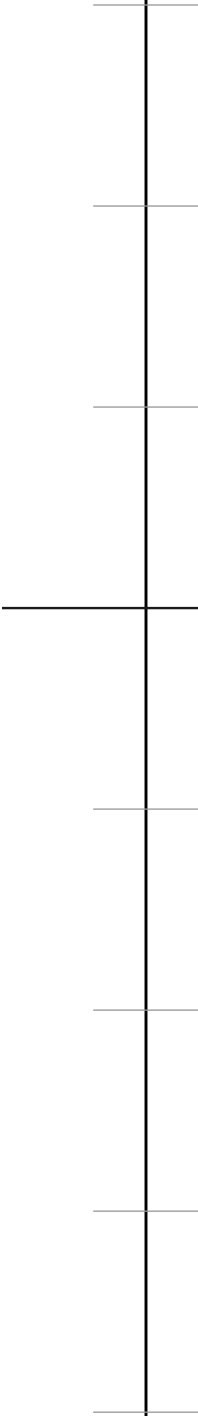
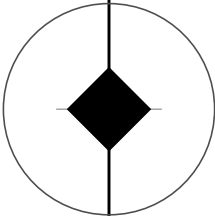


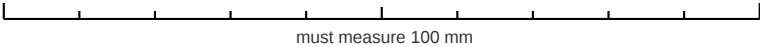
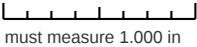
overlap line — page 2 tapes here, matching the triangles

