

JUDGING DISTANCE

NOTE: There are many Ipad APPS, website APPS, and excel sheet calculators for judging distance and bullet aim. BUT they require lots of information (target size, scope reticle Mil Dot, estimated distance, etc.), and are very slow to use. By the time you have finished calculating your distance and aim, the target is gone.

With this technique, judging distance is very easy and very quick.

1. Move range card to your current sniping location.
2. Just quickly look for distance needed.
3. Shoot target. **(NOTE: Soldier runs about 7meters per second (7mps) in Squad Sprint mode. (So approximately 3.5 sec = 25 meters / 7 sec = 50 meters / 14 sec = 100m)**

TIPS to help

- a. Pre-look at landmarks (roads, trees, rocks, buildings, objects, intersections, etc.) for distances on range card. Memorizes these distances, this will quicken the process, so you do not have to look at the range card during the game.
- b. Elevation does NOT affect distance range. In other words;
 - i. You can be at the base (ground) of a high tower, flag range 300m, aim with 300m tic mark on scope to hit target at flag.
 - ii. You can be on the same high tower (on top), flag range still 300m from tower (even though range to flag shows 585m), STILL aim with 300m tic on scope to hit target at flag.

