## The Practical Guide To Long Range Shooting

The art of a clean kill

## **Table of Contents:**

Introduction

Phase 1 - Range work

Bullshit

A two phase approach

The fundamentals

The magic minute

Sub MOA

Contradictions

Afraid of paper

The set up

The boonie hat

Rifle and ammunition

Firearms handling

Bipods off

Mechanical aids

Range shooting technique

Natural shooting form

Body position

The sling

Forend control

Trigger control

Recoil pad position

Cheek weld and sight picture

Vertical scope cant

Master eye

Non master eye closed or open

Breathing

Follow through and after the shot

Handicapped shooters

Fliers and double groups

Further notes for new and inexperienced shooters

Checklist

Test shoot

A budget plastic stocked rifle

Understanding your rifle scope

MOA versus mils

Scope reticle and turret combinations

Mil turrets and mil reticles

MOA turrets with mil dot ret

MOA turrets with mil dot reticles

MOA turrets with MOA reticles

FFP versus SFP

Further thoughts on optics for long range hunting

Optics calibration testing for long range shooting

MOA turret calibration

Milliradian turret calibration

Inch calibrated scope

Metric calibrated scope

Track and calibrate

Further scope calibration examples

## Phase 2 - Field work

Shooting over a backpack

Pikau

Daypack

The critical rear rest

Back to the range

Prone shooting technique

Overhand shooting with a bipod

Overhand technique with a pack

Free recoil crossed arm bipod method

300 yards - basic field work

Bullet drop - LOS, MRT and PBR

Shooting up and downhill

Wind drift

How does the wind look and feel?

Putting the basics together

Beyond 300 yards

**Environmental factors** 

Wind drift

Altitude

**Temperature** 

Humidity

Barometric pressure

The walls, spin drift and Coriolis

Southern hemisphere Coriolis, no worries she'll be right

Northern hemisphere Coriolis, bugger

**Eotvos** 

Spindrift

Further problems

Workarounds for Coriolis and spindrift

Making your drop chart

Using your software

Select Bullet

Units

Muzzle velocity

Maximum range

Range increment

Zero height and zero range

Angle

Sight height (scope or iron sight height)

Sight offset

**Environmental inputs** 

Altitude

Wind direction (angle) and wind velocity

**Temperature** 

Spin drift and Coriolis data

Spindrift

Coriolis

Putting the information together

Click rules

Using Excel to correct for scope turret errors and perform metric conversions

Cutting and pasting values

Milliradian conversions

Other notes

Using your drop charts in the field

Validation of drop charts

Determining angles in the field

Wind holds

Smartphone applications

Long range target shooting and plinking

Video

Call your shots on video

Wind reading at long ranges

Mirage

Let's go hunting

Stalk, glass and shoot

Static sniping position

Shot placement

Animal orientation versus wind drift

Every shot a raking shot

Taking the shot

Team work or solo

Range finding with a scope reticle

Range formulas

Range cards

Thoughts on extreme range shooting

Notes for snipers and instructors

Beyond backpacks and bipods

Hill sticks, shooting sticks and tripods

Shooting without aids

Standing (snap) shots

**Kneeling shots** 

Sitting shots

Prone without a rest

Shots at moving game

Further points to consider

Long range hunting kit

Backpack kit list

Kit for two hunters

Person 1 pack

Clothing kit- (cram bag 1):

Cooking kit (cram bag 2):

Field kit (cram bag 3):

Other pack items

In the pockets of your pack

Grouping of items

Person 2

Example of one day menu

A closer look at select items

Tent

First aid kit

Clothing

Other items

Electrical equipment and binocular considerations

**Boots** 

Second pack down method

Solo hunter

Other thoughts

Day hunting kit list

Day pack check list

Day pack pockets

A good knife

Field dressing game

The process

Back packing a carcass

Skinning

European variation

Boning out a carcass in the field

Other points

Conclusion

Checklists

Rifle quick check (habit)

Scope quick check (habit)

Prone long range technique

Watch out

Environment

Information that can be utilized in your notebook

Turret return setting

Click rules

Wind

Wind speed

Mirage

Reticle information

Analog range formulas

Other information in notebook

**About Nathan Foster**