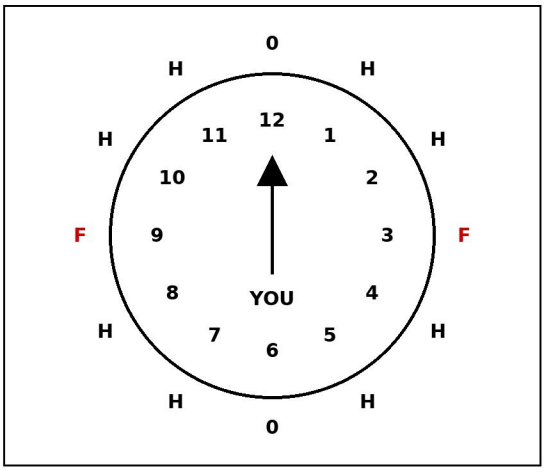
WIND CLOCK



12 = straight downrange.
F FULL value: 3 and 9 o'clock.
H HALF value: 1, 2, 4, 5, 7, 8, 10, 11.
0 NO value: 12 and 6 (head/tail).
Same clock as the Sight Guide (FM 23-10).

FLAG METHOD: angle of flag from pole (degrees) / 4 = mph.
Example: 40 degrees / 4 = 10 mph.

FEEL / VEGETATION

MPH	YOU SEE / FEEL
under 3	barely felt, smoke drifts
3-5	barely felt on face
5-8	leaves in constant motion
12-15	small trees sway

MIRAGE (FM 23-10)

Focus on an object at midrange, then aim back at the target without refocusing. Or focus on the target and back off 1/4 turn.
Mirage moves at the speed of the wind, except a head or tail wind: then it rises straight up (a BOIL).
A boil can also mean the wind is changing. Unless it is a no-value wind, wait until the boil is gone.
Changes up to about 12 mph can be read in mirage.

MOA = RANGE (100s of m) x MPH / 15

Full-value wind, per FM 23-10. Half-value wind: divide the answer by 2.

Example: 300 m, 10 mph from 9 o'clock: 3 x 10 / 15 = 2 MOA. From 2 o'clock (half): 1 MOA.

MY DOPE (wind, full value)

YARDS	5 MPH	10 MPH	15 MPH	NOTES

1 in

PRINT AT 100% / ACTUAL SIZE - turn off "fit to page".

Check: square = 1.00 in and ruler = 3.00 in.

Source: U.S. Army FM 23-10, paras 3-12, 3-13.

