

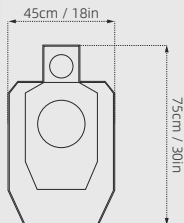
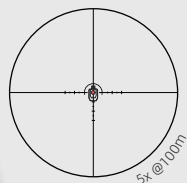
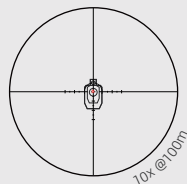
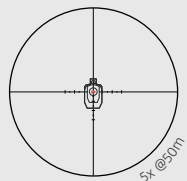
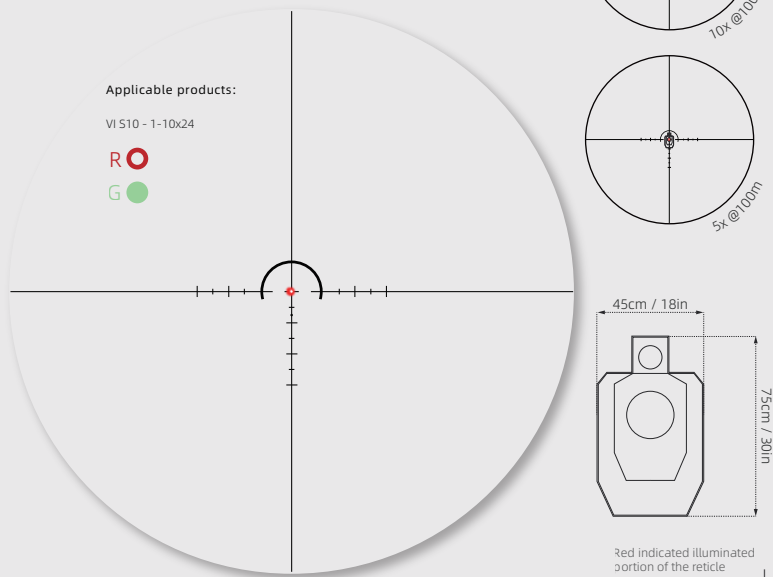
VS10-2 MOA SFP RETICLE

The VS10-2 MOA reticle provides the dual range calibration function at 5x magnification and 10x magnification.

When aiming at a USPSA target at 100 meters using 5x magnification, with the center point aimed at the center of the target's A-zone, the 4.5 MOA internal reference line aligns perfectly with the A-zone, while the dot at 7.5 MOA aligns with the bottom of the C-zone.

When aiming at a USPSA target at 50 meters using 5x magnification or at 100 meters using 10x magnification, with the center point aimed at the center of the target's A-zone, the semicircle will pass through the center of the target's head A-zone and align with the target's shoulders.

For VS10-2 MOA reticle, the subtension is valid at 10x.

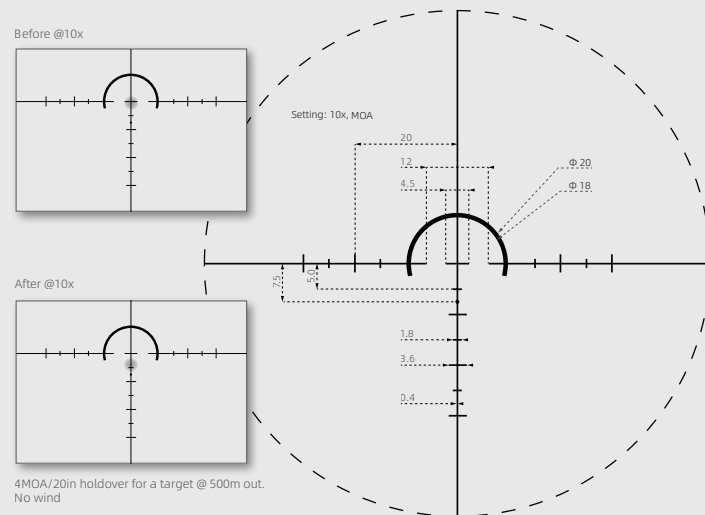


Red indicated illuminated portion of the reticle

COMPENSATION BULLET DROP

Holdover refers to the technique of adjusting the aim of a firearm to compensate for the effect of gravity on the bullet's trajectory. Bullet drop is the decrease in bullet height as it travels through the air. The shooter can use the MOA markings on the reticle to calculate the bullet drop. The MOA markings on the vertical axis represent the distance in MOA between each hash mark. The horizontal axis represents the windage adjustment.

For example, under no wind condition, after zeroing your scope at 100yards, if you know your target is at 500yards and your ammo has a 20 inch bullet drop at that distance, you will need to use 4MOA holdover point. Here is how you get the 4MOA: since 1MOA equals 1 inch at 100yards, 5 inch at 500 yards, and then 20 inch equals 4 x 5 inch at 500, you need to hold the 4 MOA drop point to compensate for the 20 inch bullet drop, thus bring the aim point to line up with the bullet's point of impact.



