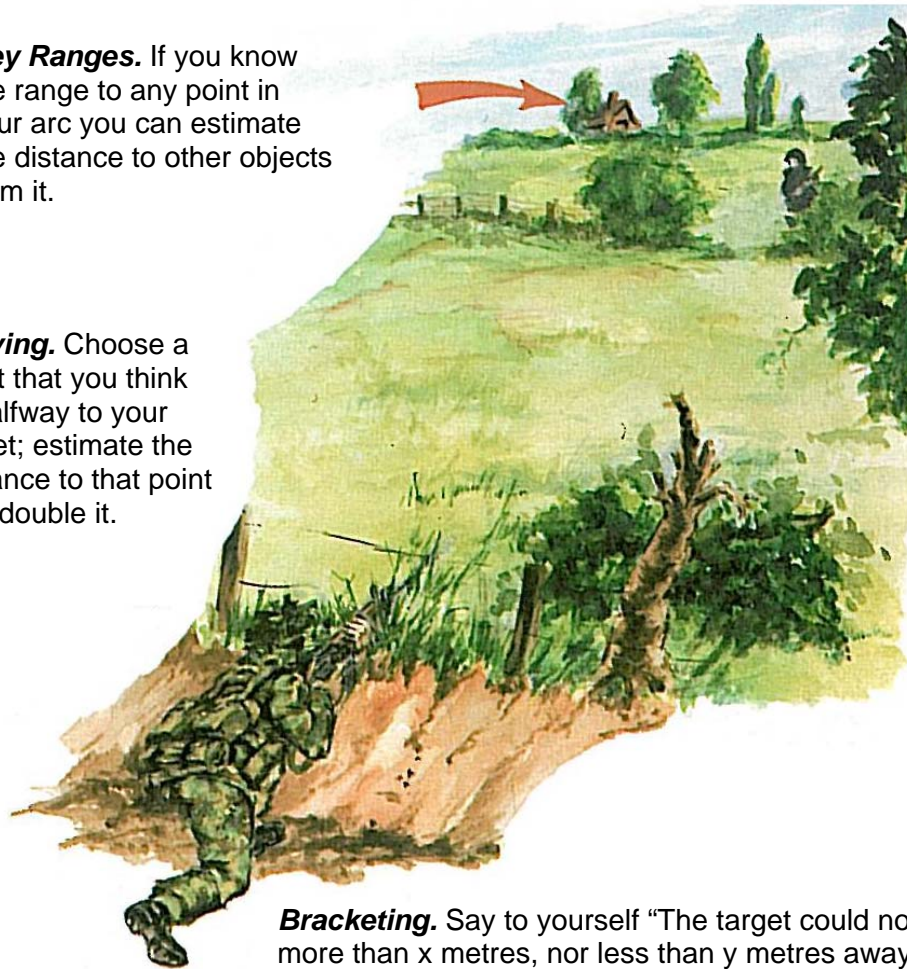


Aids to Judging Distance

Key Ranges. If you know the range to any point in your arc you can estimate the distance to other objects from it.

Halving. Choose a point that you think is halfway to your target; estimate the distance to that point and double it.



Bracketing. Say to yourself “The target could not be more than x metres, nor less than y metres away”, add x to y and halve the result; the answer is the range. For instance, if x is 300 and y is 100, the range is about 200. The farther the target is away the wider should be your bracket.