

Chapter III.—Continued

(b) aperture sights,

(c) battle sights,

and demonstrating a full or correct sight, a half sight, and a fine sight, and the difference these will make on the result of a shot at different ranges, viz.: three inches per 100 yards with a half sight, and five inches per 100 yards with a fine sight when using Mark VI. ammunition; also explaining why it is easier for a recruit to maintain a correct aim with the aperture sight than that with the open sight.

Demonstrate the effect of canting the rifle and show why the shot will drop low and to the side on which the rifle is canted.

The rules for aiming are as follows:

1. To keep the backsight plumb.
2. To close the left eye.
3. To aim at six o'clock on the target, keeping the foresight centred and in the open sight level with the shoulders of the "V" or "U."
4. To restrain the breathing while pressing the trigger.

The common faults in aiming are:—

1. Taking too much or too little foresight in the "U" or "V" of the backsight
2. Inaccurate centering of the foresight in the back sight.
3. Canting the rifle.
4. Focussing the eye on the foresight instead of on the target.

After the principles of aiming are thoroughly understood by the recruit, he will be shown a correct aim by aligning a rifle supported by a tripod and sand bag on a bull's-eye target, afterwards displacing the rifle and having the recruit re-align it on the target, and correcting any faults which may be observed.

To test the proficiency of the recruit in aiming and to demonstrate the errors which arise from inaccurate and inconsistent aiming, the triangle of error will be employed.

The instructor will align a rifle, which is supported upon a tripod, on an aiming disc held by the marker against a piece of white paper 30 feet from the muzzle of the rifle.

After the recruit has been shown the instructor's aim, the point will be marked, the aiming disc removed, and the rifle left undisturbed. The marker