

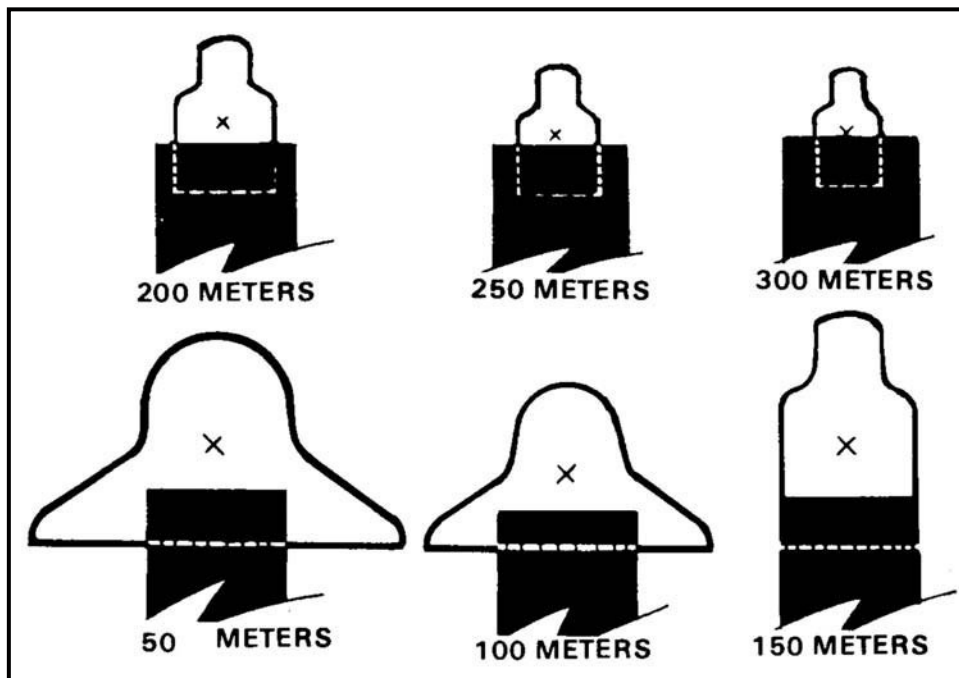


Figure 5-26. M16-/M4-series weapons aiming points.

c. **Effects of Wind.** Wind affects the bullet similar to the way gravity does: the farther the round travels the farther the wind will push the round in the direction the wind is blowing. The faster the wind is blowing the farther the wind will push the bullet.

(1) **Wind Direction.** The effects of wind vary depending on changes in wind speed and direction. Wind is classified by the direction it is blowing in relationship to the firer-target line. The clock system is used to indicate wind direction and value (Figure 5-27, page 5-28).

(a) Winds that blow from the left (9 o'clock) or right (3 o'clock) are called full-value winds, because they have the most effect on the bullet.

(b) Winds that blow at an angle from the front or rear are called half-value winds, because they have about one-half the effect on the bullet as full value winds.

(c) Winds that blow straight into the firer's face or winds that blow straight into the target are termed no-value winds, because their effect on the bullet is too small to be concerned with.