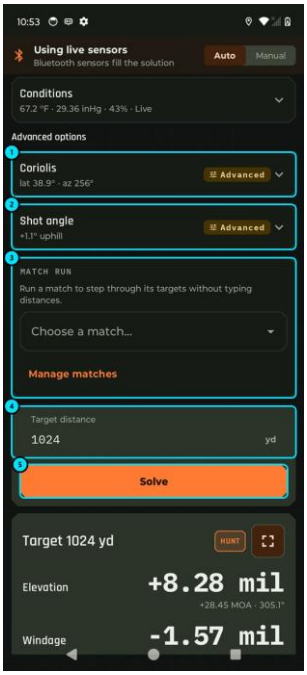
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TARGET SOLUTION, TOP

1. The **MIL ⇄ MOA** chip opens the unit converter.
2. **Auto / Manual**: Auto lets your Bluetooth sensors fill the solution. Manual lets you type every value.
3. The **Rifle** and **Load** pickers choose what you are shooting.
4. **Dial in** sets whether you dial in MOA or mil.
5. **Wind** shows the wind speed and the clock position it comes from (12 o'clock is straight at you, 3 o'clock is from the right). Tap it to type the wind yourself.
6. **Conditions** shows the temperature, pressure and humidity in use. Live means they come from a sensor.

Step 4. Enter the distance and solve. Scroll down, type 1024 in **Target distance** (badge 4) and tap **Solve** (badge 5).

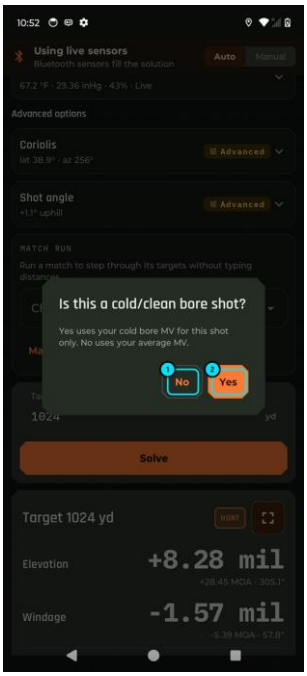


TARGET DISTANCE AND SOLVE

1. **Coriolis** corrects for the earth's rotation. It matters most past 1000 yards.
2. **Shot angle** corrects for shooting uphill or downhill.
3. **Match run** steps through the targets of a saved match. See Matches.
4. **Target distance** is the distance to your target.
5. **Solve** works out the solution.

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Step 5. Answer the cold-bore question. If your load has a cold-bore velocity, the app asks whether this is a cold or clean bore shot. Tap **Yes** for the first shot from a cold, clean barrel. Tap **No** for every shot after that.



COLD-BORE QUESTION

1. **No** uses your average muzzle velocity.
2. **Yes** uses your cold-bore velocity for this shot only.

Step 6. Dial your solution. The full-screen solution opens. Dial the **Elevation** (badge 4) and hold or dial the **Windage** (badge 5). In this example that is 8.28 mil up and 1.61 mil left.

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FIRING SOLUTION AT 1024 YARDS (TARGET VIEW)

1. The **distance**. Tap it, or the pencil, to change it and solve again.
2. The **view chip** (TARGET here). Tap it to switch between the Target, Hunt and Wind views. See "Target, Wind and Hunt views".
3. **Minimize** shrinks the solution to a card on the Target Solution page.
4. **Elevation**: dial this much up, with the MOA value and inches at the target underneath.
5. **Windage**: hold or dial this much. **Live wind** means it uses your wind meter's reading right now.
6. The **condition chips** show what was used: wind, temperature, pressure, humidity (each marked Live or Manual) and density altitude (DA). Tap the pencil on Wind to change the direction.
7. **Hit probability** is your chance of a first-round hit (46% here) and **where the miss comes from**: wind, range, muzzle velocity, BC and you.
8. The current **shot string** and its tally. The button beside it starts a new string.
9. **HIT** and **MISS** log the shot. See Logging shots.
10. **Undo last shot** removes the last logged shot. It counts down for a few seconds after you log.

Step 7. Log the shot. After you fire, tap **HIT** or **MISS** (badge 9). The app records the shot with its conditions so you can review it later.

That is all you need for a basic solution. Each part of these screens is explained in full in Target Solution and Logging shots.

Tips

- Tap the distance at the top of the solution (badge 1) to change it without leaving the full-screen view. A number pad opens; type the distance and tap **SOLVE**.
- Watch **Hit probability** (badge 7). It tells you how likely a hit is and what is causing most misses.
- Sensor readings update live, so solve again just before you shoot if the wind has changed.

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HOME SCREEN

The Home screen is where every feature starts. Each tile opens one feature, and most tiles show a live summary, such as your last solution, which sensor is live or how many rounds until a clean is due. The tiles on the first screen are shown in Quick Start (Home screen figure).

Scroll down for the rest of the tiles: Groups, Shot Log, Converter, Maintenance, Gun Number, Matches, Display, Load Dev, Cloud Backup, Tutorial, Stability and Hunting Zero.



HOME SCREEN, BOTTOM

1. **Display** shows your External Display and whether it is connected. Tap it for the display's settings.
2. **Hunting Zero** shows your last hunting sight-in and point-blank range.

MOVING AROUND THE APP

- Tap the **back arrow** at the top left to go back one screen.
- Deeper screens also show a **Home** icon that takes you straight back to Home.
- The **MIL ⇄ MOA** chip at the top of many screens opens the unit converter.

REARRANGING THE HOME SCREEN

You can hide tiles you don't use and put your favourites first. Press and hold any tile.

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EDITING THE HOME LAYOUT

1. Tap the eye button on a tile to hide it.
2. Drag a tile to move it.
3. Tap **DONE** when you are finished.

To bring back the original layout and any hidden tiles, use **Reset Home layout** in Settings → Reset.

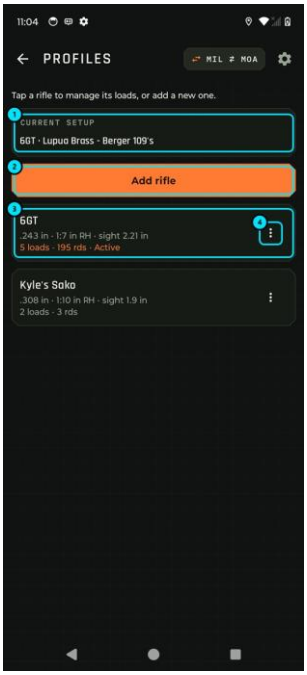
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PROFILES: RIFLES AND LOADS

Profiles hold everything the solver needs to know about your rifle and ammunition. Each rifle can have several loads, and one rifle and load is active at a time.

THE PROFILES SCREEN

Tap **Profiles** on the Home screen.



PROFILES SCREEN

1. **Current setup** shows the rifle and load that are active now.
2. **Add rifle** creates a new rifle.
3. Each **rifle card** shows its caliber, twist, sight height, loads and rounds. Tap it to open the rifle.
4. The ⋮ menu lets you rename or delete a rifle.

A RIFLE AND ITS LOADS

Opening a rifle shows its loads. Each load card has four stat tiles; tap a tile to open that tool for the load.

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RIFLE DETAIL FOR THE 6GT

1. Each **load card**. Tap the load's name to open it in Rifle Setup. The active load has a green **ACTIVE** badge.
2. **ROUNDS** is how many rounds you have logged with this load.
3. **GUN NO** is the load's gun number. Tap it to open Gun Number.
4. **STABILITY** is the load's Sg. Tap it to open the Stability Calculator.
5. **ZERO** shows the hunting zero for the load. Tap it to open Hunting Zero with this load picked.
6. The load's ⋮ menu has **Rename**, **Copy** and **Delete**.
7. A **HUNTING** badge marks a load saved from Hunting Zero or tagged as a hunting load.
8. **Add load** creates a new load for this rifle.

Scroll down for the rifle's barrel and its load development.



BARREL AND WORKUPS

1. **Barrel and cleaning** shows barrel life and when the next clean is due. **Add rounds** adds rounds you fired without logging them. Tap the card for the full Maintenance page.
2. **Workups** lists this rifle's load development tests. **New workup** starts one. See Load Development.

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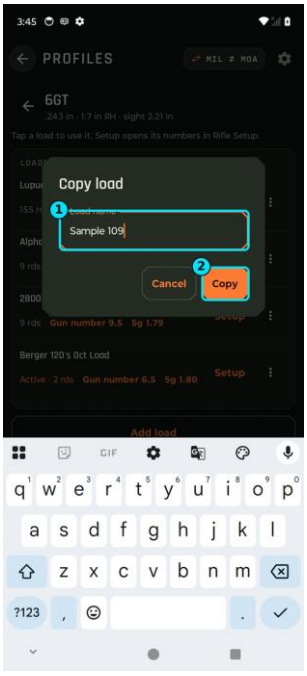
COPYING A LOAD

Copying is the quickest way to try a change without touching your original load.



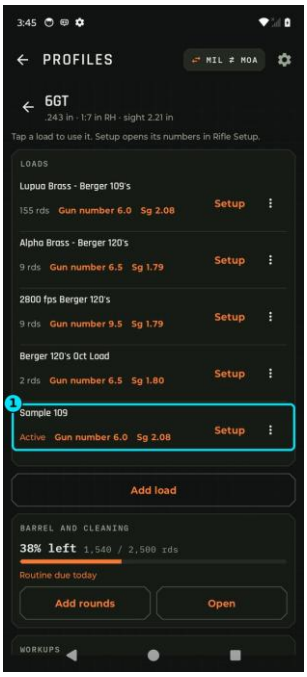
LOAD MENU

1. Tap the load's ⋮ menu and choose **Copy**.



NAMING THE COPY

1. Type a name for the copy, such as "Sample 109".
2. Tap **Copy**.



THE COPY IS NOW ACTIVE

1. The copy appears in the list and becomes the active load.

Copying or adding a load makes it the active load. Switch back to your usual load before you shoot. (These two screenshots are from the previous version of the app; the steps are the same.)

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ADDING A RIFLE



ADD RIFLE FORM

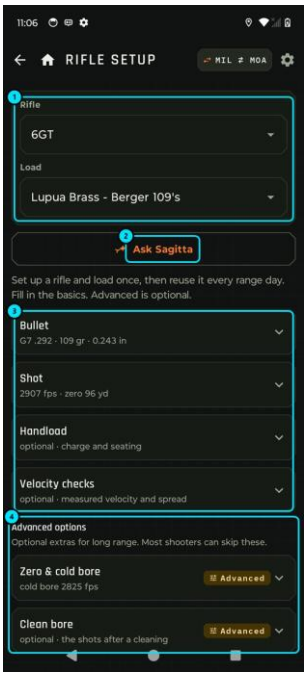
1. On the Profiles screen, tap **Add rifle**, then fill in the rifle's name, bore diameter, twist rate, twist direction and sight height.
2. Tap **Create**.

A new rifle becomes the active rifle. Solve stays greyed out on Target Solution until the rifle has at least one load, so add a load next.

LOAD SETUP

Rifle Setup holds the data the solver uses. Open it by tapping a load's name on the rifle screen. Changes save as you type; the page shows **Saved** at the bottom.

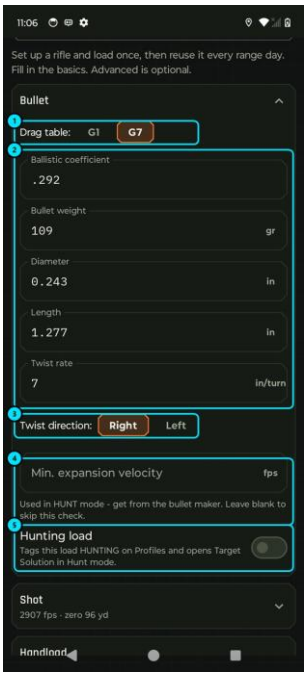
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RIFLE SETUP

1. The **Rifle** and **Load** pickers choose which load you are editing.
2. **Ask Sagitta** lets the AI assistant help you fill in or check the data.
3. The basic sections are **Bullet**, **Shot**, **Handload** and **Velocity checks**. Tap a section to open it.
4. **Advanced options** holds zero and cold bore, clean bore, zero conditions, velocity versus temperature and truing. Most shooters can skip these.

Bullet

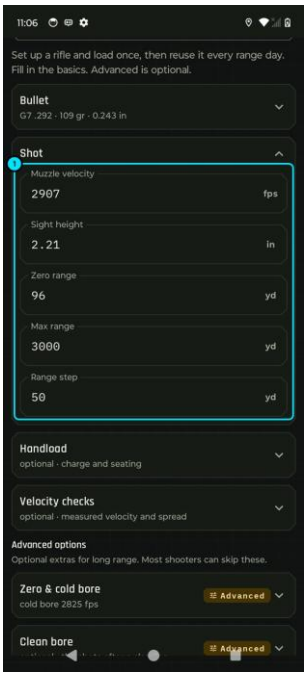


BULLET SECTION

1. **Drag table**: G1 or G7. Use the one your BC is published for.
2. The **BC**, bullet weight, diameter, length and twist rate. The 109 load uses a G7 BC of 0.292 and 109 gr.
3. **Twist direction**: right or left.
4. **Min. expansion velocity** (new) is the slowest impact speed at which the bullet still expands. Get it from the bullet maker. Hunt view and Hunting Zero use it; leave it blank to skip the check.
5. **Hunting load** (new) tags the load HUNTING on Profiles and opens Target Solution in the Hunt view.

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Shot



SHOT SECTION

1. Enter the **muzzle velocity** (2907 fps for the 109 load), **sight height** (2.21 in), **zero range** (96 yd), **maximum range** (3000 yd) and the **range step** used in tables (50 yd).

Handload

This section records how the round was loaded. It is mainly for your records and for comparing workups.

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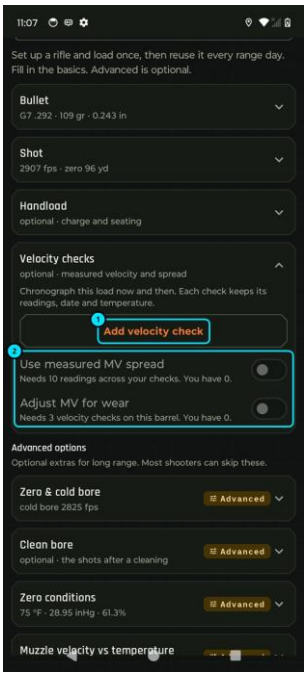
HANDLOAD SECTION

1. **Powder charge**.
2. **Seating length**.
3. **Measured as** CBTO (cartridge base to ogive) or COAL (overall length).

Velocity checks

Velocity checks let the app use your measured velocity and its spread. Each check keeps its readings, date and temperature.

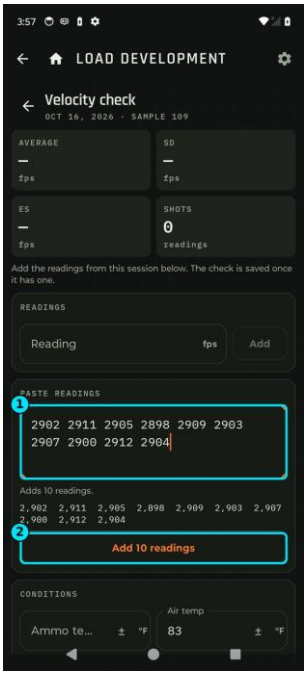
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VELOCITY CHECKS

1. Tap **Add velocity check** to record a chronograph session.
2. Two switches change how the app uses them. **Use measured MV spread** needs 10 readings across your checks. **Adjust MV for wear** needs 3 checks on this barrel. The line under each switch says how many you have.

