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OPTICS



**RETICLE  
MANUAL**

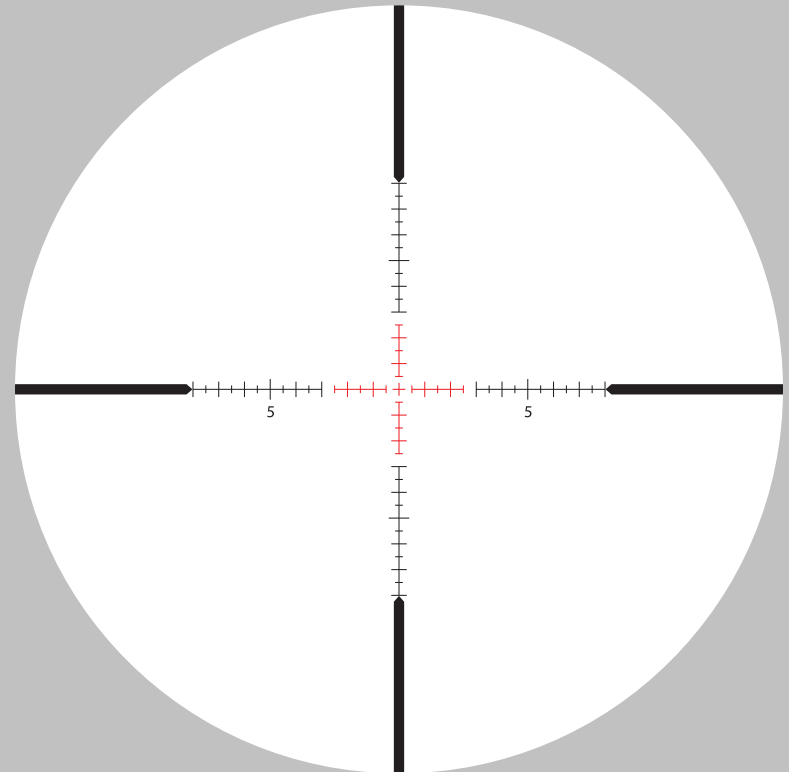
**ATMR1 SFP IR MIL**

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## The ATHLON® ATMR1 SFP IR MIL Reticle

ATMR1 SFP IR MIL reticle is designed for long and mid-distance shooting applications with illuminated center cross and 0.5 mil hash mark that can help you quickly lock in your target and set holdover positions and lead for a moving target. The illuminated 5 mil span center with 0.5 mil center cross and 0.5 mil hash marks that extend to 8 mil marks on both horizontal and vertical lines provide an unique two layer visual reference that helps the shooter quickly locate the target and find a holdover position within a blink of an eye. The illuminated portion of the reticle provides excellent low light visibility and accurate elevation holdovers all the way up to 8 mils with .5 mil mark increments.

**Application:** Precision Mid Range Shooting for both Tactical and Hunting



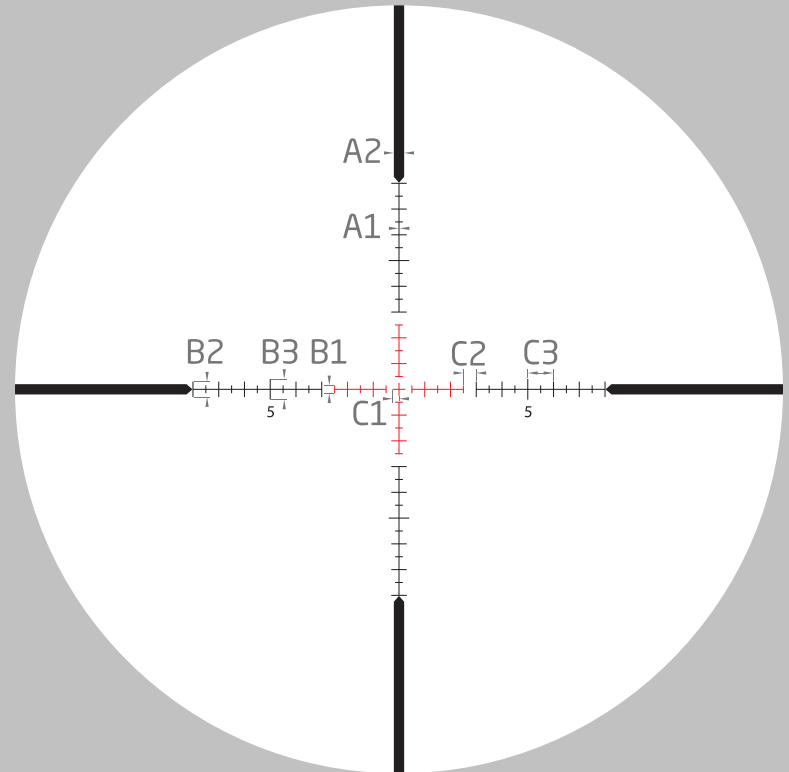
**Note:** The reticle image shown above may appear differently among different models due to different magnification and location of the reticle.

