MGRS MAP Coordinates

Reading and determining MGRS coordinates

Where am I?

- For this event we will be using MGRS coordinates to relay information to command, other players and admin.

- A map will be provided with a MGRS grid for your use.

- It is important to have a basic understanding of how MGRS works.

- This a simple intro to MGRS specifically for this MilSim event. I encourage you to do additional research on your own.

MGRS Coordinates

- MGRS = Military Grid Reference System

- The grid on our map is 100 meters x 100 meters

- We need to relay coordinates down to a 10meter resolution.

The Grid

- The grid to the right is 100m x 100m

- What 100m grid is the star in?
  - The grid is always identified by the lower left coordinates. You read the "X" coordinates first, then the "Y" (Red Arrow)

- The star is in **276 074**

- Your GPS will say 10TDS**276**73 **074**67

- So if 276 074 = 100m accuracy, how accurate is the GPS with 2 additional numbers for the X & Y coordinates
 - Answer = 1.0 meters
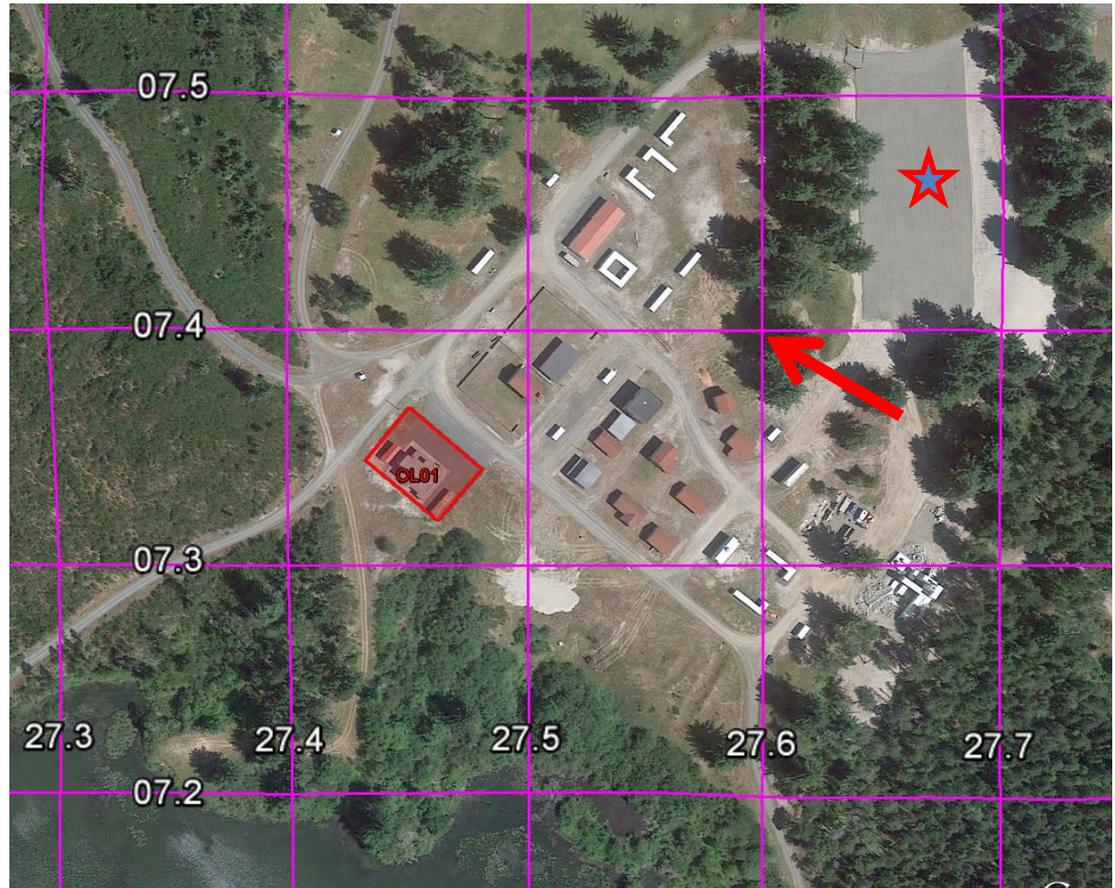
The Grid - 2

