

# **VIRTUAL RANGE TARGETING™**

The Long Distance Training Solution target has two options for the grid in either MilRadian (MRAD or MIL) or Minute Of Angle (MOA). Each "cell" in the grid is measured at 0.1 MIL or 0.36 inches square for MIL and 0.25 inches square for MOA. Each RED line represents a full MIL (or full MOA), colored red for easier readability when counting MILS and MOA. Additionally, black hash marks are placed at the 0.5 MIL locations on the MIL grid (only), again, for quicker acquisition of elevation and/or windage adjustments.



## **Description**

ELEVATION Lane 3 is comprised of a series of sized bullseyes stacked vertically on the page. They are labelled R0 through R6. Additionally, each gray background square represents a 10" plate at the certain yardages, which we will determine later.

ELEVATION Lane 3 is focused on dialing your scope's elevation turret to hit a target at varying distances.

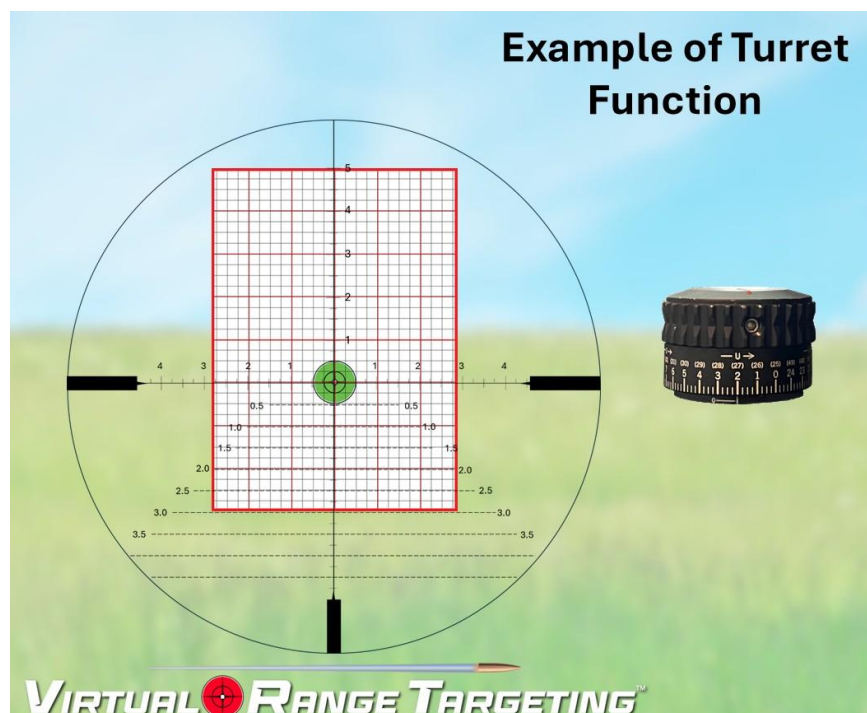
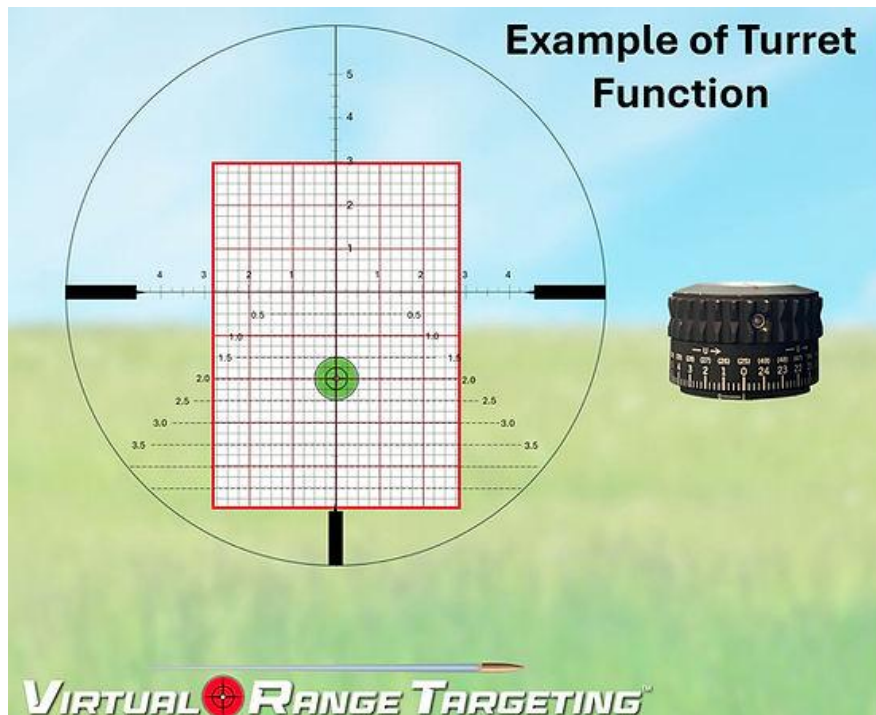
This lane is different from the ZERO & PRACTICE Lane 1, in that you will be AIMing at R0 (POINT OF AIM), dialing to certain values on your scope's elevation turret, and IMPACTing (POINT OF IMPACT) various targets R1 through R6. In the TARGET SCALING Lane 2 we designate a distance to each of the bullseyes to represent the target size. In ELEVATION Lane 3, all of the bullseyes and the surrounding gray boxes are sized as a 10" plate would be seen at each yardage, to be determined later.

Here is a brief explanation of this system:

You choose a bullseye you would like to impact, for instance, R5. You refer to the included MATCHING DOPE card (more on that later), to get the firing solution for R5. (Hint: Dial ELEVATION turret to 6.0 MIL or 21 MOA, depending on your scope turrets). You dial that solution into your rifle scope using the turret(s), then you AIM at a designated bullseye (R0) and fire. If your scope values are correctly dialed, the point of IMPACT will be R5, even though your scope reticle was placed over the R0 bullseye when you fired.

Fundamentally, as you dial UP on your turret and aim at the POA bullseye, the barrel, unbeknownst to your visual perception, will elevate, allowing the bullet to travel farther and higher. This effect on a 100-yard range target means it will IMPACT higher on the page (R5) compared to the Point of AIM bullseye (R0).

The following illustrates what is occurring with the reticle as the turrets are moved. In this image, the shooter is aiming at the target 2 MOA above the bullseye which is known as a hold-over. With the gun and scope not moving, the shooter dials up 1 click at a time which moves the reticle down  $\frac{1}{4}$  MOA on the target. Again, the gun is remaining in the initial position. You can see that the scope cross hairs move down a total of 8 clicks at  $\frac{1}{4}$  MOA per click until they arrive at the center of the bullseye.



The simulated distance of bullseyes R1 through R6 with their associated MIL or MOA target grid location on this target has been calculated and recorded in the form of a [MATCHING DOPE](#) card. As you progress and begin developing your own data based on your rifle, ammo, velocity, etc., you will record your own [DOPE](#).