1. Set the card by the setting rays and draw in additional rays to specific objects.
2. Indicate approximate range using range grid, (if the range has been verified by firing enclose the figure in a box).
3. Add the name of the target/object (‘eg, single tree’, ‘track bend’ etc).
4. Show angles of switch wherever possible.

Point from which made out ........................................

Method of obtaining ranges ........................................

Made out by ........................................ Date ...................