Target Range Estimator

If you do not have a rangefinder available and are not sure of the target's range but do know the target's size, you can use the range estimator in the Kestrel 5700. Here are the steps to do that:

E 3.50 U		
W 1.20 / 1.60 L		
Tgt…	90°	500 yd
Wind…		Usergun1

On the Main ballistic screen highlight Tgt and press the center button

Target…		A
TR….		500 yd
DoF…		90 deg
Ideg…		+0°
⊙ exit		◄ ► adjust

Highlight TR and press the center button again.

Target Range	
Units	yd
Estimate…	
⊙ exit	◄ ► adjust

Highlight Estimate and press the center button.

Range Estimate	
Target…	8.0 in
Image…	0.25 mil
Range…	600 yd
⊙ exit	◄ ► adjust

Enter the size of the target in inches. Then look in your scope and estimate the size of the Image in the reticle. Enter this size and press exit to accept the estimate.

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Target Speed Estimator

Suppose you are in a PRS match with movers or want to estimate how quickly something is moving, using the Kestrel's Target Speed Estimator is a good way to do this. Even if you are told the speed of a mover, after being shot several times, it is probably good to still double check with this tool.

E 3.50 U		
W 1.20 / 1.60 L		
Tgt…	**90°**	**500 yd**
Wind…		Usergun1

Target…	A
Ideg…	+0°
Icos…	1.000
TS…	2.0 mph
⚙ exit	◄► adjust

Target Speed	
Units	mph
Estimate…	
⚙ exit	◄► adjust
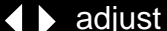
Speed Estimate	
Range…	500m
Mvmt…	1.8 mil
Time…	1.0 sec
⚙ exit	◄► adjust

On the Main ballistic screen highlight Tgt and press the center button

Highlight TS and press the center button again.

Highlight Estimate and press the center button.

First you enter the range of the target. Next, we need to figure out the movement in the scope (Mvmt) over a set period of time (Time).
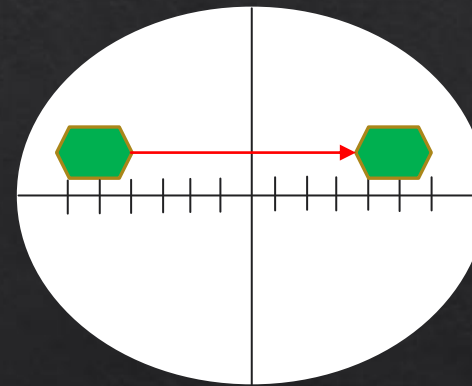
Target Speed Estimator

The Kestrel can help you time the movement while looking in your scope.

Speed Estimate	
Range…	500m
Mvmt…	1.8 mil
Time…	1.0 sec
☼ exit	◄► adjust

Stopwatch	
Time	0.00
Start/Stop	Go
☼ exit	◄► adjust

Speed Estimate	
Mvmt…	5.0 mil
Time…	2.5 mil
Speed…	2.2 mph
☼ exit	◄► adjust
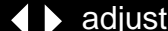
Highlight Time and press the center button.

Highlight Start/Stop to use the Kestrel as a stopwatch.

Time the target in the scope (don't move the scope) and make note of how many MIL/MOA it moves during that time.

Enter the Movement and Time recorded, and the resulting Speed will be calculated. Accept this to have it automatically entered into the Kestrel.

Please Note: The longer you time the mover, the more accurate the speed will be.