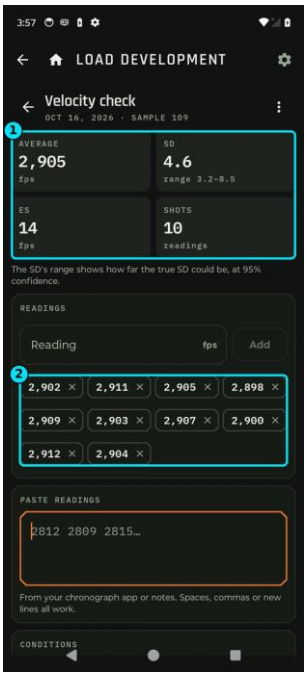
To add a check (screenshots from the previous version; the steps are the same):



PASTING CHRONOGRAPH READINGS

1. Paste your readings from your chronograph app, or type them in.
2. Tap **Add 10 readings**. The button counts the readings it found.

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A SAVED VELOCITY CHECK

1. The check shows its average, SD and ES. In this example: 2,905 fps average, SD 4.6, ES 14 from 10 readings.
2. Each reading is shown as a chip.

Zero and cold bore

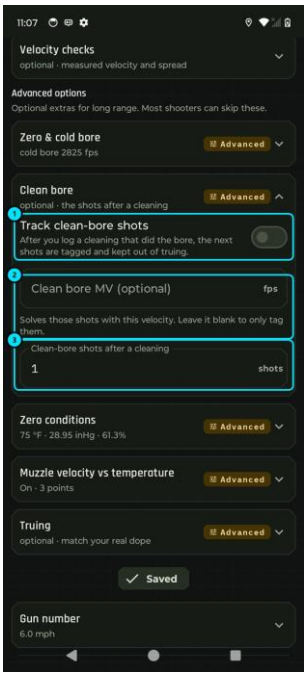


ZERO AND COLD BORE

1. **Cold bore MV** is the speed of your first shot from a cold, clean barrel (2825 fps here). Target Solution asks before each solve whether to use it.
2. **Zero impact height** corrects for a zero group that sits above (+) or below (–) your aim.
3. **Zero windage offset** corrects for a zero group that sits right (+) or left (–).

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Clean bore



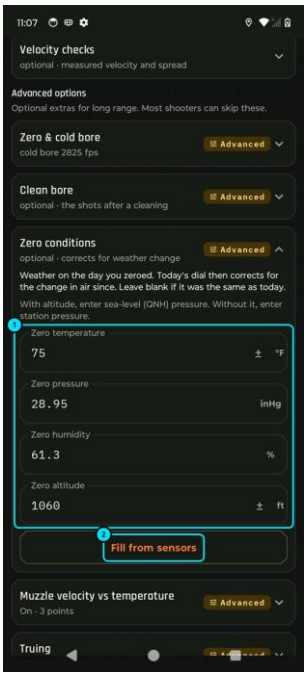
CLEAN BORE

1. Turn on **Track clean-bore shots**. After you log a clean that did the bore, the next shots are tagged and kept out of truing.
2. **Clean bore MV** (optional) solves those shots with this velocity. Leave it blank to only tag them.
3. **Clean-bore shots after a cleaning**: how many shots the barrel takes to settle.

Zero conditions

The weather on the day you zeroed lets the app correct for different conditions later. Leave it blank if it was the same as today.

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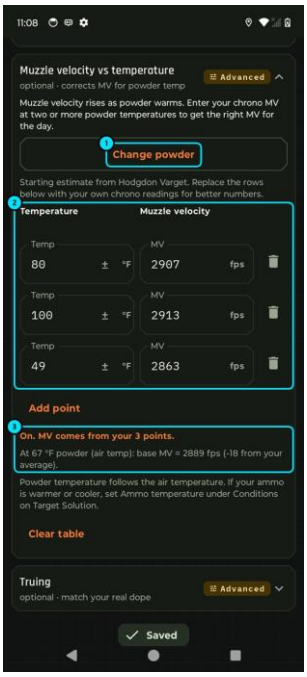
ZERO CONDITIONS

1. Enter the temperature, pressure, humidity and altitude from your zero day (75 °F, 28.95 inHg, 61.3%, 1060 ft here). With altitude, enter sea-level (QNH) pressure; without it, enter station pressure.
2. Or tap **Fill from sensors** while you are zeroing.

Muzzle velocity vs temperature

Powder speeds up when hot and slows when cold. This table lets the app adjust velocity for the day's powder temperature.

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MV VERSUS TEMPERATURE

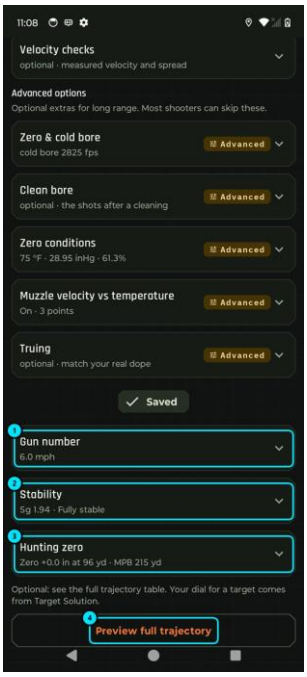
1. **Change powder** picks the powder, which sets a starting curve (Hodgdon Varget here).
2. Each row pairs a powder temperature with a measured velocity: 80 °F at 2907 fps, 100 °F at 2913 fps and 49 °F at 2863 fps. **Add point** adds a row.
3. The summary shows the velocity the app will use today, for example 2889 fps at 67 °F.

Truing is also in Advanced options. It has its own chapter: Truing.

Tools and the full trajectory

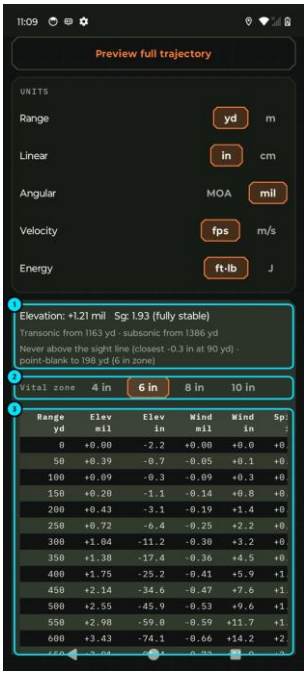
At the bottom of Rifle Setup, three summary cards and a trajectory table give you a quick check of the load.

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BOTTOM OF RIFLE SETUP

1. **Gun number** for this load. See Gun Number.
2. **Stability** (Sg) for this load. See Stability Calculator.
3. **Hunting zero** summary. Expand it for the recommended sight-in, or open the full calculator. See Hunting Zero.
4. **Preview full trajectory** opens a range table for the load.



FULL TRAJECTORY

1. The summary: elevation, Sg, where the bullet goes transonic and subsonic, and the point-blank range.
2. Pick a **vital zone** size to see the point-blank range for it.
3. The table lists elevation, wind and spin drift at each range step, in mil and inches.

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TARGET SOLUTION

Target Solution tells you how much to dial for elevation and wind at your target distance. It uses your active rifle and load, live sensor readings and any corrections you have set. Tap **Target Solution** on the Home screen.

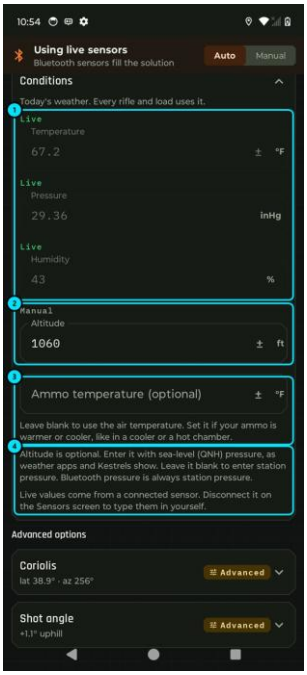
SETTING UP THE SOLVE

The top of the page is shown in Quick Start (figure "Target Solution, top"): the Auto / Manual switch, the Rifle and Load pickers, Dial in, Wind and Conditions. Scroll down for the rest (figure "Target distance and Solve"): Coriolis, Shot angle, Match run, Target distance and Solve.

If your wind meter needs its direction calibrated, a card on this page tells you. See Sensors → Calibrating the Calypso wind meter.

CONDITIONS, CORIOLIS AND SHOT ANGLE

Tap **Conditions** to see and change the weather inputs.



CONDITIONS

1. **Temperature**, **Pressure** and **Humidity** show live values from your Weather Dot. They are marked **Live**.
2. **Altitude** is entered by hand (Manual).
3. **Ammo temperature** (new, optional) is for ammunition warmer or cooler than the air, such as ammo kept in a cooler or a hot chamber. Leave it blank to use the air temperature.
4. The help text explains when to use sea-level (QNH) pressure with altitude, and that Bluetooth pressure is always station pressure. To type a live value in yourself, disconnect the sensor on the Sensors screen.

Tap **Coriolis** to set it up.

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CORIOLIS

1. **Auto-detect Coriolis inputs** uses GPS for latitude and the compass for the direction to the target. It works offline.
2. **Capture azimuth**: hold the phone flat, point its top edge at the target and tap Capture. **Edit** lets you type it.
3. **Latitude** and **Azimuth** (the compass direction to the target) can also be typed in. Leave both at 0 to skip Coriolis.

Tap **Shot angle** to set the angle.



SHOT ANGLE

1. The angle shows **Live** when it comes from the External Display's level.
2. To type an angle in yourself, set **Angle** to None on the Sensors screen first.

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THE COLD-BORE QUESTION

If your load has a cold-bore velocity, the app asks about it each time you tap Solve (see Quick Start, step 5). Tap **Yes** to use the cold-bore velocity for this shot only. Tap **No** to use your average velocity.

READING THE SOLUTION

After you solve, the solution opens full screen. Every part of the Target view is explained under the figure "Firing solution at 1024 yards" in Quick Start, step 6.

Below the hit probability, a line notes anything unusual about the solve, such as "Solved for a +1.1° uphill shot angle from the external display".

TARGET, WIND AND HUNT VIEWS

The full-screen solution has three views. Tap the view chip at the top right (TARGET, WIND or HUNT) to step through them. The app remembers the view you last used, and a load tagged as a hunting load opens in the Hunt view.

- **Target**: the full solution with conditions, hit probability and the HIT / MISS buttons. Use it at the range.
- **Wind**: big, simple numbers and a live wind picture, for reading the wind between shots.
- **Hunt**: hold-center guidance, impact energy and your firing direction, for hunting.

Wind view

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WIND VIEW

1. The view chip, now **WIND**.
2. The **(i)** button explains the wind and hold numbers.
3. **Elevation** in mil, rounded for quick reading.
4. **Wind hold**: how much to hold for the wind right now.
5. The **wind clock** shows where the wind has come from over the last 2 minutes, relative to the target at 12 o'clock. **Live wind** and **Steady** (or Gusty) describe the reading.
6. The **wind ladder** shows the High, Current, Average and Low wind over the last 2 minutes with the hold for each, so you can see the range of holds you may need.

What else appears on the Wind view (Hit and Miss buttons, match targets, warnings and more) is set in Settings → Wind HUD.

Hunt view

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HUNT VIEW

1. The **game size** chip (M = medium game). Tap it to pick Deer, Elk or Off.
2. The view chip, now **HUNT**.
3. **Elevation**, with your **max point-blank range** for the game size. Inside that range you can hold dead center.
4. **Windage**, with live wind.
5. **Wind**: the speed and direction used. Tap the pencil to change it.
6. **Energy on target**. It turns red with **TOO FAR** when the bullet arrives below your minimum energy, and tells you the distance where it would be enough (close to 433 yd here).
7. Your **direction of fire** (DOF), shot **angle** and **latitude**.
8. **Recapture** takes a new compass and angle reading. A warning shows how old the last capture is; recapture if you have moved.



GAME SIZE

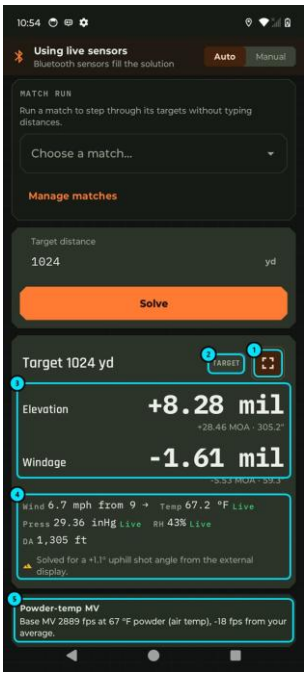
1. **Deer**: medium game, 8 in vitals (deer, pronghorn, sheep).
2. **Elk**: large game, 10 in vitals (elk, moose).
3. **Off**: show mil or MOA holds only, never HOLD CENTER.

The minimum energy and other Hunt view options are in Settings → Hunt HUD. The point-blank numbers come from the same math as the Hunting Zero calculator.

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MINIMIZED VIEW

Minimize keeps the answer on the Target Solution page while you change inputs.



MINIMIZED SOLUTION

1. **Maximize** opens the full-screen solution again.
2. The view chip. It sets which view opens when you maximize.
3. The **Elevation** and **Windage**, in mil, with MOA and inches underneath.
4. The conditions used and any note about the solve.
5. **Powder-temp MV** shows the muzzle velocity used after the temperature correction.

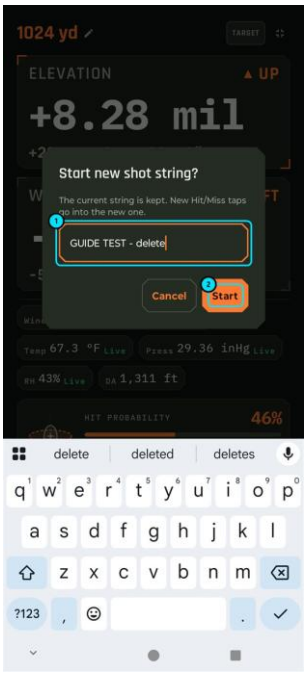
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LOGGING SHOTS

Logging every shot as a hit or a miss is what lets the app learn your rifle and your wind calls. Each logged shot saves the solution and the conditions at that moment. (The shots shown here were logged to a test string named "GUIDE TEST - delete", which has since been deleted.)

STARTING A STRING

Shots are grouped into strings, such as one range session or one stage. Tap the new-string button next to the string name on the solution, or **Start new string** in the Shot Log.



NAMING A NEW STRING

1. Give the string a name (optional). The current string is kept.
2. Tap **Start**. New HIT and MISS taps go into the new string.

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HIT, MISS AND UNDO



LOGGING BUTTONS

1. The **string tally** shows hits out of shots for this string.
2. Tap **HIT** when you hit.
3. Tap **MISS** when you miss. If the miss location prompt is on, the app then asks where the miss went.
4. **Undo last shot** removes the shot you just logged. It counts down for several seconds, then the shot is saved for good.

CALLING WHERE A MISS WENT

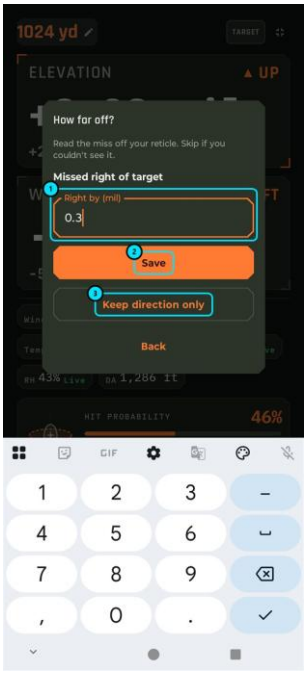
This step appears only when **Miss location prompt** is on in Settings → Target HUD. It is off by default; turn it on if you want misses to feed the miss heat map and truing.

