



RETICLE MANUAL

HSR-5i

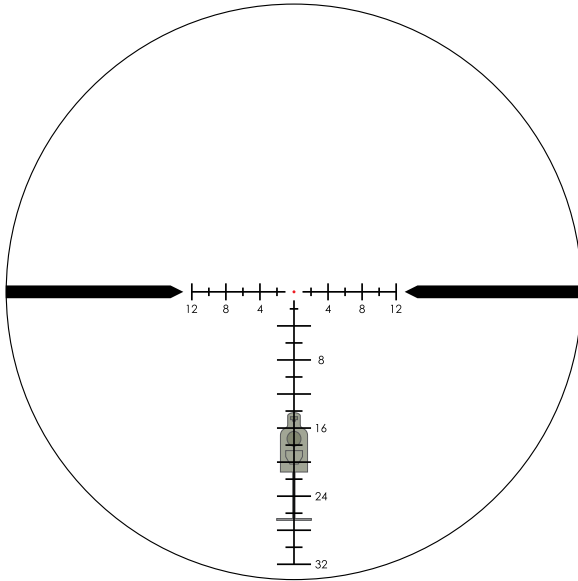
MOA RETICLE

RAZOR® HD LHT™

Elevation Holdovers

Correcting for bullet drop is easy with the HSR-5i reticle's 2 MOA hashmarks. The shooter uses the drop of the bullet in MOA and holds on the corresponding hashmark.

Example



17.5 MOA correction for 625 yd. shot. No wind.

Note: You can also use the reticle like a ruler when sighting-in and while making on-the-fly corrections in the field. Measure the difference between the bullet's point of impact and your point of aim, and either hold on that respective hashmark, or dial in the correction on the turret, using the value of the corresponding hashmark.

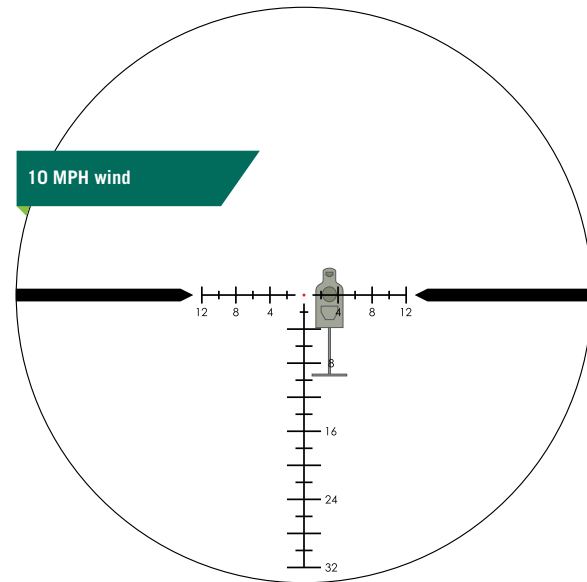
Windage and Moving Targets

The HSR-5i reticle is effective when used for wind and moving target leads. Using the reticle for effective windage and moving target leads will require thorough knowledge of your weapon system's ballistics performance under varying conditions and experience in reading wind and target speed. As a bullet drops, it is important for the shooter to learn a particular weapon's windage/moving target lead corrections in MOA rather than inches. Always hold the reticle into the wind.

Basic Windage Correction Holdovers

When dialing elevation, use the horizontal stadia for windage or moving target lead corrections.

Example

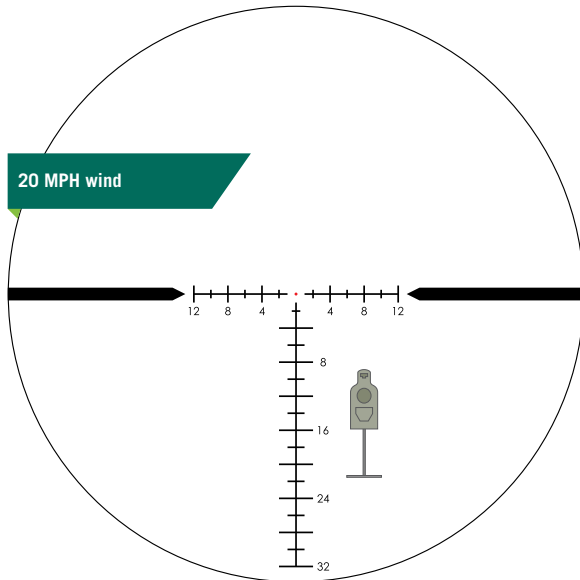


3 MOA windage correction for a 10 mph crosswind.

Basic Windage and Elevation Correction Holdovers

When using the reticle for elevation correction rather than dialing, the MOA hashmarks on the horizontal stadia line can still be used to help visually reference windage corrections. Remember to hold the reticle into the wind.