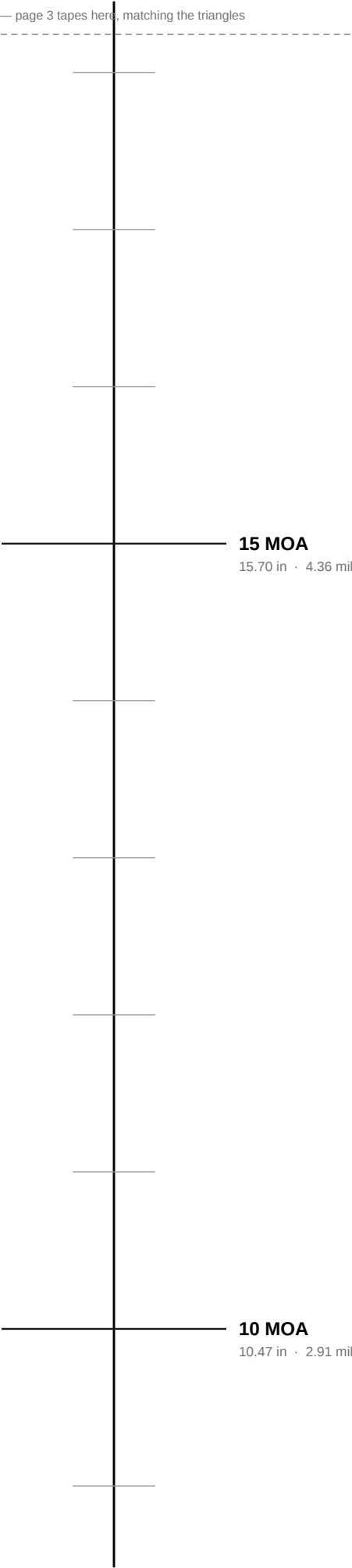


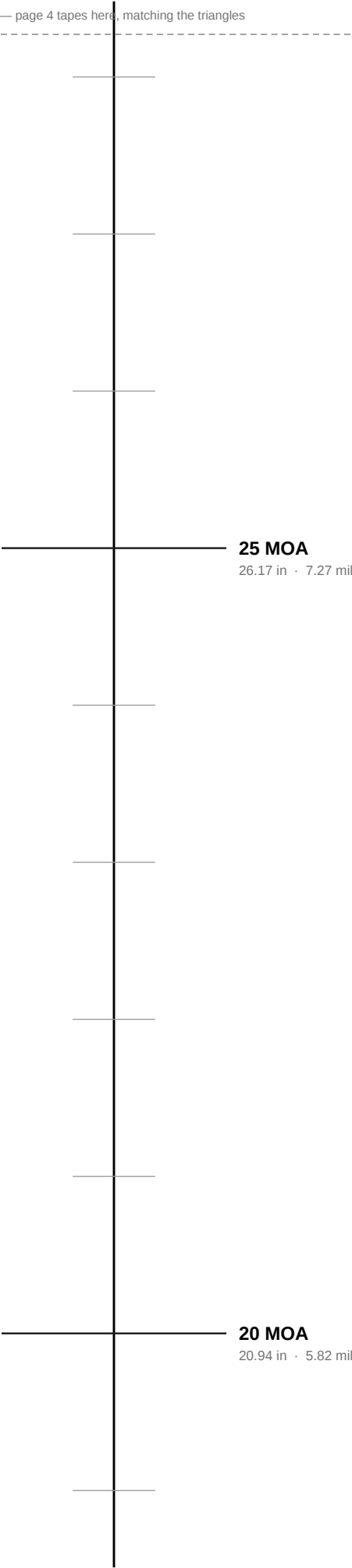
5 MOA
5.23 in · 1.45 mil

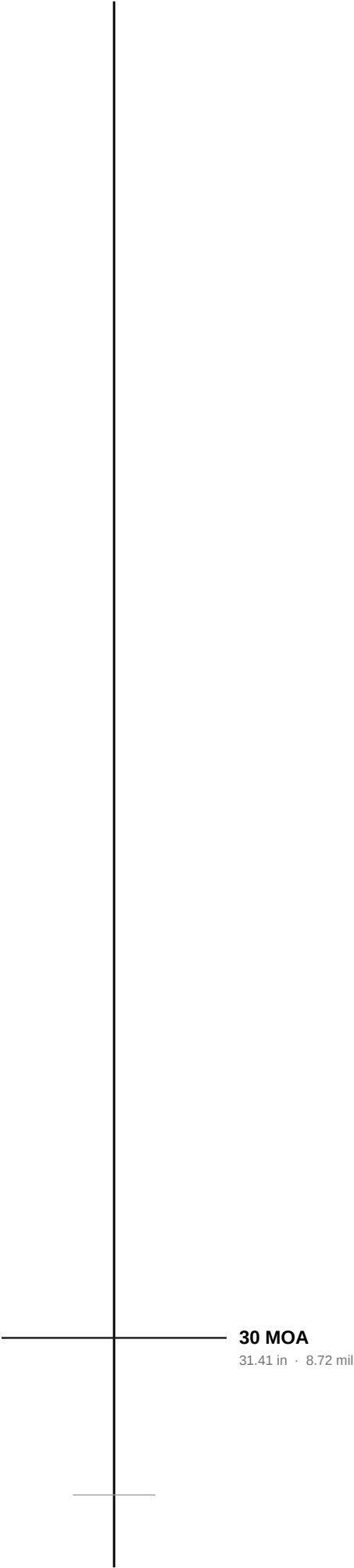


AIM POINT — confirm zero here first









TALL TARGET TEST — PROCEDURE & WORKSHEET

Measures how accurately your scope actually tracks, and converts it into a correction factor for your solver.

PRINT AT 100% / ACTUAL SIZE — turn OFF "Fit to Page" and "Shrink oversized pages"

1. Tape the pages together, matching the triangles. Hang so the vertical line is TRUE PLUMB — confirm with a plumb bob or level. Do not trust the target frame.
2. LASER THE ACTUAL RANGE. The maths depends on real distance, not an assumed 100 yd.
3. Confirm zero on the aim point at the bottom.
4. Dial UP at least 30 MOA — but stay away from the ends of the turret's travel.
5. Fire a group, aiming at the SAME aim point. Measure centre-to-centre with a tape.
6. Fill in the worksheet below and enter the correction factor in your solver.

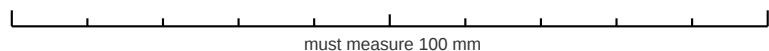
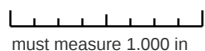
WORKSHEET

A	Measured range (yd)	_____
B	Elevation dialled (MOA)	_____
C	Constant (yd -> MOA)	0.01047
D	EXPECTED shift = $A \times B \times C$ (in)	_____
E	ACTUAL measured shift (in)	_____
F	CORRECTION FACTOR = $D \div E$	_____

To dial a true value, multiply by F. Example: $F = 1.075$ -> to get 30 MOA you dial 32.25.

A 4% tracking error dialled to 10 mils at 1000 yd puts you roughly 14 in low. A 2% error hides inside group dispersion and will never be found without this test. Do this BEFORE truing a ballistic solution — otherwise you bake a scope defect into a physics variable, and it reappears at every other distance.

Constants (all return INCHES): yd/MOA 0.01047 · yd/MIL 0.03599 · m/MOA 0.01145 · m/MIL 0.03936



If the group walks sideways as you dial up, that is reticle cant or a non-plumb target — not a tracking fault.