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WHERE DID THE SHOT LAND?

1. Tap the square on the 3×3 grid that matches where the miss went, such as High / Left or Low / Right. The center is the target.
2. Tap **No-call: didn't see it** if you didn't see the impact.
3. Tap **Skip** to log the miss without a location.



HOW FAR OFF?

1. Read the miss off your reticle and enter it, such as right by 0.3 mil.
2. Tap **Save**.
3. Or tap **Keep direction only** if you only know the direction.

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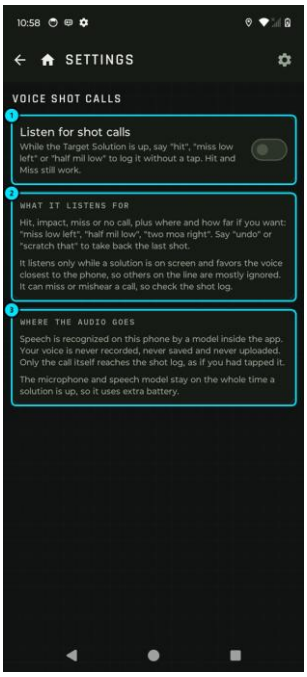
AFTER LOGGING

1. **Undo last shot** shows its countdown in seconds.
2. The tally updates, here 1 hit from 2 shots.

LOGGING BY VOICE

Voice shot calls let you log hands-free while you stay behind the rifle. Turn it on in Settings → Voice shot calls. It is a Premium feature.

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VOICE SHOT CALLS

1. **Listen for shot calls**: while the Target Solution is up, say "hit", "miss low left" or "half mil low" to log it without a tap. HIT and MISS still work.
2. **What it listens for**: hit, impact, miss or no call, plus where and how far ("miss low left", "half mil low", "two moa right"). Say "undo" or "scratch that" to take back the last shot. It favours the voice closest to the phone, and can mishear, so check the shot log.
3. **Where the audio goes**: speech is recognized on the phone. Your voice is never recorded, saved or uploaded. It uses extra battery while a solution is up.

Deleting a shot string later does not take its rounds off the barrel count in Maintenance. Use Correct count there if you need to.

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SENSORS

Sensors feed live wind and weather into every solution, so you don't have to type them in. The app works with the Calypso Ultrasonic wind meter, the Calypso WeatherDot, the WeatherFlow Tempest and the Bullseye Ballistics External Display. Everything here is done from the **Sensors** tile on the Home screen.

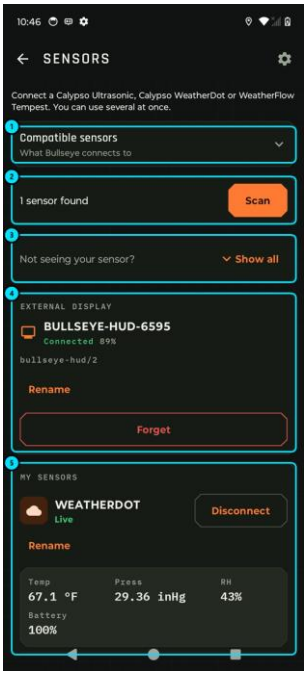
Before you start, check these five things. Most connection problems come from one of them.

- **Bluetooth is on** on your phone.
- **The app has permission** to find nearby devices. The first time you tap Scan, Android asks to allow **Nearby devices** (and on some phones **Location**). Tap **Allow**. If you said no before, turn it on in your phone's Settings → Apps → Bullseye Ballistics → Permissions.
- **The sensor is on and charged.** Calypso sensors switch on when they start spinning or when you press their button; check the light.
- **The sensor is close.** Keep it within a few feet of the phone while you connect.
- **No other app is holding it.** A Calypso talks to one app at a time. If a Calypso app (or another ballistics app) is connected to it, close that app first.

Using more than one Bluetooth sensor in the same live solution is a Premium feature (see Settings → Premium).

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THE SENSORS SCREEN



SENSORS SCREEN

1. **Compatible sensors** lists the devices the app supports. Tap it to expand.
2. **Scan** looks for nearby sensors. The line beside it tells you what is happening: Ready, Scanning… or how many sensors were found.
3. **Show all** lists every Bluetooth device the scan found, not only supported ones. Use it if your sensor doesn't appear.
4. **External display** is your Bullseye Ballistics HUD (here BULLSEYE-HUD-6595), with its connection, battery, **Rename** and **Forget**.
5. **My sensors** lists the Calypso sensors you have connected, with live readings, **Disconnect** and **Rename**.

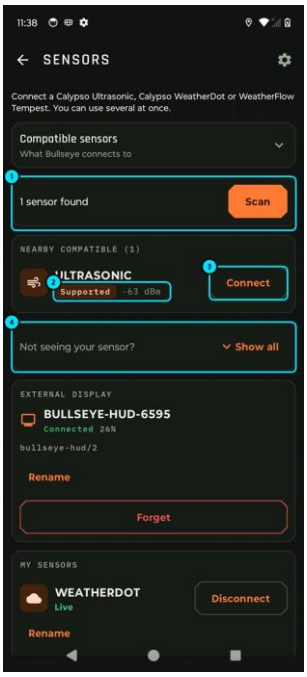
CONNECTING A CALYPSO SENSOR

Use these steps for the Calypso Ultrasonic, the Calypso WeatherDot and the WeatherFlow Tempest. You only do this once per sensor. After that the app reconnects by itself whenever the sensor is on and in range (as long as **Auto-reconnect to saved sensors** is on in Settings → Sensors and GPS, which it is by default).

Step 1. Turn the sensor on and hold it near the phone.

Step 2. Scan. On the Sensors screen, tap **Scan**. The scan runs for a few seconds. While it runs, the button reads **Stop** and the line beside it reads **Scanning…**; when it ends it says how many sensors it found.

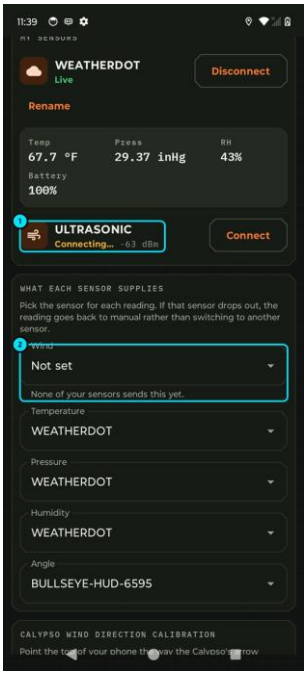
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YOUR SENSOR FOUND BY SCAN

1. The scan result: **1 sensor found**. Tap **Scan** again to search again.
2. Your sensor is listed under **Nearby compatible**, marked **Supported**, with its signal strength. A number closer to zero (such as −63 dBm) means a stronger signal.
3. Tap **Connect**. There is no PIN or pairing code, and nothing to do on the sensor.
4. If your sensor is not listed, tap **Show all**, then see "If a sensor won't connect" below.

Step 3. Wait while it connects. The sensor moves into **My sensors** and shows **Connecting…** in yellow. This takes a few seconds, sometimes up to 15.



CONNECTING

1. **Connecting…** with the signal strength. Keep the sensor close and on.
2. Until the sensor is live, the readings it will supply still show **Not set** here.

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Step 4. Check that it says Live. When the word under the sensor's name turns green and reads **Live**, it is connected and sending readings.



CONNECTED AND LIVE

1. **Live** means connected. This is what you are waiting for.
2. The button changes to **Disconnect**.
3. Live readings appear under it. The Ultrasonic shows wind speed, the direction the wind comes from and battery. The WeatherDot shows temperature, pressure, humidity and battery.
4. The app assigns the sensor's readings to it automatically. Here **Wind** now comes from ULTRASONIC.

Step 5. Repeat for your other sensors, then go back to Target Solution. Wind and Conditions there now say **Live**.

That is it. Next time, just turn the sensor on: the app finds it and connects without a scan.

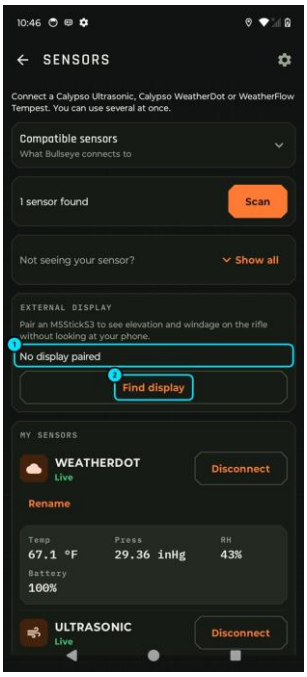
CONNECTING THE EXTERNAL DISPLAY

The External Display is paired from its own section on the Sensors screen, not from Scan.

Step 1. Turn the display on and keep it near the phone.

Step 2. Tap Find display. If a display is already listed there, you don't need to pair again; tap **Connect** under it instead.

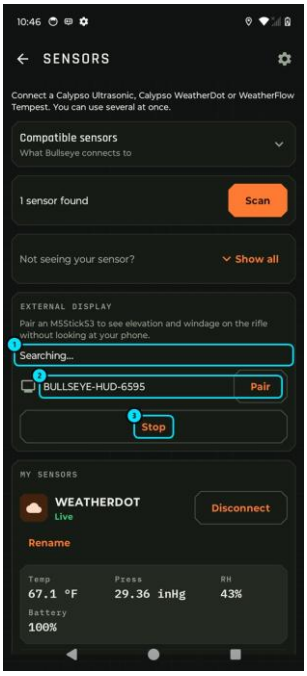
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NO DISPLAY PAIRED

1. The External display section reads **No display paired**.
2. Tap **Find display**.

Step 3. Tap Pair next to your display's name.



DISPLAY FOUND

1. The app shows **Searching...** while it looks for the display.
2. Your display appears (here BULLSEYE-HUD-6595). Tap **Pair**.
3. **Stop** ends the search.

Step 4. Check that it says Connected. The display connects straight away.

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DISPLAY CONNECTED

1. **Connected** in green, with the display's battery level.
2. **Rename** gives it a friendlier name.
3. **Forget** removes it. See "Removing (forgetting) a sensor".

The display also supplies the **shot angle**. The app assigns Angle to it automatically (see "Choosing which sensor supplies what"). Set up what the display shows on the External Display (HUD) page.

IF A SENSOR WON'T CONNECT

Work down this list. Stop as soon as the sensor shows **Live**.

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A FAILED CONNECTION

1. If a connection fails, the sensor shows **Failed** in red, with the reason, such as "Couldn't send to the Calypso".
2. Tap **Connect** to try again. A second try often works.

- **It isn't found by Scan.** Check the five things at the top of this chapter. Then tap **Show all**: if the sensor appears there but not under Nearby compatible, it is not a supported model. If it doesn't appear at all, the phone can't hear it, so turn the sensor off and on and scan again.
- **It says Failed or Couldn't send.** Tap **Connect** again. If it fails twice, close any other app that uses the sensor, turn the sensor off and on, and try once more.
- **It says Out of range.** The sensor is off, asleep or too far away. Turn it on and bring it closer. The app keeps looking for it while the app is open.
- **The display says Connection timed out.** Check it is on and nearby, then tap **Connect** under it.
- **It shows up twice, or an old copy stays Out of range.** Forget the old entry (see below), then scan and connect again.
- **Still stuck?** Forget the sensor, turn Bluetooth off and on in your phone's settings, then scan and connect again. **View raw sensor logs** at the bottom of the Sensors screen shows what the sensor is sending, which helps if you contact support.

YOUR CONNECTED SENSORS

Scroll down the Sensors screen to see each connected sensor.

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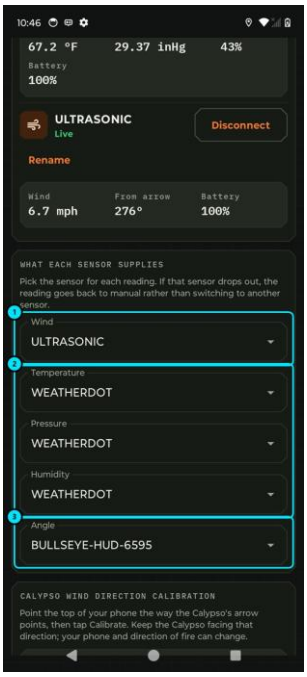
CONNECTED SENSORS

1. **Disconnect** stops using a sensor until you tap **Connect** again.
2. The WeatherDot shows live temperature, pressure, humidity and battery.
3. The Ultrasonic shows live wind speed, the direction it comes from (From arrow) and battery.
4. **Rename** gives the sensor a friendlier name.

CHOOSING WHICH SENSOR SUPPLIES WHAT

Each reading comes from one sensor. The app picks automatically when you connect, but you can change it. If that sensor drops out, the reading goes back to manual entry rather than switching to another sensor.

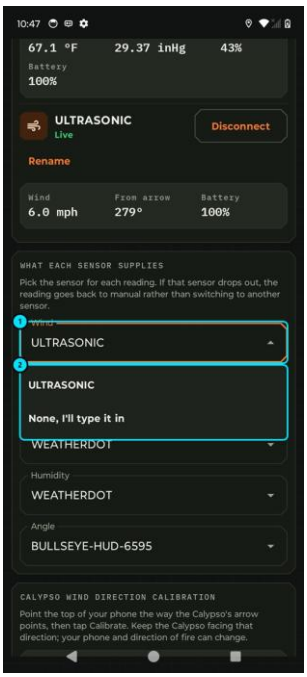
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WHAT EACH SENSOR SUPPLIES

1. **Wind** comes from the Ultrasonic.
2. **Temperature**, **Pressure** and **Humidity** come from the WeatherDot.
3. **Angle** comes from the External Display.

To change one, tap its picker.



WIND PICKER OPEN

1. The open **Wind** picker.
2. Its options: each sensor that can supply wind, and **None, I'll type it in**.

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TEMPERATURE PICKER OPEN

1. The **Temperature** options: WEATHERDOT or None, I'll type it in. Pressure and Humidity offer the same choices.

Set a reading to **None, I'll type it in** whenever you want to enter it by hand on Target Solution.

RENAMING A SENSOR

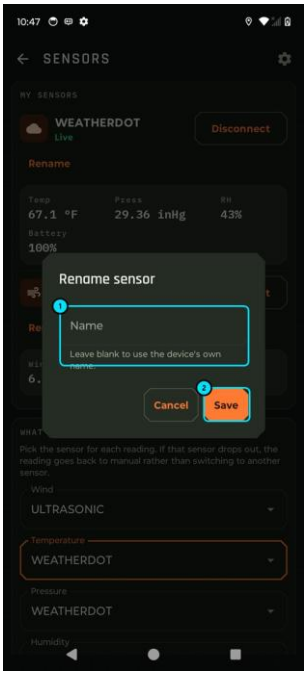
A name such as "Wind Meter" or "Rifle Display" is easier to recognise than the device's own name.

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RENAME BUTTON

1. Tap **Rename** under the sensor.



RENAME SENSOR

1. Type the new name in **Name**. Leave it blank to go back to the device's own name.
2. Tap **Save**.

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RENAMED SENSOR

1. The new name (here "Sample Weather Dot") shows above the device's own name. The pickers in What each sensor supplies use it too.

The External Display works the same way, with **Rename** under the display. (The sample name was cleared again after this screenshot.)

