Judging Distances

Appearance Method

By noting what people look like at set distances you can then use the Appearance Method.

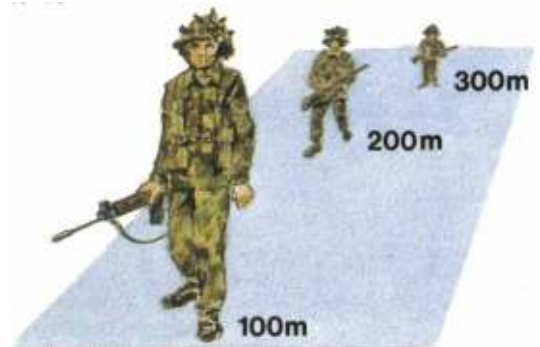100m – Clear detail, equipment identifiable
200m – Clear detail
300m – Clear body outline, remaining details blurred, face colour good
400m – Body outline clear, remaining detail blurred
500m – Body begins to taper, head becomes indistinct
600m – Body now wedge shaped

Bracketing

Calculate mid-distance between nearest possible and furthest possible distance to target.

Nearest - 100m
Furthest - 300m
Mid-Distance – 200m

Halving

Estimate the distance halfway to the target then double it.

100 x 2 =200m

Unit of Measure

Imagine something you know the distance of i.e. a football pitch. Calculate how many of your objects can fit in the area.

4½ football pitches = 100m x 4.5
= 450m