Example



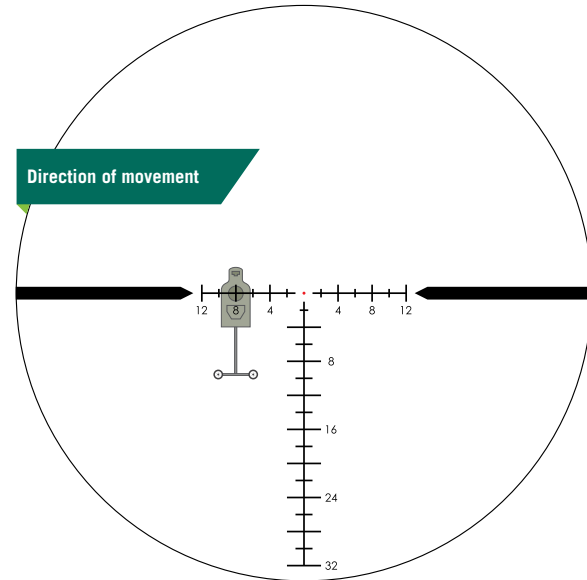
12 MOA holdover for elevation and 8 MOA windage correction for a 20 mph crosswind.

Basic Moving Target Lead Correction

When estimating moving target leads, use the MOA marks on the horizontal stadia. Estimating moving target leads will require knowing distance, wind speed, moving target speed, and total bullet flight time (including rifle lock time). Bullet flight times can be calculated based on velocity in feet per second (fps). This is typically done using a ballistic calculator.

Note: Correctly estimating moving target leads is difficult and requires practice and knowledge beyond the scope of this manual.

Example



8 MOA correction for a target moving 3 mph at 800 yds. No wind.

RANGING

MOA measurements are effective for ranging using a simple formula. To use this formula, the shooter needs to know the size of the target or nearby object in inches, cm, or meters.

MOA Ranging Formulas

$$\frac{\text{Target Size (inches)}}{\text{Measured MOA}} \times 95.5 = \text{Range (yds.)}$$

$$\frac{\text{Target Size (inches)}}{\text{Measured MOA}} \times 87.3 = \text{Range (m)}$$

$$\frac{\text{Target Size (m)}}{\text{Measured MOA}} \times 3438 = \text{Range (m)}$$

$$\frac{\text{Target Size (cm)}}{\text{Measured MOA}} \times 34.38 = \text{Range (m)}$$

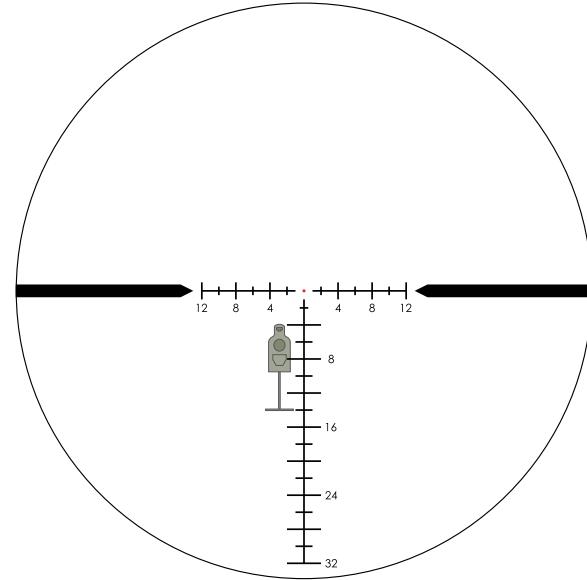
For the most accurate solution, use the longest dimension. If the object is taller than it is wide, it is best to use the object's height in the formula.

Using either the vertical or horizontal MOA scale, place the reticle on a target of known dimensions and read the number of MOA spanned. You will obtain the best results if measured to the nearest 1/4 MOA.

Accurate measuring will depend on a very steady hold. The rifle should be firmly braced using a rest, or bipod, when measuring. Once you have an accurate MOA reading, use the formula to calculate the distance.

Note: In the MOA ranging formula, you can substitute 100 for 95.5 for easier math. Be aware this will produce a five percent over-estimate error of the yardage distance obtained.

Ranging Example



Ranging a 6' target (72") at 10 MOA yields 688 yds.

$$\frac{72''}{10 \text{ MOA}} \times 95.5 = 688 \text{ yds.}$$



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