REMOVING (FORGETTING) A SENSOR

Forget a sensor you no longer use, or one that shows up twice. Forgetting stops the app reconnecting to it. You can add it back from a scan at any time.

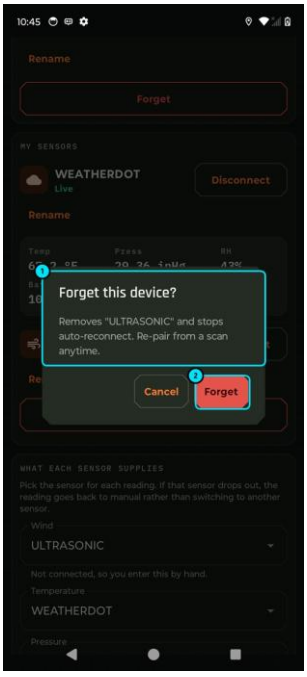
Calypso sensors. A live sensor has no Forget button, so tap **Disconnect** first.

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DISCONNECTED SENSOR

1. Once disconnected, the sensor shows its status and a **Connect** button.
2. Tap **Forget device**.
3. Readings it supplied now say "Not connected, so you enter this by hand."



FORGET CONFIRMATION

1. The app asks **Forget this device?** and explains that it stops auto-reconnect.
2. Tap **Forget**.

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SENSOR FORGOTTEN

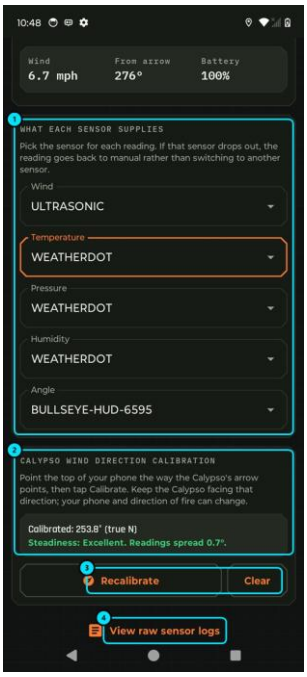
1. The sensor is gone from My sensors.
2. Any reading it supplied now shows **Not set** until you connect a sensor for it. If you add the same sensor back, its readings are assigned to it again automatically.

External Display. Tap **Forget** under the display (figure "Display connected", badge 3). There is no confirmation. The section then reads **No display paired**, with **Find display** to pair it again.

CALIBRATING THE CALYPSO WIND METER

Calibrate the Ultrasonic's direction once so the app knows which way it faces, and wind direction is correct. Target Solution shows a card when this is needed. Scroll to the bottom of the Sensors screen.

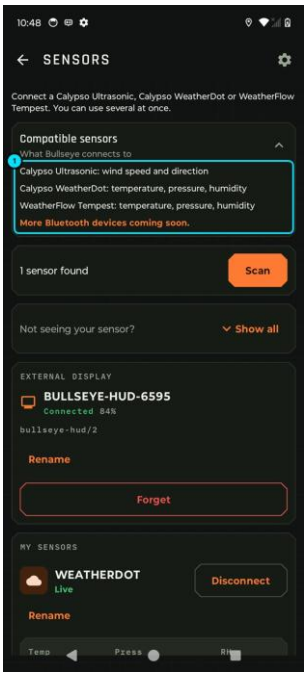
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WHAT EACH SENSOR SUPPLIES AND CALIBRATION

1. **What each sensor supplies** (see above).
2. **Calypso wind direction calibration**: point the top of your phone the way the Calypso's arrow points, then tap **Calibrate**. Keep the Calypso facing that way afterwards; your phone and direction of fire can change. Once done it shows the heading (253.8° true north here) and how steady the reading was.
3. **Recalibrate** if you move the Calypso. **Clear** removes the calibration.
4. **View raw sensor logs** shows the raw data, which helps if you need support.

SUPPORTED SENSORS



COMPATIBLE SENSORS

1. Calypso Ultrasonic: wind speed and direction. Calypso WeatherDot: temperature, pressure, humidity. WeatherFlow Tempest: temperature, pressure, humidity. More Bluetooth devices are coming.

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How the app fills, reconnects and smooths sensor readings is set in Settings → Sensors and GPS.

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EXTERNAL DISPLAY (HUD)

The External Display is a small screen (an M5StickS3) that clips near your scope and shows your dial-up, so you never have to look at the phone. It updates whenever you solve.

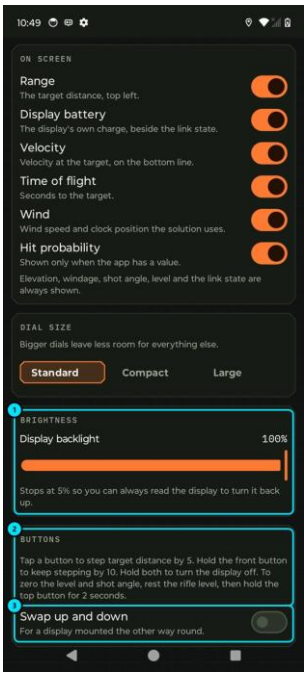
Pair it on the Sensors screen (see Sensors → Connecting the External Display), then tap **Display** on the Home screen. The same page is under Settings → External display.



EXTERNAL DISPLAY SETTINGS

1. The **Preview** shows exactly what the display shows now: range, angle, link, battery, up/down and left/right in mil, velocity, time of flight, wind and hit probability. The line under it confirms the display is connected and updates as you change these.
2. **On screen** switches choose what appears: range, display battery, velocity, time of flight, wind and hit probability. Elevation, windage, shot angle, level and the link state always show.
3. **Dial size**: Standard, Compact or Large. Bigger dials leave less room for everything else.

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BRIGHTNESS AND BUTTONS

1. **Brightness** sets the backlight. It stops at 5% so you can always read it.
2. **Buttons** explains the controls on the display: tap a button to step the target distance by 5; hold the front button to keep stepping by 10; hold both to turn the display off; rest the rifle level and hold the top button for 2 seconds to zero the level and shot angle.
3. **Swap up and down** reverses the buttons, for a display mounted the other way round.

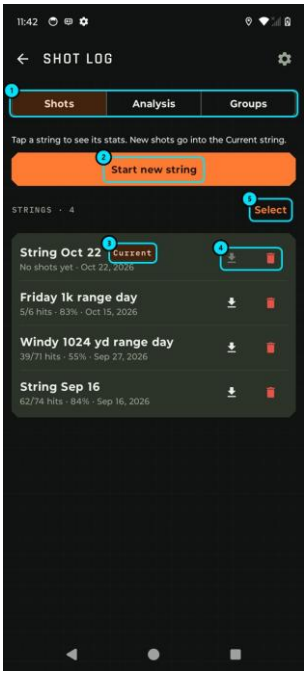
Which numbers the phone's own solution shows is set separately, under Settings → Target HUD.

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SHOT LOG, ANALYSIS AND GROUPS

This is where your logged shots and measured groups turn into lessons. It has three tabs: Shots, Analysis and Groups. Open it with the Shot Log or Groups tile on the Home screen.

SHOTS TAB



SHOTS TAB

1. The tabs switch between **Shots**, **Analysis** and **Groups**.
2. **Start new string** begins a new string of shots.
3. The current string has a **Current** badge. New shots go into it.
4. Each string has **Export CSV** and **Delete string** icons.
5. **Select** lets you pick several strings at once.

Tap a string to see its details.

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STRING DETAIL

1. The pencil renames the string.
2. **Export CSV** saves the shots as a spreadsheet. **Open as current** makes this the string new shots go into.
3. **Ask Sagitta** asks the AI assistant to review this string.
4. **Delete this string** removes it.
5. **Hit % by distance** shows how you did at each distance.
6. The shots list, newest first: hit or miss, distance, time, the predicted drop and wind, and the profile used. The pencil adds a note to a shot.
7. Tap **Show conditions** to see the conditions a shot was fired in.



SHOT CONDITIONS

1. The shot conditions: wind speed and clock position, temperature, pressure, humidity and altitude, each with its source (BLE means it came from a sensor).

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ANALYSIS TAB

Analysis looks across one or more strings for patterns. Shot log analysis is a Premium feature.



CHOOSING STRINGS TO ANALYZE

1. Tick the saved strings you want to include.
2. Or tap **Select all**.
3. Tap **Analyze**. The button shows how many strings are selected.



ANALYSIS RESULTS

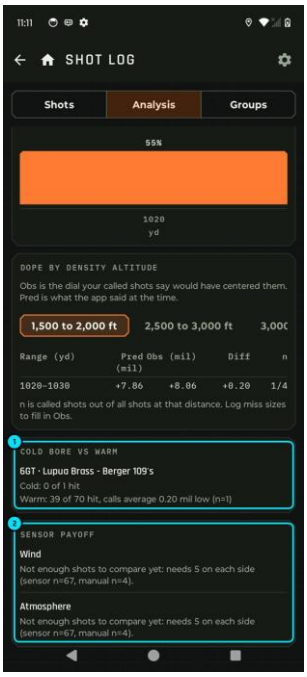
1. **Aggregate** shows hits from all selected shots (39 of 71, 55%, here).
2. **Truing from your log** suggests a velocity and drag correction once you have called misses with a size. See Truing.
3. The **miss location pattern** counts misses in each direction, and the line under it explains the pattern in plain words. Here 61% of misses went right, which points to wind, parallax or grip.

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HIT RATE AND DOPE

1. **Hit rate by distance** charts your hit rate at each distance.
2. **Dope by density altitude** compares predicted and observed elevation at each range, grouped by density altitude.
3. **Cold bore vs warm** compares your first shots with the rest.



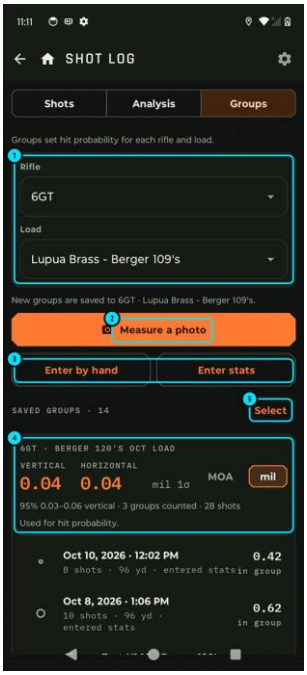
SENSOR PAYOFF

1. Cold bore vs warm, in detail.
2. **Sensor payoff** compares your hit rate when wind and weather came from sensors with when you entered them by hand. It needs at least 5 shots each way.

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GROUPS TAB

Groups measures your rifle's precision. Your saved groups feed the hit probability on Target Solution.

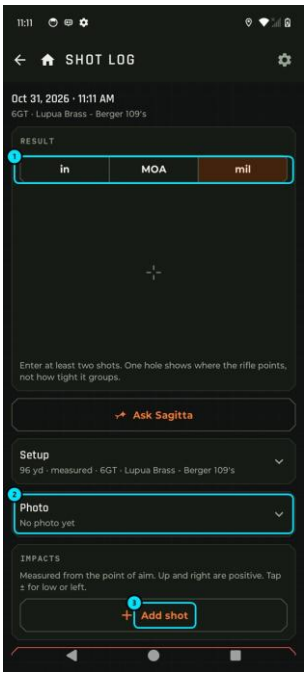


GROUPS TAB

1. The **Rifle** and **Load** pickers choose which load new groups are saved to.
2. **Measure a photo** measures a group from a picture of your target (Premium).
3. **Enter by hand** lets you place each impact. **Enter stats** lets you type the group size directly.
4. The **dispersion summary** for each load shows your vertical and horizontal spread in mil. The app uses it for hit probability.
5. **Select** lets you pick several groups at once.

Entering a group by hand:

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ENTER BY HAND

1. Choose the units: in, MOA or mil.
2. **Photo** lets you attach a picture of the target.
3. Tap **Add shot** for each impact and enter how far it is from the point of aim. Up and right are positive. Enter at least two shots.

Entering stats instead:



ENTER STATS

1. Choose the units: in, MOA or mil.
2. Enter **Shots fired**, plus **Group size**, **Mean radius** or both.
3. The group saves as you type. **Delete group** removes it.

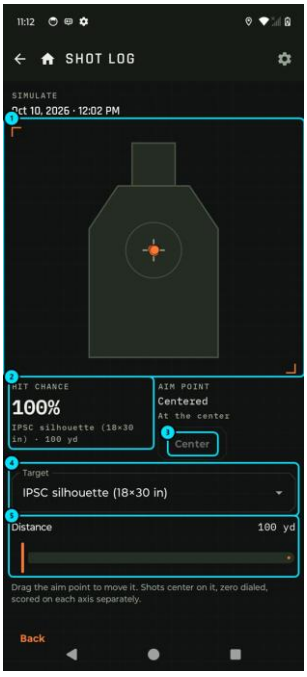
Tap a saved group to see its result.

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GROUP RESULT

1. The result: group size, mean radius and spread. A note appears if the numbers don't agree.
2. **Simulate** shows what this group does on a target at any distance.
3. **Ask Sagitta** asks the AI assistant about the group.



SIMULATE

1. The target with your group drawn on it. Drag to move the aim point.
2. The **hit chance** on that target.
3. **Center** puts the aim point back in the middle.
4. The **target** picker, such as an IPSC silhouette (18 × 30 in).
5. The **distance** slider. Slide it to see how your hit chance falls off with range.

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TRUING

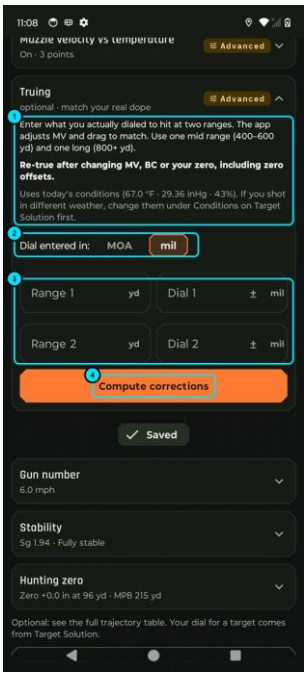
Truing adjusts the solver so its predictions match where your bullets actually land. Do it once you have confirmed elevation at known distances.

There are two ways to true:

- **From your log.** If you log misses with a size (such as "half a mil low"), Analysis suggests a correction under Truing from your log. **Auto truing** in Settings → Target HUD can offer it for you. See Shot Log, Analysis and Groups.
- **By hand.** Enter what you actually dialed to hit at two ranges in the load's setup.

TRUING BY HAND

Open Profiles, open your rifle, tap the load, then open **Truing** under Advanced options.



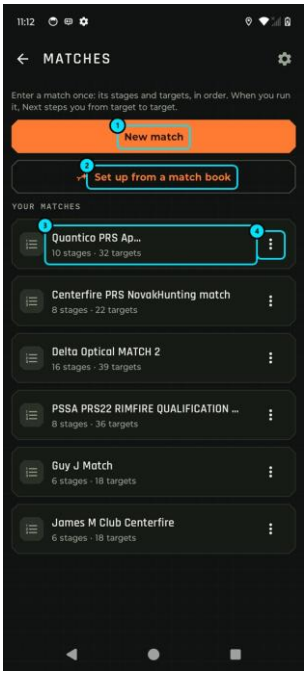
TRUING

1. The instructions. Use one mid range (400 to 600 yd) and one long (800 yd or more). Re-true after changing MV, BC or your zero. Truing uses today's conditions, so set Conditions on Target Solution first if you shot in different weather.
2. Choose **MOA** or **mil** for the dial values.
3. Enter **Range 1 / Dial 1** and **Range 2 / Dial 2**: the distance and the elevation that actually hit there.
4. Tap **Compute corrections**. The app adjusts muzzle velocity and drag to match.

