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 place at the 0.5 MIL locations on the MIL grid (only), again, for quicker acquisition of elevation and/or windage adjustments.

ELEVATION & WINDAGE

Description

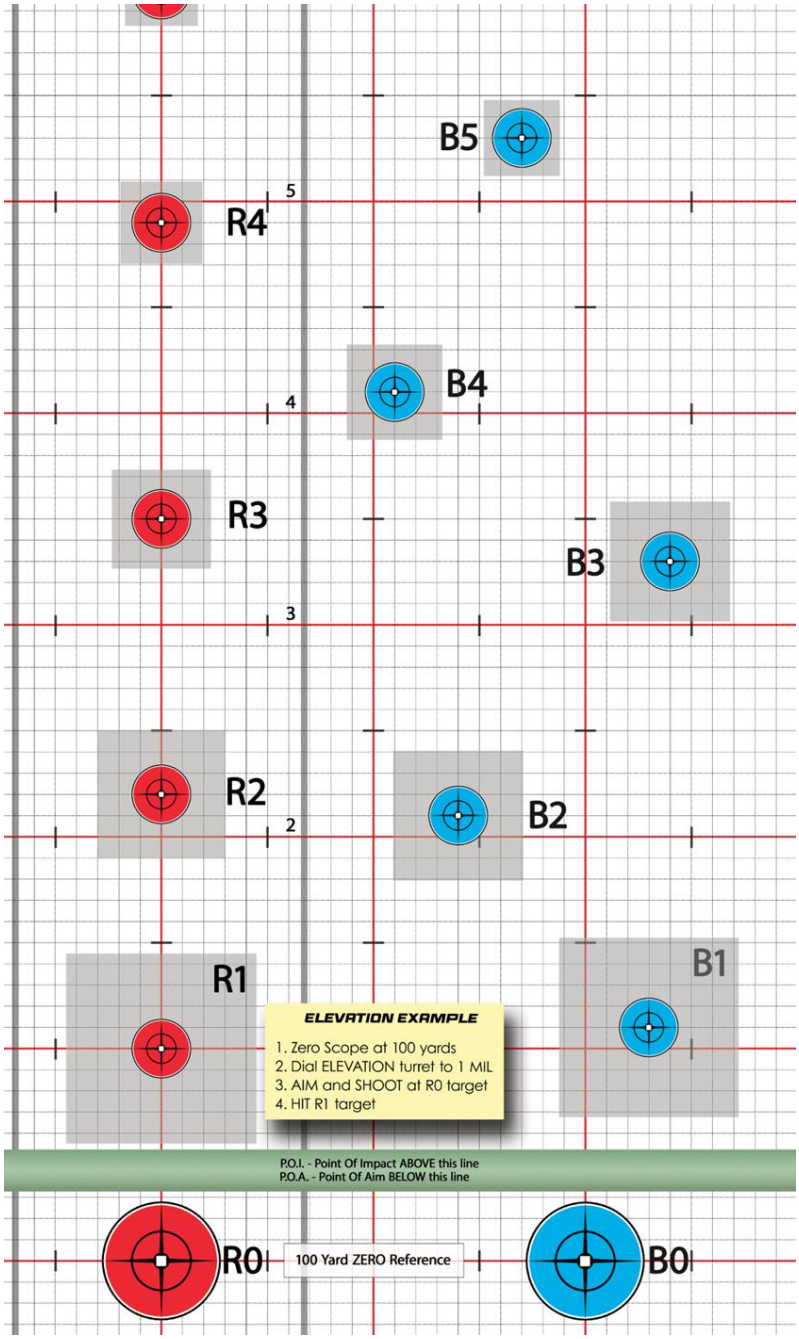
ELEVATION & WINDAGE Lane 4 is comprised of a series of same sized bullseyes staggered on the page, labelled as B0 through B6. Additionally, each gray background square represents a 10" plate at the certain yardages, which we will determine later by the DOPE card you learned about in ELEVATION Lane 3.

ELEVATION & WINDAGE Lane 4 can be thought of as a continuation of ELEVATION Lane 3 when it comes to dialing your scope’s elevation turret, with the added complexity of windage adjustments to hit a simulated target.

As in ELEVATION Lane 3, you will be AIMing (POINT Of AIM) at B0, dialing to certain values on your scope’s elevation and WINDAGE turrets, and IMPACTing (POINT OF IMPACT) various targets B1 through B6. Depending on the (Point Of Impact) target you wish to hit, refer to the DOPE card, find the target and dial the Elevation and Windage values on your scope.

Consider the example of B4, using the MIL target and DOPE. As mentioned in the Zero and Practice Lane 1 guide, if you start on the 100 Yard Zero Reference line, or the center of the B0 target, and count RED lines up to B4, you will count to 4. Then count the subtension (gray) lines until you get to the center of B4. That gives you an elevation value of 4.1 MIL. However, you are also off axis to the left of B0. This is where your WINDAGE value comes into play.

Once again, refer to B0 and find the VERTICAL RED line, indicating 0 windage. Follow that up to B4’s Elevation value (4.1 MIL) and start counting gray subtensions. You will end up with a value of 0.9 MIL. On your scope’s Windage turret, you would dial in 0.9 MIL LEFT, and an Elevation value of 4.1 MIL. Once you have made those adjustments, fire at B0 and you will hit B4.



If you look at the MIL DOPE card below, you will see those same values for B4.

VIRTUAL RANGE™

MIL D.O.P.E. for VIRTUAL RANGE TARGETING ™

SAMPLE DATE - You will develop your own data (D.O.P.E.) based on RIFLE & AMMO.

All yardages are based on the following ballistic data:

6.5 Creedmoor BC=G7 .264 / G1 .535 2800 FPS

LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
P0	100	0.0		0.0	
P1	311	1.0		0.0	
P2	438	2.0		0.0	
P3	548	3.0		0.0	
P4	646	4.0		0.0	
P5	733	5.0		0.0	
P6	813	6.0		0.0	
P7	887	7.0		0.0	

LANE	YARDS	10" TARGET in MIL	YARDS to Target = SIZE (10) X 27.77 / TARGET in MIL See YELLOW EXAMPLE
S1	200	1.40	This section represents a 10" x 10" steel plate as seen at the different yardages shown for each target. S3 EXAMPLE: A 10" target at 400 yards will measure .7 MIL in your reticle.
S2	300	0.95	
S3	400	0.70	
S4	500	0.55	
S5	600	0.45	
S6	700	0.40	
S7	800	0.35	
S8	900	0.31	
S9	1000	0.28	

LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
R0	100	0.0		0.0	
R1	311	1.0		0.0	
R2	461	2.2		0.0	
R3	598	3.5		0.0	
R4	725	4.9		0.0	
R5	813	6.0		0.0	
R6	895	7.1		0.0	

LANE	YARDS	MIL DROP	ACTUAL	MIL WIND	ACTUAL
B0	100	0.0		0.0	
B1	320	1.1		.4 R	
B2	445	2.1		.6 L	
B3	575	3.3		.6 R	
B4	650	4.1		.9 L	
B5	760	5.3		.3 L	
B6	855	6.6		.6 R	
B7	885	7.0		.9 L	

SCOPE ADJUSTMENTS	Dial Elevation turret to MIL DROP Dial Windage turret to MIL WIND Aim at Point Of Aim **(P.O.A.)** bull, hit Point Of Impact **(P.O.I.)** TARGET

Looking now at B3, you will dial 5.3 MIL UP on the elevation turret, and 0.3 MIL LEFT on the windage turret. It's as simple as that.