## Reticle Subtensions

The ATMR1 SFP IR MIL reticle is based on the milliradian, usually shortened to mrad or mil. A "mil" is defined as "one thousandth", or 1/1000. A mil is 1/1000 of a radian ( a unit of angular measurement). Since there are 6.2832 radians in a circle, and each radian is chopped up into a thousand pieces, there are  $6.2832 \times 1000 = 6,283.2$  mils in a circle. Since there are 360 degree in a circle, we can get  $360 \text{ degree} / 6,283.2 \text{ mils} = 0.573 \text{ degree} / \text{mil}$ . If the target is 100 yards ( 3600 inches) away, we can use  $3600 * \tan(\text{Radians}(.0573 \text{ degree}))$  to get 3.6 inches which means 1mil equals to 3.6 inches at 100 yards

The ATMR1 SFP IR MIL reticle is located at the second plane which stays in between erector tube and ocular lens. The size or the appearance of a second focal plane reticle does not change when you try to zoom in or zoom out, however the relative ratio between reticle and your target changes all the time because your target appears bigger or smaller when the magnification changes. The subtensions of a second focal plain reticle and ranging capability are only accurate at certain magnification and due to this nature, the subtensions of the ATMR1 SFP IR MIL reticle are only valid at 18x.

## Example



ATMR1 SFP IR MIL	A1	A2	B1	B2	B3	C1	C2	C3
SUBTENSIONS IN MIL	.02	.5	.3	.6	.8	.25	.5	1

## Distance Ranging

Equations for ranging distance to a target using mils

$$\frac{\text{Height of Target (Yards)} \times 1000}{\text{Mils Reading on Reticle}} = \text{Distance to Target (Yards)}$$

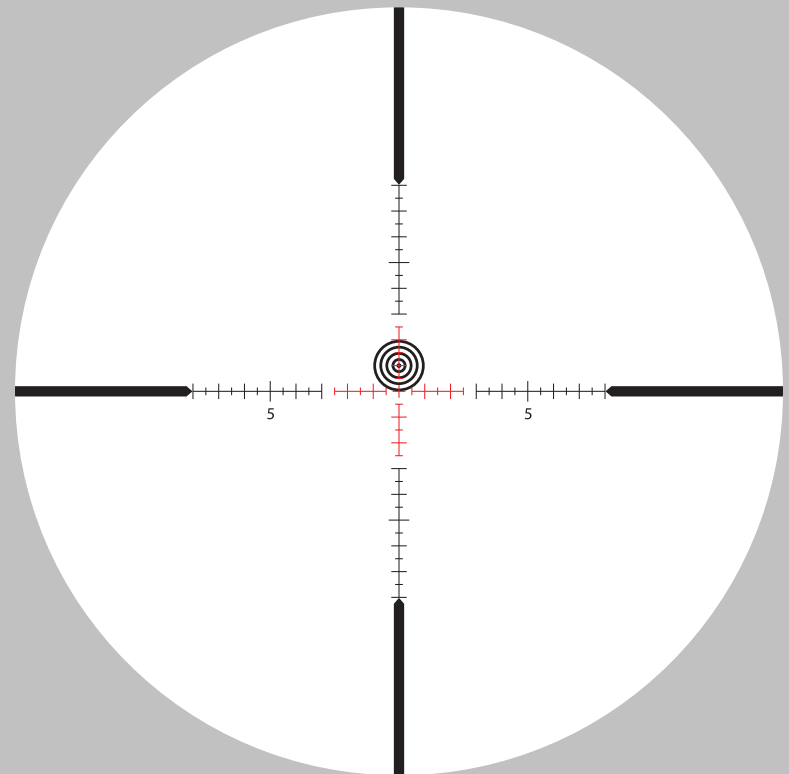
$$\frac{\text{Height of Target (Meters)} \times 1000}{\text{Mils Reading on Reticle}} = \text{Distance to Target (Meters)}$$