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MATCHES

Matches lets you set up a match's stages and targets once, then run it target by target with each distance filled in for you. Upload the match book, or take a photo of a stage card, and Sagitta builds the whole match for you. At the line, tap Next and the solver moves to the next target with its distance already set. Matches are a Premium feature. Tap **Matches** on the Home screen.



MATCHES

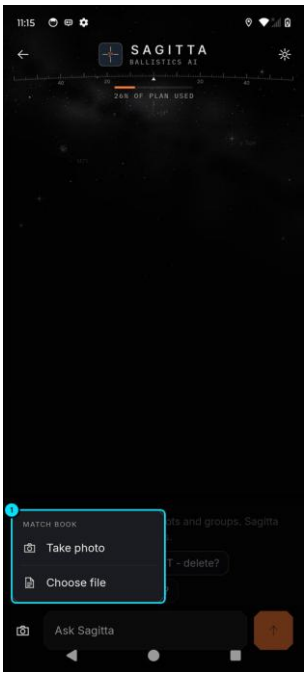
1. **New match** starts a match from scratch.
2. **Set up from a match book** builds a match from a photo or file of the match book, using Sagitta.
3. Each **match row** shows its stages and targets. Tap it to open it.
4. Its ⋮ menu has Run, Duplicate and Delete.

BUILDING A MATCH FROM A MATCH BOOK (SAGITTA)

The quickest way to set up a match is to let Sagitta build it. Give it the match book PDF the MD sent you, or a photo of a stage card, and Sagitta Ballistics AI builds the whole match: every stage, position, target, distance and target size, the course of fire in shooting order, and the Match Director's notes for each stage.

Step 1. Start from the match book. On the Matches screen, tap **Set up from a match book** (figure "Matches", badge 2). Sagitta opens with a Match book menu.

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MATCH BOOK

1. **Take photo** uses the camera, for a printed match book page or a stage card. **Choose file** picks a PDF or image you already have, such as the match book the MD emailed. Photos and files are sent to Sagitta once and not kept.

Step 2. Sagitta reads the match book first. It reads every stage the way the MD wrote it: the rules, the course of fire and the target list. Before it builds anything, it tells you what it couldn't find or what doesn't add up. For example:

- A target listed as "near" with no distance.
- Targets named near left, far left, near right and far right, with no distances.
- A stage header that says 12 rounds while the course of fire only has 8 shots.
- No target sizes anywhere in the book.

It sums up what it found, such as "6 stages, 26 targets, four things to check."

Step 3. Answer, or tell it to go ahead.

- **Know the answer?** Type the missing distances, sizes or round counts into the chat. Sagitta adds them before it builds the match.
- **Still asking the MD?** Tell Sagitta to go ahead. It builds the match as read, and you add what's missing later. Nothing needs rebuilding.

Step 4. Check what it built. The new match appears on the Matches screen with its stage and target count. Open it, then open each stage (see "A stage, inside and out" below). Every stage has its time limit, points, positions, targets and course of fire in shooting order, and a check that shows whether the steps add up to the stage's max points. Where Sagitta had to work something out, such

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as five plates on a rack from a 10-point stage, it flags it for you to review. Tap any step, target or position to fix it.

Step 5. Fill in the gaps when you get them. When the MD answers, open the stage and add the distance, size or round count. On match day, if the MD changes a stage, open it and tap **Read stage card** to rebuild just that stage from a photo of the sheet at the bay.

Step 6. Walk the course (optional, but worth it). Walk the stages and save each target's direction from its position during a run (see Running a match). The solver then builds Coriolis into every solve.

Tips

- Sagitta points out when the math doesn't add up and the MD needs to clarify. That happens sometimes and is no big deal; you still walk the course either way.
- Each stage keeps the MD's notes. **View match book page** shows the page the stage came from: starting position, description, safety rules and target list, word for word.
- Repeats become steps. "T1 to T3, three times" becomes nine steps, in order. Stage rules cover points per hit, a round limit, ending on the first miss, the shooter's choice of position and moving targets.
- **Use Sagitta as a stage coach.** Once the match is built, ask Sagitta something like "What's the hardest stage of this match and how should I prep for it?" It looks at each stage's real distances, target sizes and time limit, run through your load and today's conditions, and tells you where the stage will beat you: time lost dialing between near and far targets, a reload that breaks your position, or a plate smaller than your wind error. You get those lessons before the buzzer, so you can practice the fix.

BUILDING A MATCH BY HAND

No match book? Tap **New match** and add stages, positions and targets yourself. Everything else in this chapter works the same.

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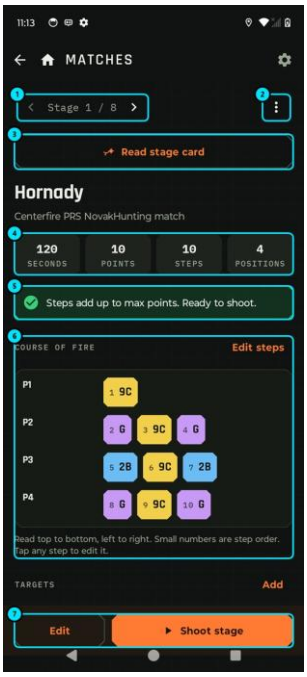
NEW MATCH

1. **Run** starts the match on Target Solution.
2. Type the **Match name**.
3. Tap **Stage 1** to fill in the first stage.
4. **Add stage** adds another stage. Changes save as you go; drag the grip to reorder stages.

A STAGE, INSIDE AND OUT

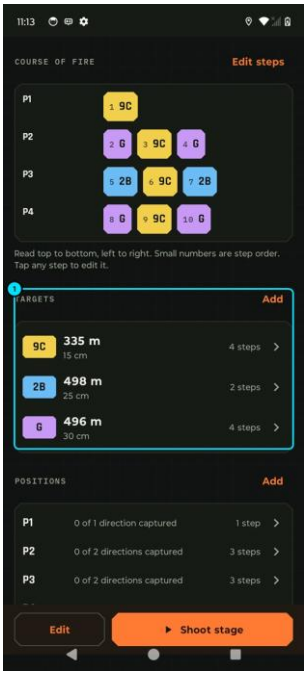
Each stage has its own page, whether Sagitta built it or you did. Here is a stage from one of the saved matches:

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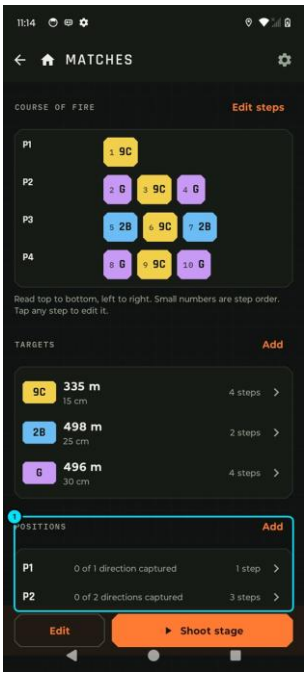
STAGE PAGE

1. The **stage arrows** step between stages.
2. The ⋮ menu has more stage options.
3. **Read stage card** uses Sagitta to fill the stage from a photo of the stage card.
4. The stage's **seconds, points, steps and positions**.
5. A check that the steps add up to the stage's points. Green means ready to shoot.
6. The **course of fire**: each position (P1, P2...) and the targets shot there, in order. Tap a step to edit it, or **Edit steps**.
7. **Edit** changes the stage. **Shoot stage** starts it on Target Solution.



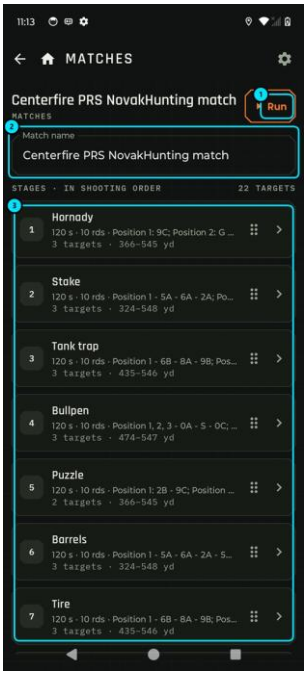
TARGETS

1. The stage's **targets**, each with its distance, size and how many steps use it. **Add** adds a target.



POSITIONS

1. The stage's **positions**. You can capture the direction to each target from each position during a run, so the app has the azimuth for Coriolis and the Hunt view.



MATCH DETAIL

1. **Run** starts the match.
2. The match name.
3. Each stage in shooting order, with its time, rounds, positions and targets. Drag the grip to reorder.

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RUNNING A MATCH

Tap **Run** on a match, or **Shoot stage** on a stage. Target Solution opens with the match run section filled in.



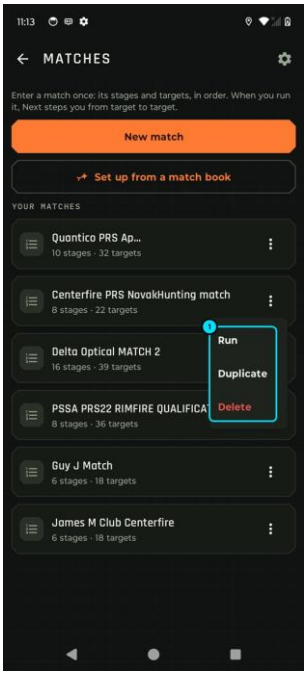
MATCH RUN

1. The match, the stage (1 of 8 here) and its course of fire.
2. The **current target** and its distance (366 yd here), with the step number and where to move next.
3. If you have not captured the direction for this step, **Save as Step 1's direction** records it.
4. The **stage chips**. Tap one to jump to that stage.
5. The **target chips** for the stage, in step order. Tap one to solve for it.
6. **Previous** and **Next target** step through the targets in order.

Solve as usual for each target. On the full-screen solution, the arrows step to the next target and the dial updates. HIT and MISS during a run are tagged with the stage and target, so your shot log shows how each stage went. Save each target's direction from its position once and the run uses it from then on. When you are done, scroll down and tap **End run** to return Target Solution to normal.

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MATCH MENU



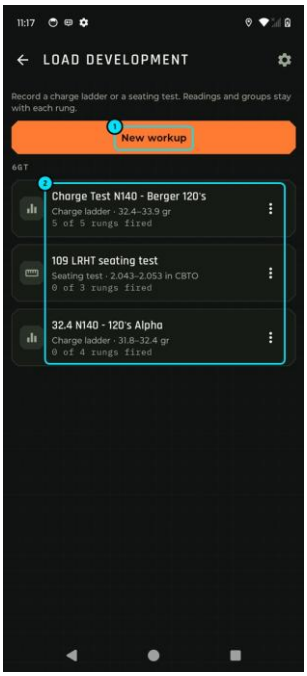
MATCH MENU

1. **Run** starts the match, **Duplicate** copies it and **Delete** removes it.

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LOAD DEVELOPMENT

Load Development helps you find the best powder charge or seating depth by recording each step (rung) of a ladder test. It is a Premium feature. Tap **Load Dev** on the Home screen, or **New workup** on a rifle.



LOAD DEVELOPMENT

1. **New workup** starts a new test.
2. The workups list groups your tests by rifle, with the test type, range and rungs fired.

CREATING A WORKUP

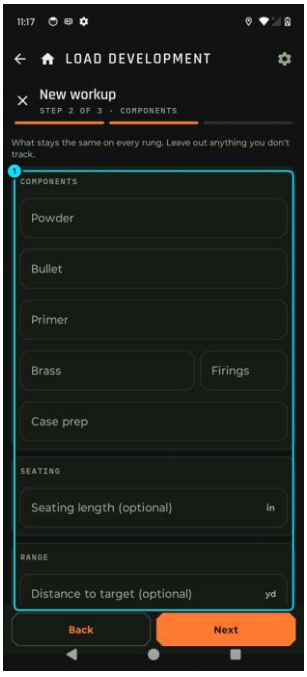
A new workup takes three steps. The X at the top left closes it without saving.

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NEW WORKUP, STEP 1

1. Choose **Charge ladder** or **Seating depth**.
2. Pick the **rifle**.
3. Give it a **name** (optional).
4. Tap **Next**.



NEW WORKUP, STEP 2

1. Enter what stays the same on every rung: powder, bullet, primer, brass and firings, case prep, seating length and distance to target. Leave out anything you don't track. Then tap **Next**.

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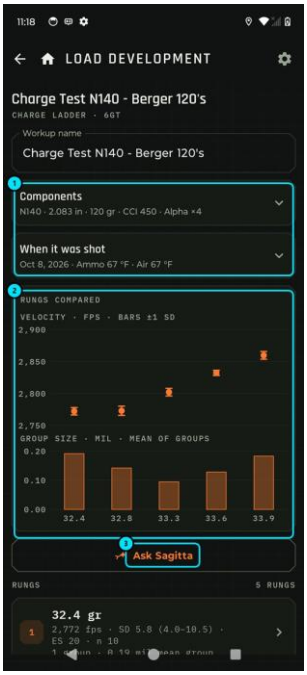


NEW WORKUP, STEP 3

1. The **rungs** list shows each charge you plan to test.
2. **Add one** adds a single charge.
3. **Fill between** adds a range at once. For example, first 42.0, last 43.2 and step 0.3 gives five rungs.
4. Tap **Create workup**.

RECORDING RESULTS

Open a workup to see how the rungs compare.



WORKUP

1. **Components** and **When it was shot** hold the test details.
2. The **velocity chart** shows each rung's average velocity, with bars of ±1 SD.
3. **Ask Sagitta** asks the AI assistant to help pick the best rung.

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RUNGS LIST

1. Each rung row shows the charge, velocity, SD (with its likely range), ES, shot count and group size.
2. **Add rung** adds another rung.
3. **Delete workup** removes the test.

Tap a rung to enter its data.



RUNG DETAIL

1. The stats: average velocity, SD (with the range the true SD could be in), ES and the number of readings.
2. **Use this step** marks this rung as the one you chose.
3. **Readings** lets you add or remove velocity readings, or paste a list from your chronograph app.

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STABILITY CALCULATOR

The Stability Calculator tells you whether your barrel's twist rate will stabilize a bullet. It shows the gyroscopic stability factor, Sg. An Sg of 1.5 or more is fully stable. Tap **Stability** on the Home screen.

CHECKING A SAVED LOAD



STABILITY FOR THE 109 LOAD

1. Choose **Saved load** to check one of your loads, or **Enter a bullet** to check any bullet.
2. Pick the **Rifle** and **Load**.
3. The **Sg** result on a scale from unstable to fully stable. The 109 load is 1.94, fully stable. The note under it gives the twist needed: fully stable at 1:7.9 or faster.
4. The **bullet** fields used: weight, diameter, length, twist and velocity. Scroll down to see the conditions used; stability changes a little with air density.

CHECKING ANY BULLET

Use this before you buy a bullet to see if your barrel will shoot it.

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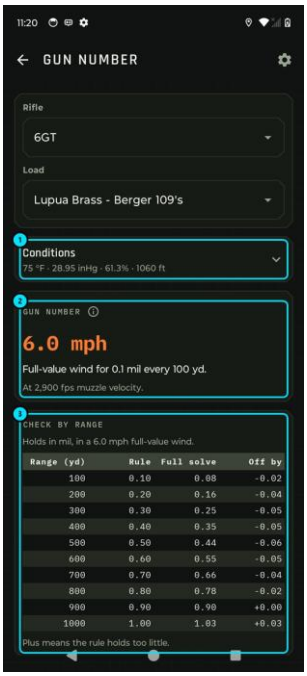
ENTER A BULLET

1. Switch to **Enter a bullet**.
2. The Sg updates as you type. This example is 1.67, fully stable at 1:8.4 or faster.
3. Enter the bullet details: 140 gr, 0.264 in diameter, 1.40 in long, 1:8 twist at 2700 fps.

