Tremor 3

“Combining the attributes and lessons learned from H58/59 and Tremor 2”
Tremor 3

- 3 mil
- 1.2 mil above center
- 1.9 mil above center
- 1.6 mil above center
- 1.5 mil above center
- 1.8 mil above center
- 1.7 mil above center
- 1.2 mil above center
- 1 mil above center

- .2 mil graduations
- 7 Time of flight Wind Dots (4th dot enlarged for ease of rapid dot count)
Tremor 3 rapid ranging

12” Target example shown

Javelina

= 435m
Tremor 3 Movers
Rapid Capability to 400m

2 mph = 2.9 f/sec, .89 m/sec
4 mph = 5.8 f/sec, 1.78 m/sec
6 mph = 8.8 f/sec, 2.68 m/sec
8 mph = 11.7 f/sec, 3.57 m/sec
10 mph = 14.6 f/sec, 4.47 m/sec

M110 SASS/M2010/SOCOM PSR 338LM averages
2mph lead requires a 1 to 1.25 mil lead from 100-400m
4mph lead requires a 2 to 2.6 mil lead from 100-400m
6mph lead requires a 3 to 3.9 mil lead from 100-400m
8mph lead requires a 4 to 5.2 mil lead from 100-400m
10mph lead requires a 5 to 6.5 mil lead from 100-400m

These leads are closest to 7.62 rifles shooting movers from 100 to 400m
Determining Wind Dot value for your system

On the 4 mil line the second wind dot is located at .95 mils

In your Ballistic Engine, turn off spin drift calculation, find the range in which 4 mils is your elevation hold. Adjust the full wind value until you have as close to a .95 mil hold as you can.

In this case a 4 mil elevation is 515m range and requires an 8 mph wind to equal 1 mil wind hold. There are two dots in that 1 mil - cut the wind value in half to determine wind dot value. In this case the wind dots have a 4 mph per dot value. Any miniscule error in exact number is lost in the ability to truly call wind speed and wind changes.
How does dialing elevation change wind dot values?

Rule of thumb;

When you Dial 5 mils of elevation on the turret after zeroing at 100m the DOTS change to ½ value.

When you Dial 10 mils of elevation on the turret after zeroing at 100m the DOTS change to ¼ value.

With Tremor 3 shooters can instantly revert to Mils for wind hold as well

EXAMPLE – 25x power setting, 747M target, 8 Mil hold, wind 12mph from 3 o'clock (hold right 3 dots)

Dial 5 mils and hold 3 mils (to maintain high power in scope and get hold away from scope edge), dots now half value (6 dots needed to get 12mph hold)
Tremor 3

15x

12 mils of visible elevation

25x

8 mils of visible elevation

30x

6 mils of visible elevation