$$\frac{\text{Height of Target (Inches)} \times 27.8}{\text{Mils Reading on Reticle}} = \text{Distance to Target (Yards)}$$

Because the actual or at least closest estimate of the height of your target is the key part of above equations, you have to know the height of your target or heights of other objects nearby your target that are known to you.

As you can see the actual reading of your target is another key variable in those equations, you want to put your rifle on a steady rest as much as possible so you could get an accurate reading. If needed using the smallest measurement on the reticle to get the most accurate readings.

## Example



Reading a 3-foot target (1 yard) at 2 mils gives 500 yards

$$\frac{1 \text{ yard} \times 1000}{2 \text{ mils}} = 500 \text{ yards}$$

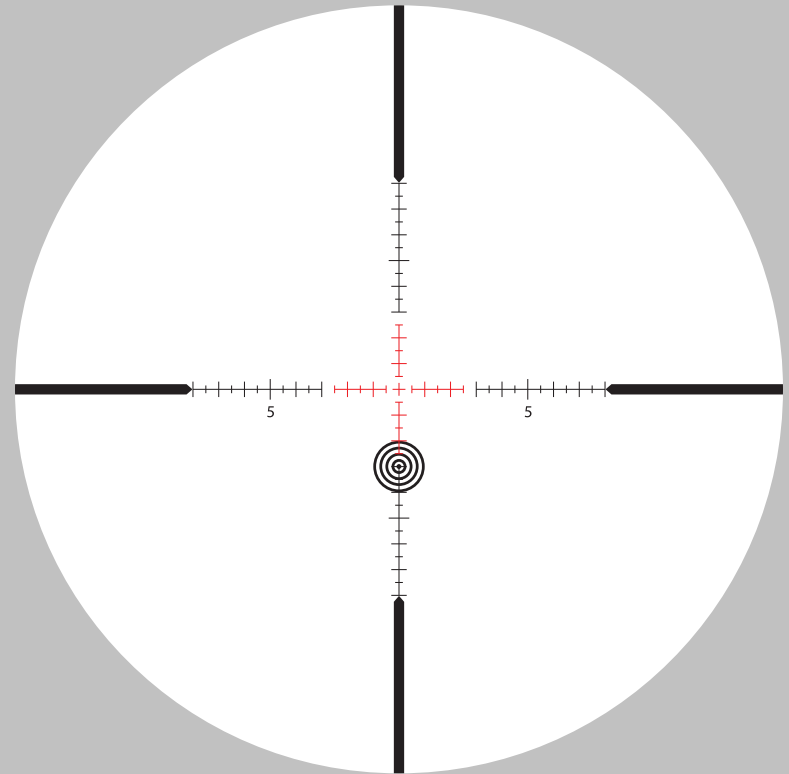
## Holdover For Compensating Bullet Drop

To be able to use the elevation holdovers effectively, you have to know the distance to your target and bullet trajectory (bullet drop in inches or mils). Since most of bullet ballistic charts highlight bullet drops in inches, you have to know that, 1 mil equals to 3.6 inches at 100 yards, 7.2 inches at 200 yards, and 36 inches at 1000 yards, etc.

For example, under no wind condition, if you knew your target is at 500 yards and your ammo has a 54 inch bullet drop at that distance, you want to use 3 mil holdover point. Here is how you got the 3 mil: since 1 mil equals to 3.6 inches  $\times 5 = 18$  inches at 500 yards, and then 3 mils equal to  $3 \times 18$  inches = 54 inches at 500 yards, you want to hold the 3 mil drop point to compensate the 54 inch bullet drop.

