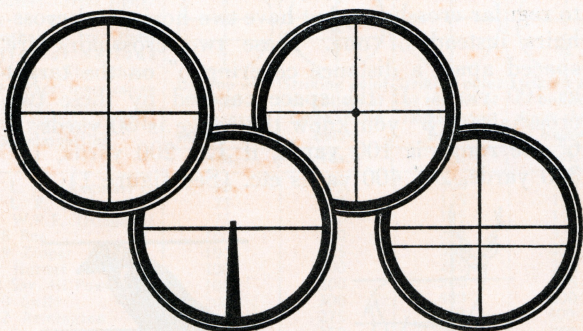



Reticules for Weaver-Scopes



CROSSHAIRS  POST 

Crosshair reticules are standard and are usually preferred for all kinds of shooting. They are fast and dependable on big game, and leading running game is easy and natural. They are accurate at long range, on small game and targets, and won't cover the mark when aiming high to allow for bullet drop at long ranges. Although most present day experts have turned to crosshairs, some shooters prefer post reticules for hunting. If wanted, post reticules can be supplied in Models J and K Scopes (except K6, K8, K10). The post is tapered with a narrow flat top, and has a horizontal crosshair.

DOT RETICULES 

Dot reticules, supplied at extra charge for Models K and J Scopes, are used by some riflemen where most of the shooting is done in a more or less deliberate manner. Dots are mounted on almost invisible crosshairs, and are round and black and not so large as to cover the mark when aiming and not too small to be seen quite quickly.

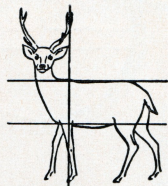
SHOTGUN RETICULE

This is a large and prominent dot mounted on medium crosshairs and is standard in the K1 Scope for shotgun use. It is quickly picked up, suitable for the fastest wing and upland shooting.

W. R. Weaver Co., El Paso, Texas

RANGE-FINDER RETICULE

Range-finder reticules supplied at extra charge in Models J and K Scopes, (except K1), are similar to regular crosshairs, but have two horizontal crosshairs instead of one. These two crosshairs are spaced apart a distance covering 6" on the target at 100 yards. If the space covered by these two crosshairs is 3" you know the range is 50 yards, if 6" the range is 100 yards, if 12" 200 yards, 18" 300 yards, 24" 400 yards etc. (See figure 1).



Space covered by crosshairs appears to be 18"—range is 300 yards.



Space covered by crosshairs appears to be 9"—range is 150 yards.

Fig. 1

All the hunter need know is the approximate size of the game or target and he can immediately judge the distance to the target, as the range always equals 100 yards for each 6" of space covered.

For long range shooting the lower instead of the upper crosshair can be used for aiming. Figure 2 shows four aiming points and the table lists various calibers and the distances at which the four aiming points are used. Column 1 shows the range at which the rifle should be sighted in to strike center using aiming point No. 1 (the top crosshair). Use aiming point No. 2 (midway between the crosshairs) for the range shown in column 2. Use the lower crosshair (aiming point No. 3) for the range shown in column 3. Use aiming point No. 4 for the range shown in column 4.

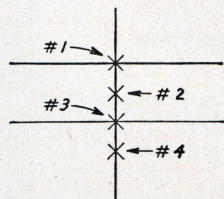




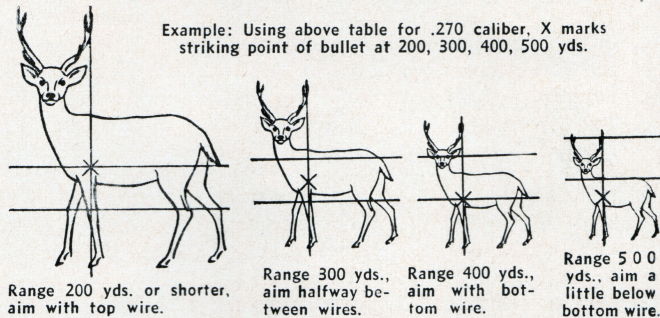


Fig. 2

Figure 3 on the opposite page shows how the range-finder reticule gives exact aiming points (or bullet striking points) at various distances. First the range is determined as shown in figure 1. Then the correct aiming point is taken from the table. It is necessary to remember only the four ranges for the four aiming points for the caliber you are using.

	Col. 1	Col. 2	Col. 3	Col. 4
Because of possible variations in ammunition and rifles many shooters—after sighting in with the top crosshair—try their rifles at various ranges. This shows the exact long range sighting points for the particular rifle and ammunition.	Aiming Point No. 1  Use top wire to sight in at range shown below	Aiming Point No. 2  Striking point of bullets at range shown below	Aiming Point No. 3  Striking point of bullets at range shown below	Aiming Point No. 4  Striking point of bullets at range shown below
	Yds.	Yds.	Yds.	Yds.
.22 L. R. (Regular)	50	75	100	120
.22 L. R. (HiSpeed)	75	100	125	150
.22 W.R.F. (HiSpeed)	75	100	125	150
.218 Bee	100	200	275	325
.219 Zipper	100	225	300	350
.22 Hornet	100	200	250	300
.22 Sav. Hi Power	100	200	300	375
.220 Swift	200	300	400	500
.222 Remington	150	275	350	400
.25-20	100	150	200	250
.25 Remington	100	200	250	300
6.5 m/m Mannlicher	100	200	275	325
.25-35	100	200	250	300
.257 Roberts	200	300	375	425
.270	200	300	400	500
.250-3000	200	300	350	400
7 m/m Mauser	100	200	300	350
7.62 m/m Russian	200	300	350	400
.30-30 (.30 Win.)	100	200	250	300
.30 Remington	100	200	250	300
.300 Savage	150	225	300	350
.303 Savage	125	200	250	300
.303 British	100	200	250	300
.30 Army (Krag)	150	225	300	350
.30 06 Government	200	300	400	500
300 H & H Magnum	200	300	400	500
.308 Winchester	200	300	375	450
8 m/m (7.9)	100	200	250	300
8 m/m Mauser	150	225	300	350
.32-20	100	150	200	225
.32 Win. Special	100	200	250	300
.32 Remington	100	200	250	300
.32 Win. Self Loading	100	150	175	200
.32/40	100	150	200	250
.33 Winchester	100	200	250	300
.348 Winchester	150	225	250	350
.35 Winchester	100	200	250	300
.35 Win. Self Loading	100	150	175	200
.35 Remington	100	200	250	300
.351 Win. Self Ldg.	100	150	200	240
375 H & H Magnum	200	275	350	400
.401 Win. Self Ldg.	100	150	200	250
.405 Winchester	100	200	250	300

Example: Using above table for .270 caliber. X marks striking point of bullet at 200, 300, 400, 500 yds.



Range 200 yds. or shorter, aim with top wire.

Range 300 yds., aim halfway between wires.

Range 400 yds., aim with bottom wire.

Range 500 yds., aim a little below bottom wire.

Fig. 3