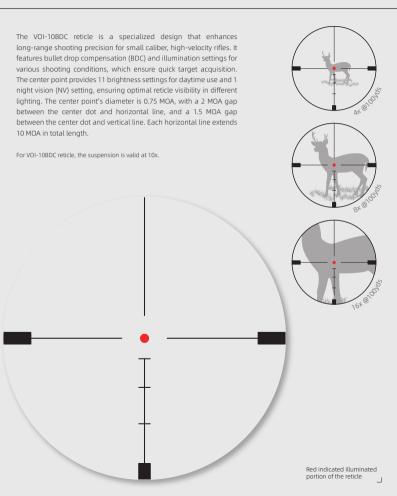
VOI-10BDC MOA SFP RETICLE

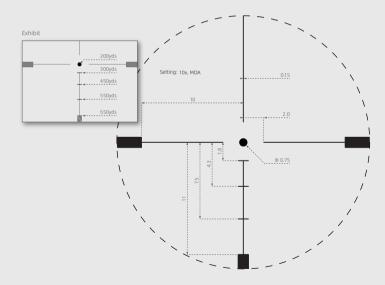


COMPENSATION BULLET DROP

The VOI-10BDC reticle is designed for bullet drop compensation, shooters can estimate bullet holdover at long distances. The hash marks below the reticle center can offer bullet-drop reference for all distances.

The VOI-10BDC reticle is designed to follow the trajectory of a .223/556 rifle bullet, with the gap increasing each time to better match fixed distances.

There are various firearms that the VOI-10BDC reticle can be used with, like high powered rifles, rimfire rifles, black powder rifles, slug shotguns and so on. The hash marks of this reticle can also be used as reference for bullet drift compensation in windy days or to estimate range.

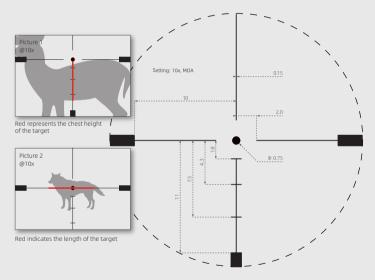


HOW TO MEASURE TARGET HEIGHT & LENGTH

The VOI-10BDC 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 estimation is as follows:

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



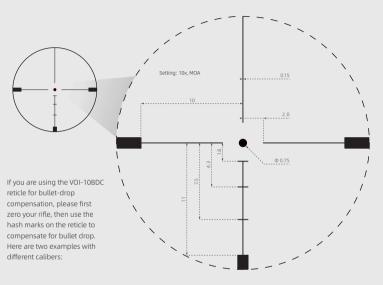
Reticle at 10x, If a shooter is looking at a deer, its chest height is 18 inches, and it spans about 9MOAs on the vertical line. Using the formula above, the range to the elk is calculated as follows:

Range = 18 (inches) * 100 / 9 MOA = 200 (yards)

Reticle at 10x, If a shooter is looking at a 60 inches long wolf, and it spans about 10MOAs on the horizontal line. Using the formula above, the range to the coyote is calculated as follows:

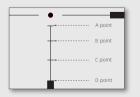
Range = 60 (inches) * 100 / 10 MOA = 600 (yards)

USING FOR BULLET DROP COMPENSATION



.223, 5.56 ZERO @200yds

A point: 300yds | 4.5" drop B point: 400yds | 18" drop C point: 500yds | 37.5" drop D point: 600yds | 66" drop



.308, 7.62 ZERO @100yds

A point: 200yds | 1.5 MOA B point: 300yds | 4.5 MOA C point: 400yds | 7.5 MOA D point: 500yds | 11 MOA