To achieve ultimate precision, it is always a better idea to develop your own D.O.P.E (Data of Previous Engagement ) chart so that you can refer back to it for specific bullet drop compensation under different ambient environment and weather condition.

## Example



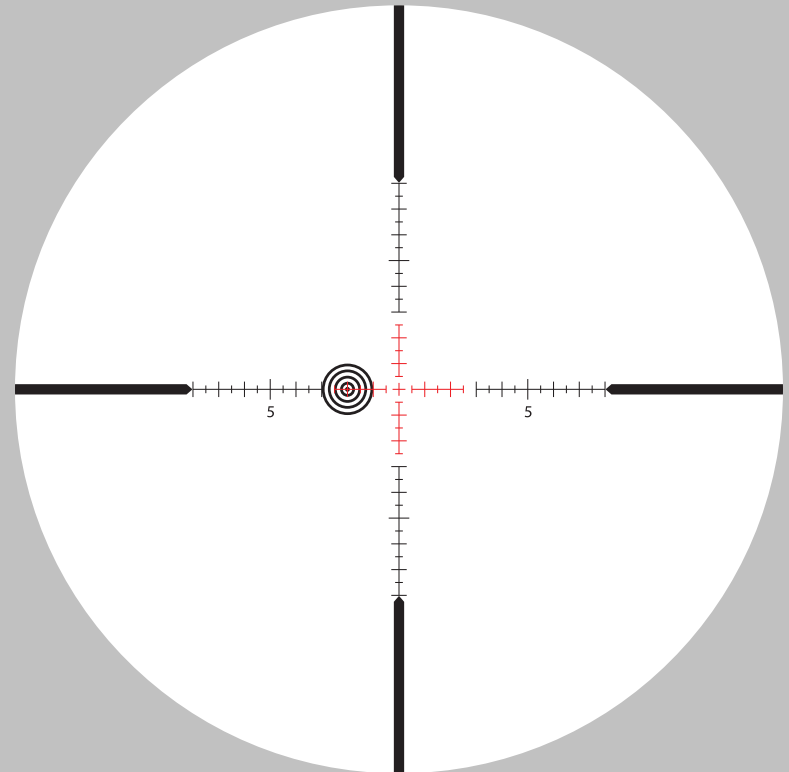
*3 mil /54 inch holdover for a target at 500 yards out. No wind.*

## Holdover for Wind Correction and Moving Target

The ATMR1 SFP IR MIL reticle offers 8 mil span in hash marks from center to left and right, up and down. It provides a great visual reference to allow you to spot your target in no time.

The flying time of a bullet, the velocity and direction of the wind and the “slippery-ness” of the bullet expressed in BC (Ballistic Coefficient) determine your holdover for wind correction. Once again you have to understand the impact of those three factors on your bullet’s flying path in terms of inches or mils and calculate how much holdover you have to hold, and then finding the corresponding holdover position on the reticle is a much easier task to accomplish.