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GUN NUMBER

The gun number is a quick wind rule for your load. It is the full-value wind speed that moves your bullet 0.1 mil for every 100 yards. Tap **Gun Number** on the Home screen, or the GUN NO tile on a load.

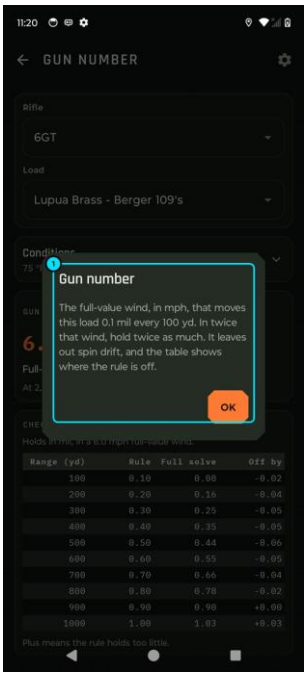


GUN NUMBER

1. **Conditions** shows the weather used. Expand it to change it.
2. The **gun number**. For the 109 load it is 6.0 mph, at 2,900 fps muzzle velocity. Tap the (i) for a full explanation.
3. The **check by range** table compares the rule with a full solve at each distance, so you can see where the rule drifts. Plus means the rule holds too little.

How to use it. Divide the wind speed by the gun number, then multiply by the distance in hundreds of yards and by 0.1 mil. For example, a 12 mph full-value wind with a 6.0 gun number at 1000 yards is (12 ÷ 6) × 10 × 0.1 = 2.0 mil. Check the table for how close that is at long range.

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ABOUT THE GUN NUMBER

1. In twice the wind, hold twice as much. The rule leaves out spin drift; the table shows where it is off.

HUNTING ZERO

The Hunting Zero calculator answers one question: how high should you sight in at 100 yards so you can hold dead center on an animal's vitals out to the longest possible distance, without dialing or holding over? It works out the sight-in height that keeps the bullet inside the vital zone for as far as it can (the **maximum point-blank range**, or MPB), shows where the bullet will be at every distance, and can save the result as a separate hunting profile.

Nothing you do here changes your saved loads or your 100 yd zero. Only **Save as hunting zero** writes anything, and it always creates a new profile.

OPENING THE CALCULATOR

There are three ways in. Each opens the same screen.



HUNTING ZERO TILE

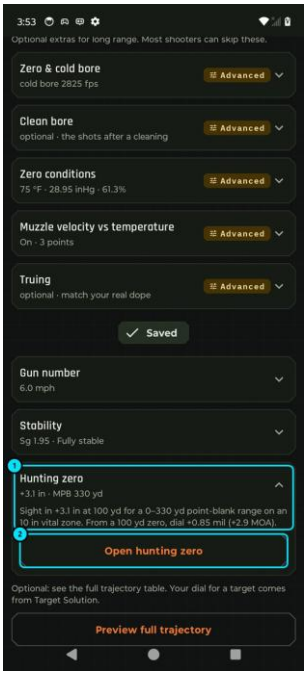
1. The **Hunting Zero** tile on the Home screen (scroll down) shows your last result: the sight-in height, the max point-blank range and the load it was worked out for. Tap it to open the calculator where you left off.

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HUNTING ZERO ON A LOAD

1. In **Profiles**, open a rifle. Every load card has a **ZERO** tile with the load's hunting zero. Tap it to open the calculator with that load already picked.
2. Profiles saved from the calculator carry an orange **HUNTING** badge so you can tell them apart from your regular loads.

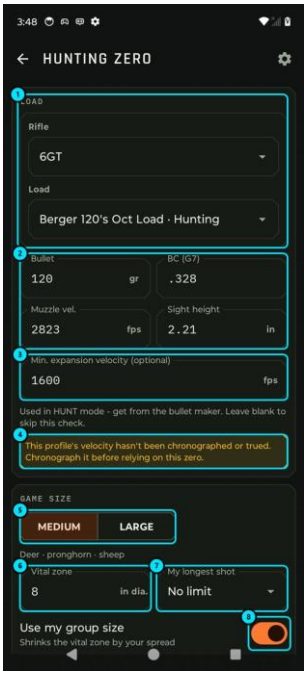


HUNTING ZERO IN LOAD SETUP

1. In a load's **Setup** screen, scroll near the bottom and expand **Hunting zero**. It summarizes the recommended sight-in, the point-blank range and the matching dial-up from your 100 yd zero.
2. Tap **Open hunting zero** for the full calculator.

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CHOOSING THE LOAD AND THE GAME



HUNTING ZERO: LOAD AND GAME

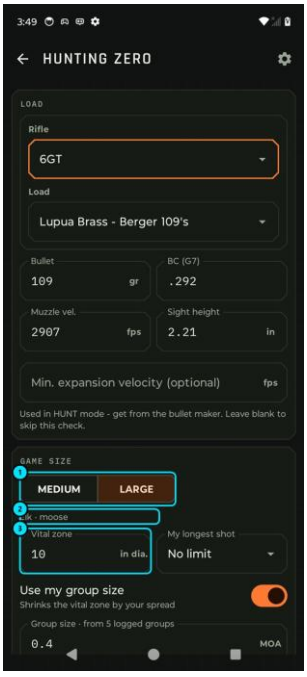
1. **Rifle** and **Load** pick the profile to work from. Loads saved as hunting profiles are listed too.
2. The bullet data comes from the load: **Bullet** weight, **BC (G7)**, **Muzzle vel.** and **Sight height**. You can change them here to try a "what if" without touching the saved load.
3. **Min. expansion velocity** (optional) is the slowest impact speed at which your bullet still expands reliably. Get it from the bullet maker. When it is filled in, the calculator also checks that the bullet still hits faster than that speed. Leave it blank to skip the check.
4. A yellow warning appears when the load's velocity has not been chronographed or trued. The answer is only as good as the muzzle velocity, so chronograph the load before you rely on the zero.
5. **Game size**: **Medium** (deer, pronghorn, sheep) or **Large** (elk, moose). This sets the vital zone.
6. **Vital zone** is the diameter of the kill area in inches. Medium fills in 8 in and Large fills in 10 in. Type your own number for a different animal or a stricter standard.
7. **My longest shot** caps the answer at the farthest distance you would actually shoot (No limit, or a distance from 200 yd up in 50 yd steps). The hold guide greys out anything past it.
8. **Use my group size** shrinks the vital zone by your own spread, so the zone you plan for is one you can actually hit. See the next section.

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LOAD PICKER

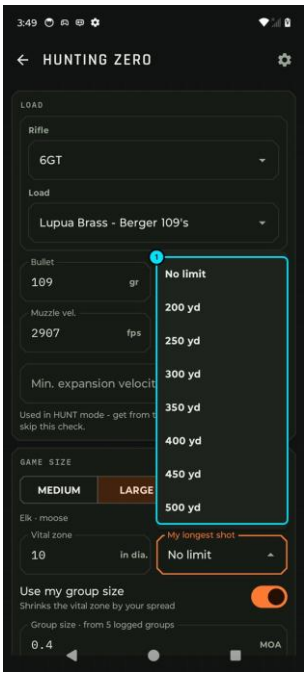
1. The Load list shows every load for the rifle. Hunting profiles you saved from this screen are marked **HUNTING**.



LARGE GAME

1. Tap **Large** for elk-sized game.
2. The line under the switch names the kind of animal each size suits.
3. The **Vital zone** changes to 10 in. Every result below updates at once.

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MY LONGEST SHOT

1. Pick the farthest shot you would take. The calculator never recommends a point-blank range past this distance, and the hold guide marks anything beyond it as **Past your longest shot**. Example: with 500 yd picked, the guide ends at 500 yd.

GROUP SIZE AND CONDITIONS



GROUP SIZE AND CONDITIONS

1. **Group size** (MOA) appears when **Use my group size** is on. If you have logged groups for this load, the app fills in your measured spread (for example "from 5 logged groups"). With none logged it starts at 1.0 MOA; type your own if you know it. Turn the switch off to plan for the full vital zone.
2. **Conditions: Sight in** is the elevation (ft) and temperature (°F) where you will sight in. They start from the load's zero conditions.
3. **Conditions: Hunt** is the elevation and temperature where you will hunt. Thinner, warmer air shoots flatter, so the zone can change between the range and the field. Use the **±** key for values below zero.
4. **Sight-in** chooses **Recommended** (the calculator's best answer) or **Custom** (try your own height; see "Trying your own sight-in" below).

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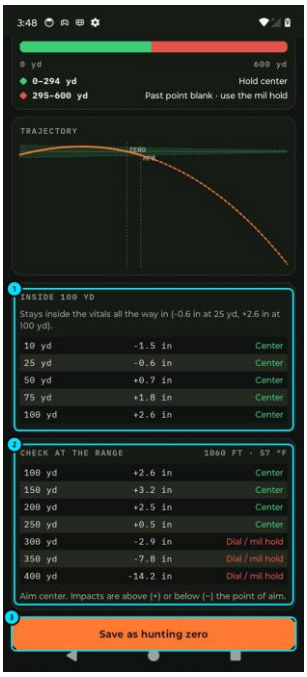
READING THE RESULT



THE SIGHT-IN RESULT

1. The **sight-in height**: how high the group should print at 100 yd, for example **+2.6 in high at 100 yd**. The top right of the card repeats the game size and vital zone it was worked out for.
2. The **dial-up** from your normal 100 yd zero, in mil and MOA, for example "dial +0.71 mil (+2.4 MOA)". Dial this on the scope instead of re-zeroing if you prefer.
3. **Zero** is where the bullet comes back down to the line of sight (the far zero), with the near crossing below it. **Max point blank** is the range of distances where a center hold stays inside the vitals. **Max rise** is the highest the bullet climbs above your aim, and where.
4. A one-line note explains what ends the point-blank range: usually the drop leaving the vital zone. It turns yellow when the bullet strays outside the vitals somewhere inside the point-blank range.
5. The **Hold guide** is a colored bar from 0 yd to your longest shot. **Green**: hold center. **Amber**: the bullet is above or below the vitals there, hold low or high by the amount shown. **Red**: past point blank, use the mil hold from Target Solution. **Grey**: past your longest shot.
6. The **Trajectory** chart draws the bullet path (orange) against the vital zone (green band), with the **ZERO** and **MPB** distances marked. The path turns dashed once it leaves the zone.

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DISTANCE TABLES

1. **Inside 100 yd** shows where the bullet is at 10, 25, 50, 75 and 100 yd, so you know a close shot is still a center hold.
2. **Check at the range** lists the expected impact at 100 to 400 yd at your sight-in conditions (shown at top right). Shoot a few of these distances to confirm the zero. Rows marked **Dial / mil hold** are past point blank. Impacts are above (+) or below (–) the point of aim.
3. **Save as hunting zero** saves this result as a new hunting profile (see below).

TRYING YOUR OWN SIGHT-IN

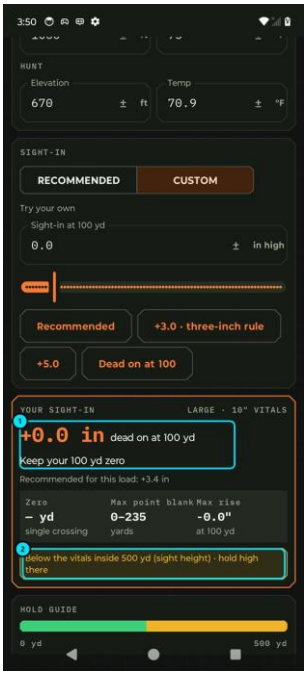
Many hunters already have a rule of thumb, such as "three inches high at 100". Custom lets you see exactly what that rule gives you with your load.

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CUSTOM SIGHT-IN

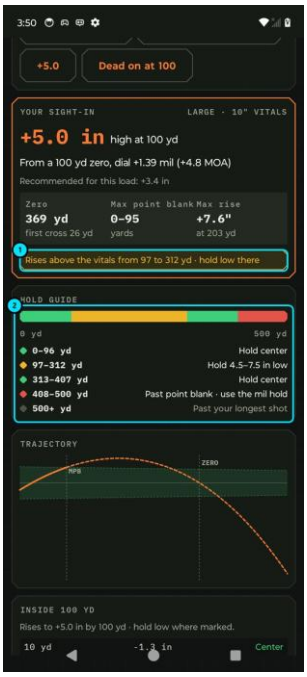
1. Tap **Custom** under Sight-in.
2. Type a height in **Sight-in at 100 yd** (inches high; use **±** for low), or drag the slider below it.
3. Or tap a preset: **Recommended**, **+3.0 · three-inch rule**, **+5.0**, or **Dead on at 100**.
4. The card changes to **Your sight-in** and shows the dial-up, the recommended height for comparison, and the new zero, point-blank range and max rise.



DEAD ON AT 100

1. With **Dead on at 100** the card reads "+0.0 in, Keep your 100 yd zero". There is only one crossing point, because the bullet never rises above your aim.
2. The note warns where the bullet is outside the vitals. Here it sits below the vitals close in (because the scope is above the bore) and again farther out, so you would hold high there.

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TOO HIGH A SIGHT-IN

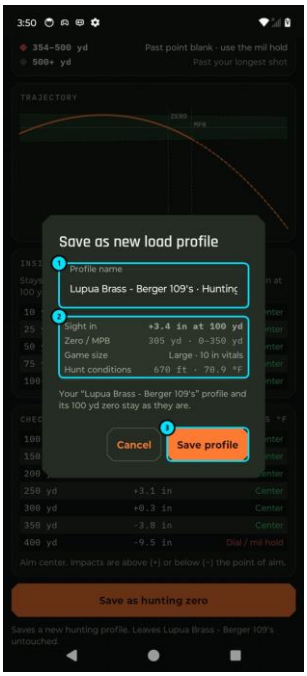
1. With **+5.0** the note warns that the bullet rises above the vitals from 97 to 312 yd, so you would have to hold low there. The point-blank range shrinks to 0 to 95 yd.
2. The **Hold guide** shows it in color: green where a center hold works, amber where you hold 4.5 to 7.5 in low, green again near the far zero, red past point blank and grey past your longest shot.

Tap **Recommended** at any time to go back to the calculator's answer.

SAVING A HUNTING PROFILE

Saving creates a new load profile for the same rifle with the hunting sight-in built in. Your original load and its 100 yd zero are left exactly as they are, which the line under the button confirms.

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SAVE AS NEW LOAD PROFILE

1. **Profile name** starts as the load name followed by "· Hunting". Change it if you like.
2. The summary lists what will be saved: the **sight-in**, **zero / MPB**, **game size** and **hunt conditions**.
3. Tap **Save profile**, or **Cancel** to go back without saving.

After saving, the new profile becomes the active load and appears in the rifle's load list with a **HUNTING** badge. It shows up in the load lists like any other load. To remove it later, open the rifle in Profiles, tap ⋮ on the hunting profile and choose **Delete**.

Tips

- Chronograph the load first. A wrong muzzle velocity moves every number on this screen.
- Use the hunt elevation and temperature for where you will actually be. A zero worked out at a low, cool range can shoot higher on a warm mountain.
- Confirm with real shots at two or three of the **Check at the range** distances before the season.
- For shots past the point-blank range, use Target Solution for an exact dial or mil hold.