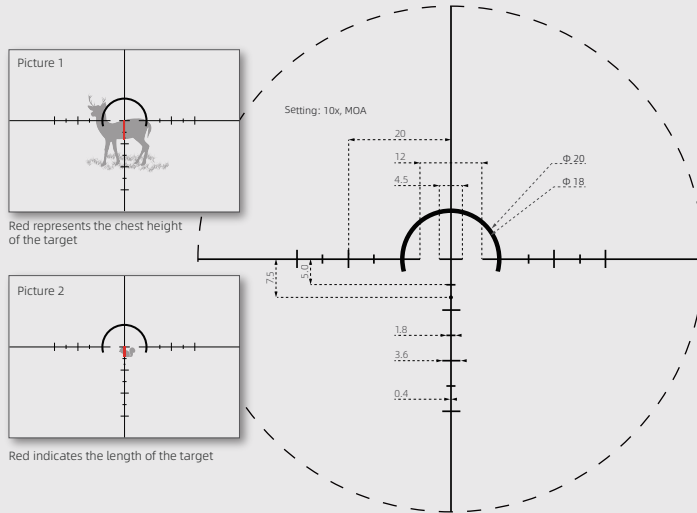
When it comes to wind correction in shooting, there are three key factors to keep in mind: the flying time of the bullet, the velocity and direction of the wind, and the ballistics coefficient (BC) of the bullet. By taking into account these three factors, a shooter can make the necessary adjustments to account for wind drift and achieve accurate shots even in challenging conditions.

HOW TO MEASURE TARGET HEIGHT & LENGTH

The VS10-2 MOA reticle can also help the shooter estimate the range to a target. If the shooter knows the target object's size at shooting distance, then he can compare it to either the vertical or horizontal hash mark spacing and roughly estimate the range.

The formula for range calculation is as follows:

Range (yards) = Target Height or Width (inches) * 100 / Target Height or Width measured on reticle (MOA)



If a shooter is looking at an goat, its back to bottom height is 30 inches, and it spans about 8MOAs on the vertical line. Using the formula above, the range to the goat is calculated as follows:

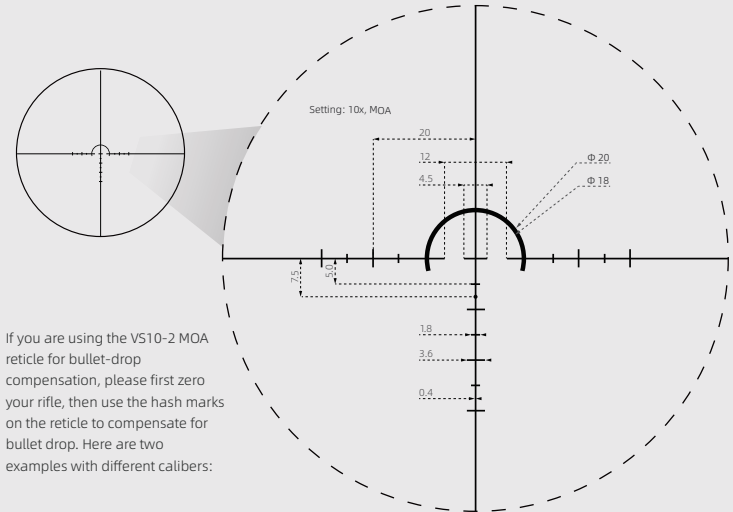
$$\text{Range} = 30 \text{ (inches)} * 100 / 8 \text{ MOA} = 375 \text{ (yards)}$$

At 100 yards, 1 MOA is approximately 1.047 inches, at 200 yards, 1 MOA is approximately 2.094 inches, and so on. If the shooter aims a squirrel at the distance of 200 yards and the squirrel spans 4 MOAs

The height of the target should be:

$$\text{Height} = 4 \text{ MOA} * 2.094 \text{ (inches)} = 8.4 \text{ (inches)}$$

USING FOR BULLET DROP COMPENSATION



If you are using the VS10-2 MOA reticle for bullet-drop compensation, please first zero your rifle, then use the hash marks on the reticle to compensate for bullet drop. Here are two examples with different calibers:

.223, 5.56 ZERO @200yds

A point: 300yds | 4.5" drop
B point: 400yds | 18" drop
C point: 500yds | 37.5" drop

.308, 7.62 ZERO @100yds

A point: 200yds | 1.5 MOA
B point: 300yds | 4.5 MOA
C point: 400yds | 7.5 MOA