## Example

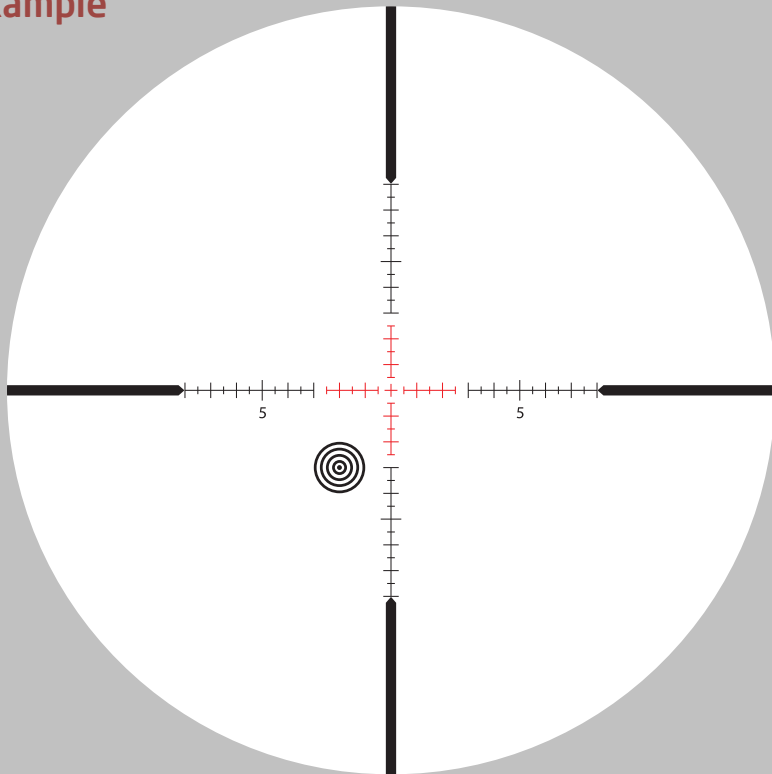


*2 mil wind correction for 15 mph wind from right to left at 500 yards. Elevation turret has been dialed up to compensate bullet drop, just simply use center horizontal cross line to holdover for wind correction*

## Use visual cross point for wind correction and bullet drop

As an alternative, you can use a virtual cross point formed by hash marks on both horizontal and vertical cross lines to holdover bullet drop and wind correction.

### Example

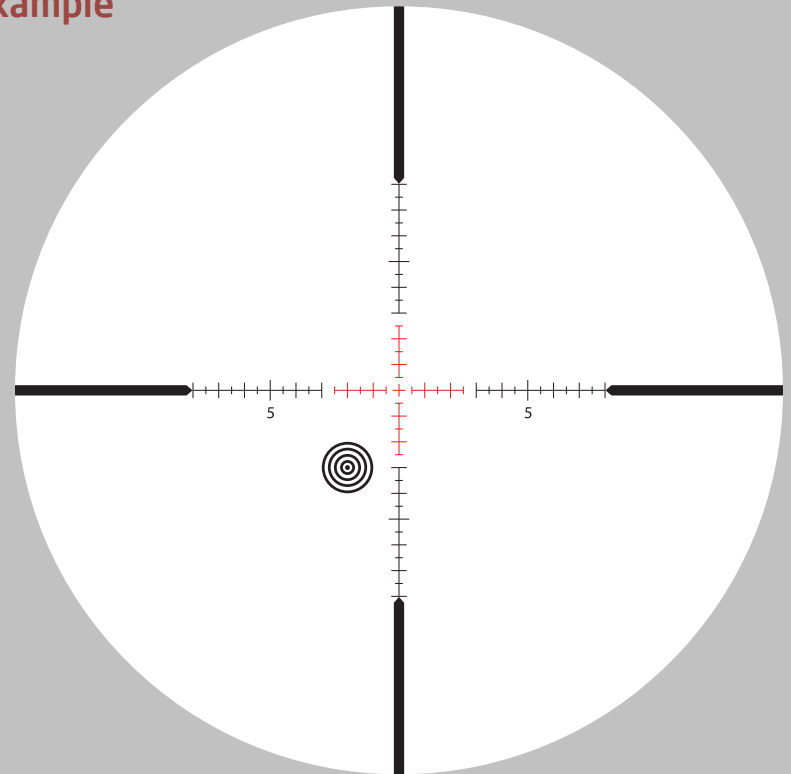


*Use 3 mil to compensate a 54 inch bullet drop for a target at 500 yards, 2 mil wind correction for 15 mph wind from right to left.*

## Hold lead correction for a moving target

Distance to your target, moving speed of your target, bullet flying time, wind direction are the key factors that determine how much holdover you need to hold for a moving target. As a rule of thumb, you always hold the lead for the net distance of your target moved ( add or subtract holdover for wind correction) during the time span your bullet traveled.

### Example



*2 mil lead holdover for a moving target traveling at 2 mph from left to right at 500 yards. Bullet flight time is 1 second during which the target traveled 2.94 feet. No wind.*

## THE ATHLON GOLD MEDAL LIFETIME WARRANTY\*

Your Athlon product is not only warranted to be free of defects in materials and workmanship for the lifetime of the product. Athlon will also repair or replace, at no charge to you, your product if you should damage it through normal use. No receipt is needed, no registration is required. This is a commitment that Athlon Optics will be the best product you can buy for your money.

*\*This warranty does not cover damages caused by deliberate damage, misuse, theft or maintenance provided by someone other than the Athlon Authorized Service Department.*







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