Hunting in the field. The Hunt view of Target Solution uses the same point-blank math live, with your current wind, energy on target and a hold-center call. See Target Solution → Target, Wind and Hunt views.

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MAINTENANCE

Maintenance tracks barrel life and cleaning, and reminds you when either is due. Shots you log count toward it automatically. Barrel and cleaning tracking is a Premium feature. Tap **Maintenance** on the Home screen, or the Barrel and cleaning card on a rifle.



MAINTENANCE

1. Each rifle card shows its barrel life and when the next cleans are due. The 6GT has 36% left, with 1,593 of 2,500 rounds fired.
2. **Set up** starts tracking for a rifle that isn't tracked yet.

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A RIFLE'S MAINTENANCE PAGE



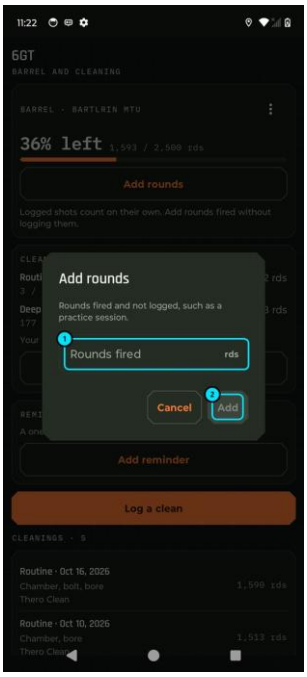
RIFLE MAINTENANCE

1. **Barrel** life: rounds fired against the expected life.
2. **Add rounds** adds rounds you fired but didn't log.
3. **Cleaning** shows rounds since the last routine and deep clean, against their intervals, and how many logged shots that includes.
4. **Set intervals** changes how often each clean is due.
5. **Reminders** lists one-off reminders. **Add reminder** creates one, such as a clean before a match.
6. **Log a clean** records a cleaning.
7. The ⋮ menu has barrel options.

ADDING ROUNDS

Use this for practice sessions or rounds you didn't log as shots.

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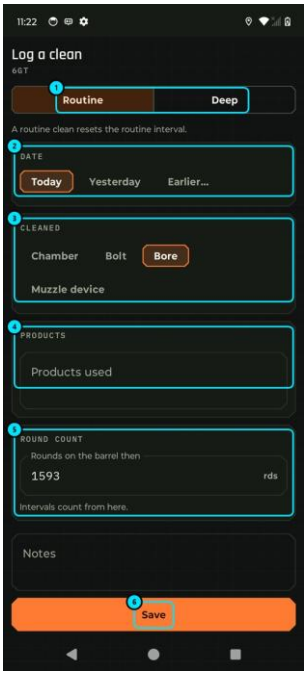
ADD ROUNDS

1. Enter the **rounds fired**.
2. Tap **Add**.

Deleting a shot string does not remove its rounds from the barrel. Use Correct count if you need to fix the total.

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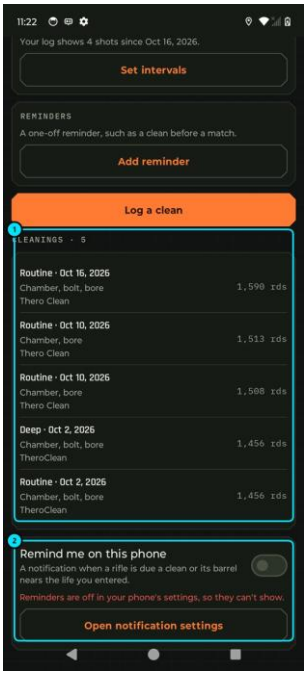
LOGGING A CLEAN



LOG A CLEAN

1. Choose **Routine** or **Deep**. A deep clean also resets the routine interval.
2. Set the **date**: Today, Yesterday or Earlier.
3. Tick the parts **cleaned**: chamber, bolt, bore, muzzle device.
4. Note the **products** used (optional).
5. Check the **round count** at the time of cleaning. Intervals count from here.
6. Tap **Save**.

Your past cleanings are listed further down the page.

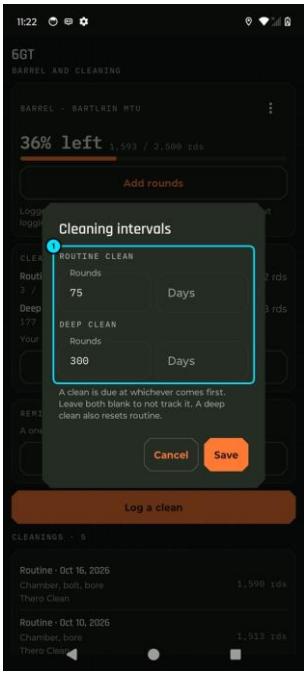


CLEANINGS LIST

1. The **cleanings** list shows each clean, the parts and products, and the round count.
2. **Remind me on this phone** turns on phone notifications for this rifle. If notifications are off in your phone's settings, **Open notification settings** takes you there.

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INTERVALS AND REMINDERS



CLEANING INTERVALS

1. Set the interval for a **routine** and a **deep** clean, in rounds, days or both. A clean is due at whichever comes first. Leave both blank to not track it.



ADD REMINDER

1. Choose the type: **Routine** or **Deep**.
2. Choose when: No date, Tomorrow, In a week, or Later.
3. Or set it for a number of rounds. Add a note if you like. The reminder clears when you log a clean that covers it.

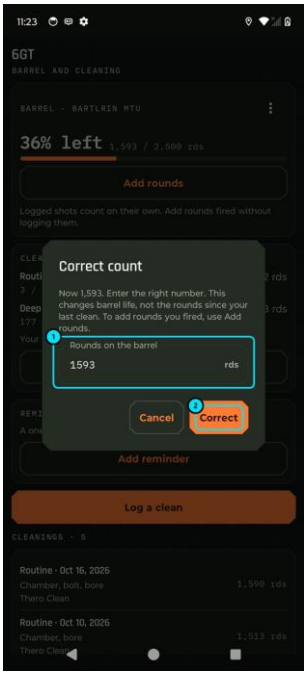
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BARREL OPTIONS



BARREL MENU

1. **Edit barrel** changes its details and expected life. **Correct count** fixes the round total. **Replace barrel** starts a new barrel at zero. **History** shows past barrels.



CORRECT COUNT

1. Enter the true number of rounds on the barrel.
2. Tap **Correct**. This changes barrel life, not the rounds since your last clean.

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SAGITTA (AI ASSISTANT)

Sagitta is an AI assistant that answers questions about your rifles, loads, shots and groups using your own records. Tap **Sagitta** on the Home screen. You will also see **Ask Sagitta** buttons on Rifle Setup, shot strings, groups and workups, and Sagitta reads match books and stage cards to build your matches for you (see Matches → Building a match from a match book).

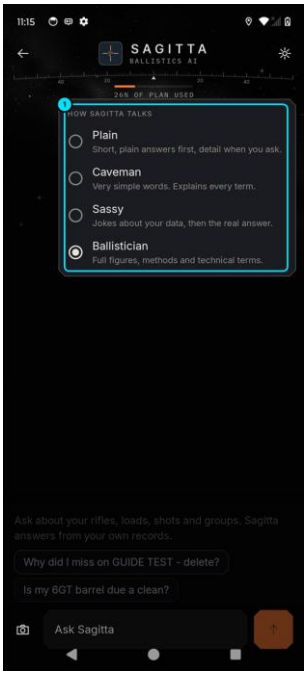


SAGITTA

1. The **plan meter** shows how much of your plan you have used this period.
2. **Chat options** sets how Sagitta talks.
3. **Suggested questions** based on your data. Tap one to ask it.
4. The **attach** button adds a photo or file, such as a match book.
5. Type your question in the **Ask Sagitta** box.

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CHOOSING A TONE



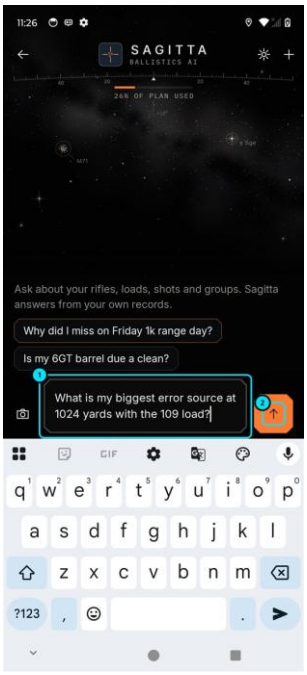
CHAT OPTIONS

1. Pick how Sagitta talks: **Plain** (short answers first), **Caveman** (very simple words), **Sassy** (jokes about your data, then the real answer) or **Ballistician** (full figures and technical terms).

ASKING A QUESTION

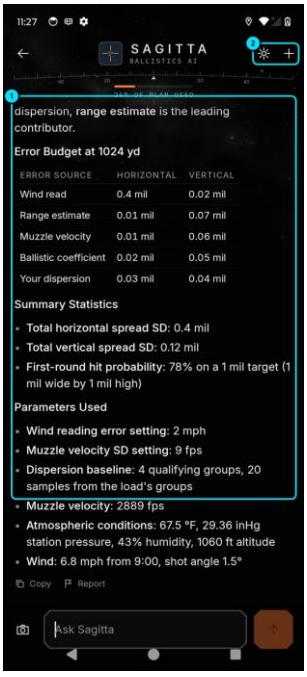
Ask in plain words. Name the load and distance for the most useful answer.

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ASKING A QUESTION

1. Type the question. For example: "What is my biggest error source at 1024 yards with the 109 load?"
2. Tap **send**.

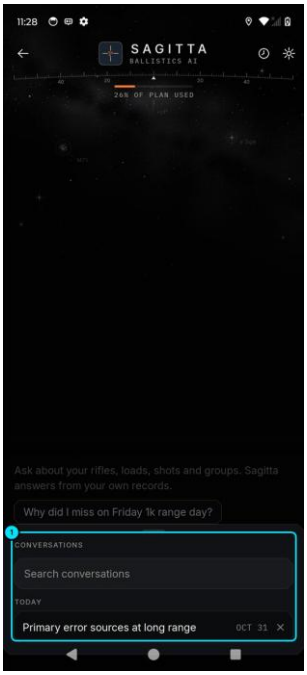


SAGITTA'S ANSWER

1. The answer uses your data. Here it says the wind read is the largest error at 1024 yd (0.4 mil horizontally), with an error budget table, a summary and the settings it used.
2. Once a chat has started, the buttons at the top right open **All conversations** and start a **New chat**.

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YOUR CONVERSATIONS



ALL CONVERSATIONS

1. Your past chats, newest first, with a search box. Tap one to continue it, or the bin to delete it.

Sagitta's plan and the option to delete all conversations are under Settings → Sagitta.

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UNIT CONVERTER

The Unit Converter switches between MIL and MOA and works out range or target size from your reticle. Tap **Converter** on the Home screen, or the **MIL ⇄ MOA** chip at the top of most screens.



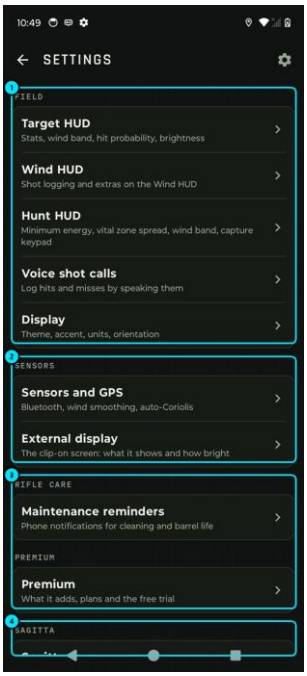
UNIT CONVERTER

1. **Angular conversion** turns mil into MOA and back. Type in either box. Here 2.5 mil is 8.59 MOA.
2. **Range and size** has a switch to solve for **Range** or **Size**.
3. Enter the **target size** (18 in here) and the **reticle reading** (0.5 mil here). Each has a unit toggle.
4. The **result**. An 18 inch target that measures 0.5 mil is 1000 yards away.
5. The formula is shown under the result: yd = in × 27.78 ÷ mil.

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SETTINGS

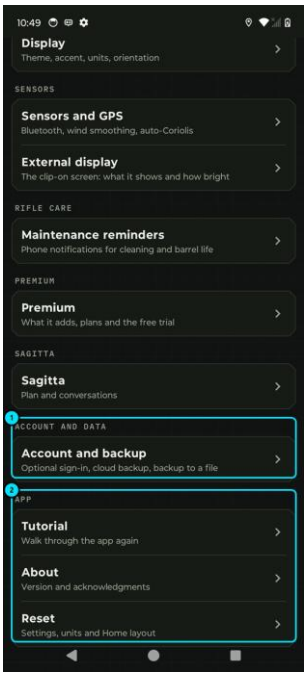
Settings controls how the app looks, what the solution shows, how sensors behave and your account data. Tap the gear icon at the top right of the Home screen.



SETTINGS

1. **Field**: Target HUD, Wind HUD, Hunt HUD, Voice shot calls and Display.
2. **Sensors**: Sensors and GPS, and External display.
3. **Rifle care** (Maintenance reminders) and **Premium**.
4. **Sagitta**: plan and conversations.

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SETTINGS, BOTTOM

1. **Account and data**: Account and backup.
2. **App**: Tutorial, About and Reset.

TARGET HUD

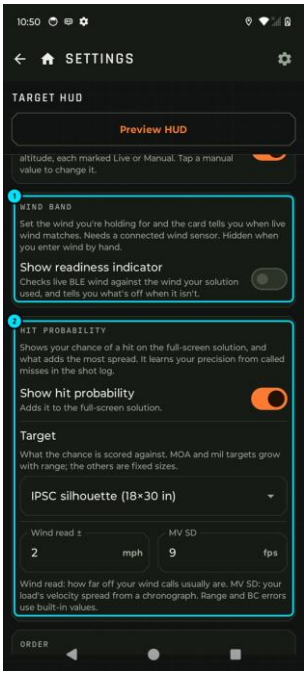
This page (called Target Solution display in earlier versions) chooses what the full-screen Target view shows. Tap **Apply** at the bottom to save your changes, or **Discard** to cancel.

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TARGET HUD: STATS

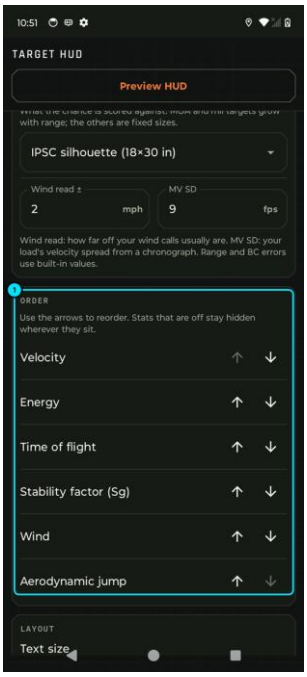
1. **Preview HUD** shows the solution as it will look.
2. The **stats** switches add or remove velocity, energy, time of flight, stability factor (Sg), aerodynamic jump, wind and conditions. Elevation and windage always show.
3. **Wind band** settings start here (next figure).



