

PROGRESSIVE HALF HOUR LESSONS

Advanced Stage

Immediately preceding each lesson a short catechism will be given on the work previously given which may have a bearing on these lessons.

Lesson No. 1—Advanced Aiming Instruction.

Explain clearly the method of using the battle sight on the Mark III. Ross Rifle. Explain by means of a trajectory curve why and where aim should be taken at all ranges between 200 and 600 yards, and showing the advantage of the battle sight in snap shooting. Give a short catechism on the effect of sight adjustments vertically and laterally, and a test on rapid adjustment of sights.

Lesson No. 2—Advanced Aiming Instruction.

Explain the necessity for aiming off for wind and movement, and why this is preferable to lateral windage adjustment. Write down on the blackboard the allowance to be made for 10, 20, and 30-mile winds, and also where aim should be taken for moving troops and horsemen, explaining that when firing at crossing targets aim will first be taken on the object, following it sideways, and then carried in advance of the target until the trigger is pressed.

Lesson No. 3—Theory of Rifle Fire.

Show by diagrams on the blackboard the dispersion of shots made by expert marksmen at the 200, 500, 800 and 1000-yard ranges, explaining that owing to imperfections of the rifle and ammunition and errors of the firer how difficult it is to make a dense group of shots without alteration of the sighting. Show also the resulting cone of fire with the nucleus, effective, and beaten zones, and a diagram showing trajectory, line of fire, line of sight, line of departure, culminating point, first catch, first graze, and dangerous space. Definitions.

Lesson No. 4—Theory of Rifle Fire.

Give, by the use of diagrams, full explanation of the cone of fire caused by a number of rifles being fired at the same target, and their effect upon the zone of effective fire at various ranges, showing the necessity for the use of controlled and collective fire. Illustrate also the height of trajectories of Mark VII. ammunition at ranges from 500 to 1000 yards, with the resulting dangerous space and area of zone of effective fire.