WIND BAND AND HIT PROBABILITY

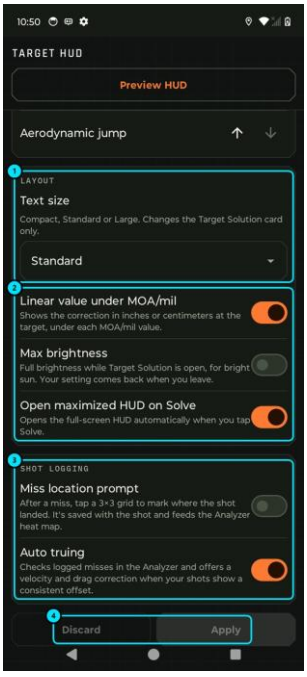
1. **Show readiness indicator**: set the wind you are holding for, and the card tells you when the live wind matches or what is off. It needs a connected wind sensor.
2. **Hit probability**: turn it on, pick the **Target** it is scored against, and set your **Wind read ±** (how far off your wind calls usually are, in mph) and **MV SD** (your load's velocity spread, in fps).

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ORDER

1. The **order** arrows move each stat up or down the card. Stats that are off stay hidden wherever they sit.

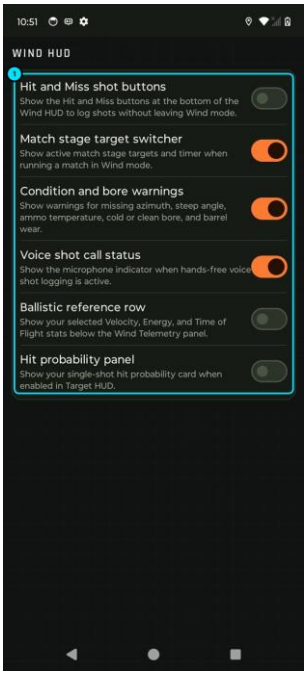


LAYOUT AND SHOT LOGGING

1. **Text size**: Compact, Standard or Large.
2. **Linear value under MOA/mil** shows inches or centimetres at the target. **Max brightness** turns the screen up while the solution is open. **Open maximized HUD on Solve** opens the full-screen view automatically.
3. **Miss location prompt** turns the where-did-it-miss grid on or off after MISS. **Auto truing** offers a velocity and drag correction when your logged misses show a consistent offset.
4. **Discard** or **Apply**.

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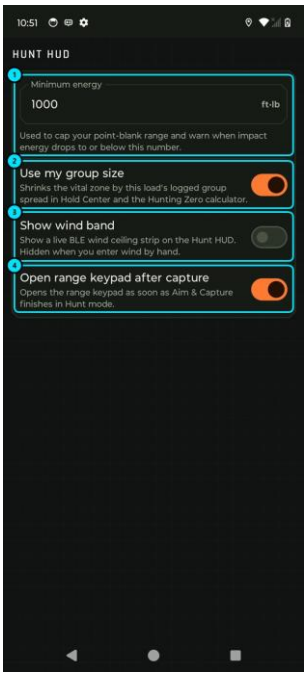
WIND HUD



WIND HUD

1. Switches for what the Wind view adds: **Hit and Miss** shot buttons, the **match stage target switcher**, **condition and bore warnings** (missing azimuth, steep angle, ammo temperature, cold or clean bore, barrel wear), the **voice shot call** status, a **ballistic reference row** (velocity, energy, time of flight) and the **hit probability** panel.

HUNT HUD



HUNT HUD

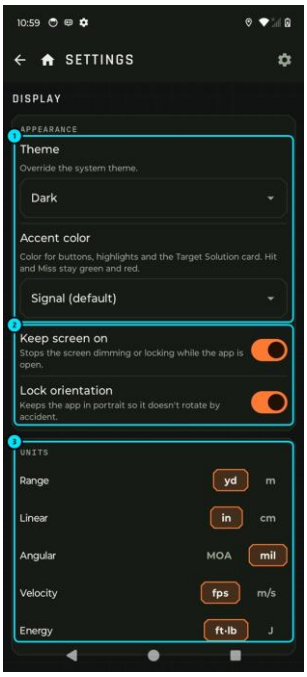
1. **Minimum energy** (1000 ft·lb here) caps your point-blank range and warns when impact energy drops to or below it.
2. **Use my group size** shrinks the vital zone by this load's logged group spread, in Hold Center and the Hunting Zero calculator.
3. **Show wind band** adds a live wind strip to the Hunt view.
4. **Open range keypad after capture** opens the number pad as soon as Aim & Capture finishes, so you can type the range.

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VOICE SHOT CALLS

See Logging shots → Logging by voice.

DISPLAY

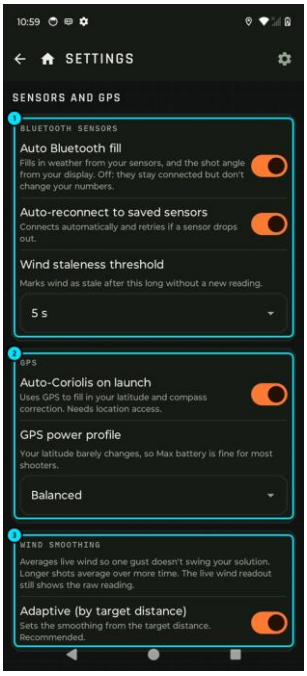


DISPLAY SETTINGS

1. **Theme** and **Accent color** (Signal orange is the default; Blue, Amber, Crimson, Violet and Slate are also offered). Hit and Miss stay green and red.
2. **Keep screen on** and **Lock orientation**.
3. **Units** for range (yd or m), linear (in or cm), angular (MOA or mil), velocity (fps or m/s) and energy (ft·lb or J).

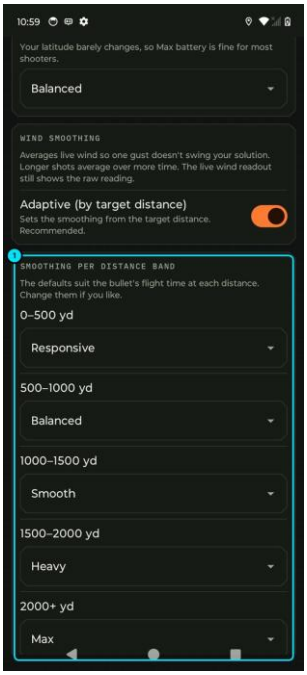
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SENSORS AND GPS



SENSORS AND GPS

1. **Bluetooth sensors**: **Auto Bluetooth fill** fills weather from your sensors and the shot angle from your display (off: they stay connected but don't change your numbers). **Auto-reconnect to saved sensors** connects automatically and retries if a sensor drops out. **Wind staleness threshold** (5 s) is how long without a new reading before wind is marked stale.
2. **GPS**: **Auto-Coriolis on launch** fills in your latitude and compass correction. **GPS power profile** trades accuracy for battery.
3. **Wind smoothing** averages gusty readings. **Adaptive** sets the smoothing from the target distance and is recommended.



SMOOTHING PER DISTANCE BAND

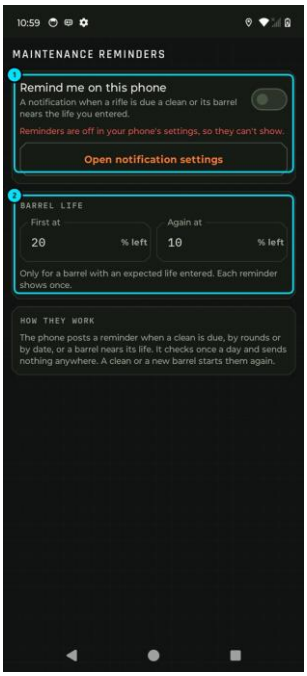
1. Smoothing per distance band: 0–500 yd Responsive, 500–1000 Balanced, 1000–1500 Smooth, 1500–2000 Heavy, 2000+ Max. Longer flight times are affected by the average wind, so more smoothing helps there.

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EXTERNAL DISPLAY

This is the same page as the Display tile. See External Display (HUD).

MAINTENANCE REMINDERS



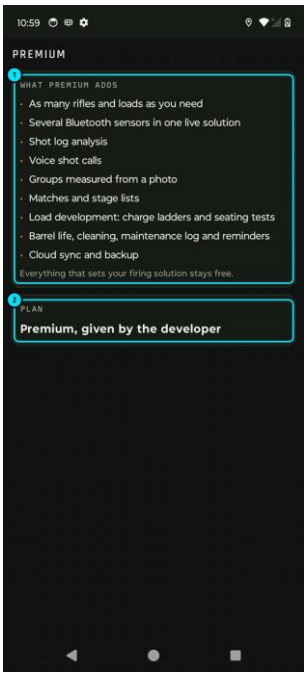
MAINTENANCE REMINDERS

1. **Remind me on this phone** turns reminders on. If notifications are off in your phone's settings, a button takes you there.
2. **Barrel life** warnings: first at 20% left, again at 10% left. Only for a barrel with an expected life entered.

PREMIUM

Everything that sets your firing solution is free. Premium adds the tools around it.

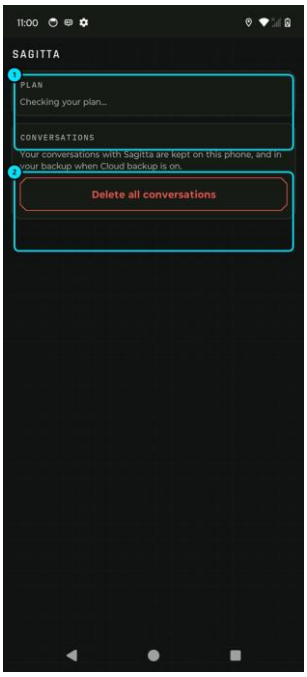
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PREMIUM

1. **What Premium adds**: as many rifles and loads as you need, several Bluetooth sensors in one live solution, shot log analysis, voice shot calls, groups measured from a photo, matches and stage lists, load development, barrel life and maintenance with reminders, and cloud sync and backup.
2. Your **plan**, and the free trial when one is offered.

SAGITTA



SAGITTA SETTINGS

1. Your **plan** (Pro here) and **Restore purchases**.
2. **Delete all conversations** clears your chat history. Conversations are kept on the phone, and in your backup when Cloud backup is on.

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ACCOUNT AND BACKUP

Signing in is optional and is covered in the separate account guide. The name and email are blurred in this screenshot.



ACCOUNT AND BACKUP

1. **Signed in** shows your account, with **Sign out**.
2. **Open cloud backup** opens Cloud Backup.
3. **Back up to a file** saves your rifles, loads, shot log and settings to one file. **Restore** loads one back after a reinstall or on a new phone.
4. **Delete account** removes the account, its backup and your Sagitta conversations. Data on this phone stays.

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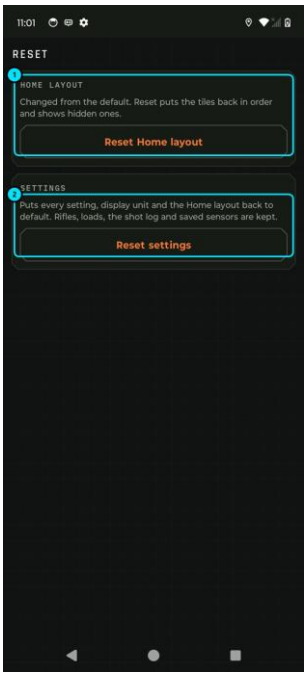
ABOUT



ABOUT

1. The version (Bullseye Ballistics v1.2.0) and the developer (Core Bridge, LLC). Below are the privacy policy, terms and acknowledgments.

RESET



RESET

1. **Reset Home layout** puts the Home tiles back in order and shows hidden ones.
2. **Reset settings** puts every setting, unit and the Home layout back to default. Rifles, loads, the shot log and saved sensors are kept.

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CLOUD BACKUP AND YOUR DATA

Cloud Backup keeps a copy of your rifles, loads, logs and settings in your account, so you can restore them on a new phone. You need to be signed in. Cloud sync and backup is a Premium feature. Tap **Cloud Backup** on the Home screen.



CLOUD BACKUP

1. The **status** shows whether backup is on and when it last ran. If your cloud copy may be newer than the phone, it says so.
2. **Back up to the cloud** turns automatic backup on. It covers rifles, shot log, groups, matches, load development, barrel care and Sagitta conversations. Shots include their latitude and firing direction.
3. **What is not backed up**: target photos and sensor pairings stay on this phone. Measurements from a photo are backed up; the photo is not.

To keep your own copy, use **Back up to a file** under Settings → Account and backup.

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TUTORIAL

The Tutorial is a ten-page tour of the app for new users. Tap **Tutorial** on the Home screen, or open it from Settings.



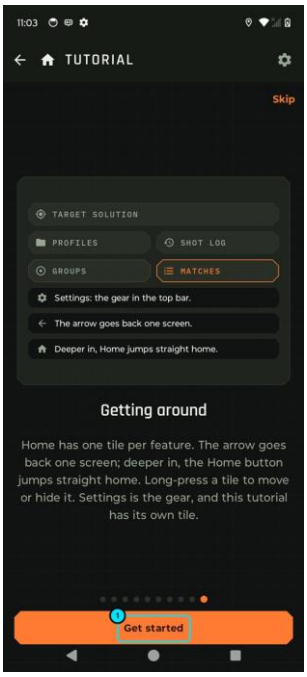
TUTORIAL, FIRST PAGE

1. **Skip** leaves the tutorial at any time.
2. **Next** moves to the next page.

The pages cover:

- Welcome to Bullseye Ballistics
- Add your rifle and loads
- Solve for a target
- Connect sensors (optional)
- Calibrate your Calypso
- Your log trues the solver
- Measure your groups
- Matches
- Handy tools
- Getting around

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TUTORIAL, LAST PAGE

1. The last page has **Get started**.

GLOSSARY

TERM	MEANING
MIL (milliradian)	An angle used for scope adjustments. 1 mil is 3.6 inches at 100 yards, or 36.9 inches at 1024 yards.
MOA (minute of angle)	An angle used for scope adjustments. 1 MOA is about 1.047 inches at 100 yards. 1 mil is about 3.44 MOA.
BC (ballistic coefficient)	How well a bullet keeps its speed against air resistance. Higher is better.
G1 / G7	Standard drag models that a BC is measured against. G7 suits modern long, boat-tail bullets.
MV (muzzle velocity)	How fast the bullet leaves the barrel, in feet per second.
SD / ES	Standard deviation and extreme spread of velocity. Lower means more consistent ammunition.
Cold bore	The first shot from a cold, often clean, barrel. It can fly slightly differently.
DA (density altitude)	One number that sums up how thin the air is from temperature, pressure and humidity. Thinner air means less drop.
QNH	Pressure corrected to sea level, as given by weather reports. Station pressure is the actual pressure where you stand.
Coriolis	A small deflection caused by the earth's rotation. It matters past about 1000 yards.
Full-value wind	Wind blowing straight across the bullet's path, from 3 or 9 o'clock.
Gun number	The full-value wind speed that moves your bullet 0.1 mil per 100 yards.
Hunt view	The Target Solution view for hunting: hold center inside your point-blank range, with impact energy and direction of fire.
DOF (direction of fire)	The compass direction you are shooting, used for Coriolis.
Max point-blank range (MPB)	The span of distances over which a center hold keeps the bullet inside the vital zone, with no dialing or holdover.
Vital zone	The diameter of an animal's heart-lung area used for hunting calculations, such as 8 in for deer or 10 in for elk.
Sg (stability factor)	How well the barrel's twist spins the bullet. 1.5 or more is fully stable.
Twist rate	How far the bullet travels in the barrel for one turn, such as 1:8 (one turn in 8 inches).

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TERM	MEANING
CBTO / COAL	Cartridge base to ogive / cartridge overall length. Two ways to measure seating depth.
Truing	Adjusting the solver so its predictions match real impacts.
String	A group of logged shots, such as one range session.
Rung	One step of a load-development ladder, such as one powder charge.

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