- We don't need to get down to 1.0 meter accuracy, 10 meters is what we are shooting for or a 4 digit number for "X" and a 4 digit number for "Y"

- The grid is 100m x 100m so for 10m accuracy we need to divide the grid we are interested in into 100 smaller squares (or 10 x 10)

- The center of the grid the star is in = 2765 0745
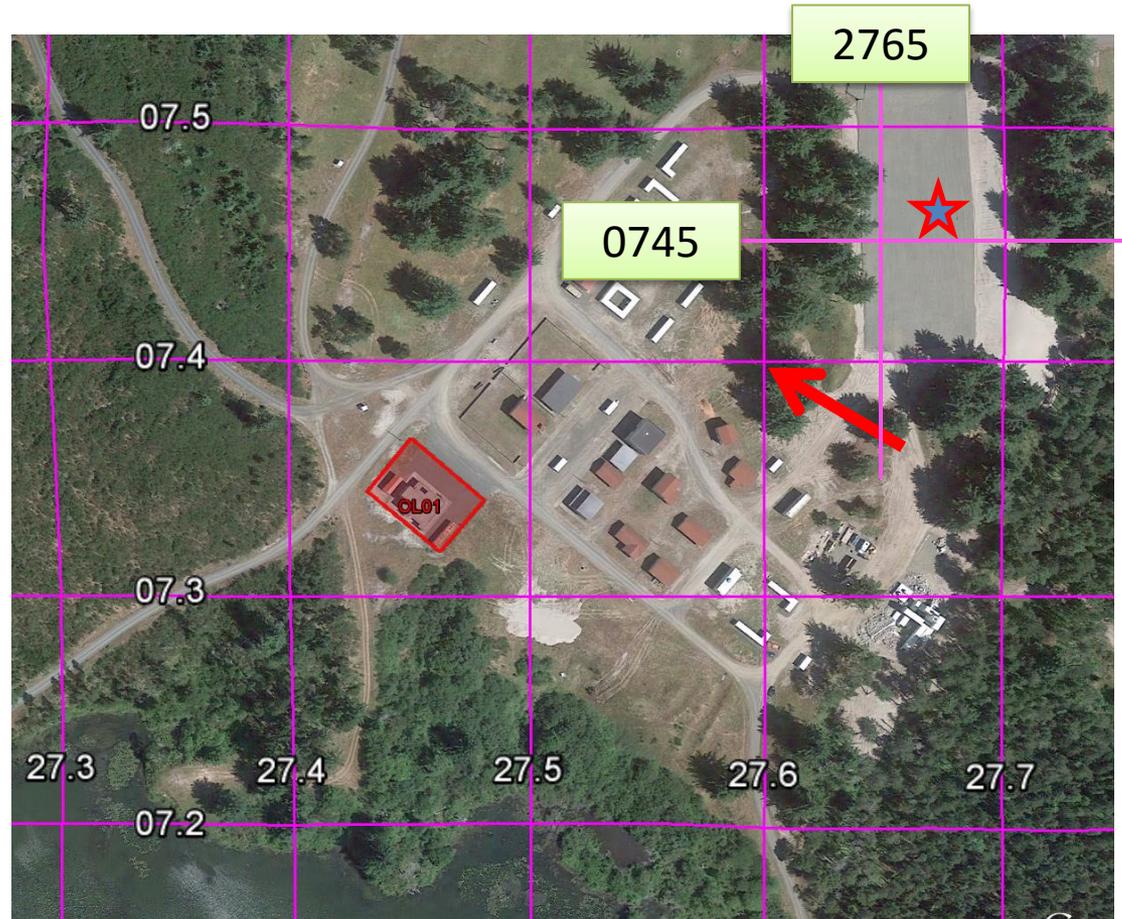
The Grid - 3

- The star is in the upper right so a accurate locating would be 2767 0746

- Its important to relay a 8 digit number.

- Be as accurate as you can, but don't sweat it too much.

- If the maps were printed to scale you could use a tool like a map protractor that overlays the grid and allows for better 10m accuracy.
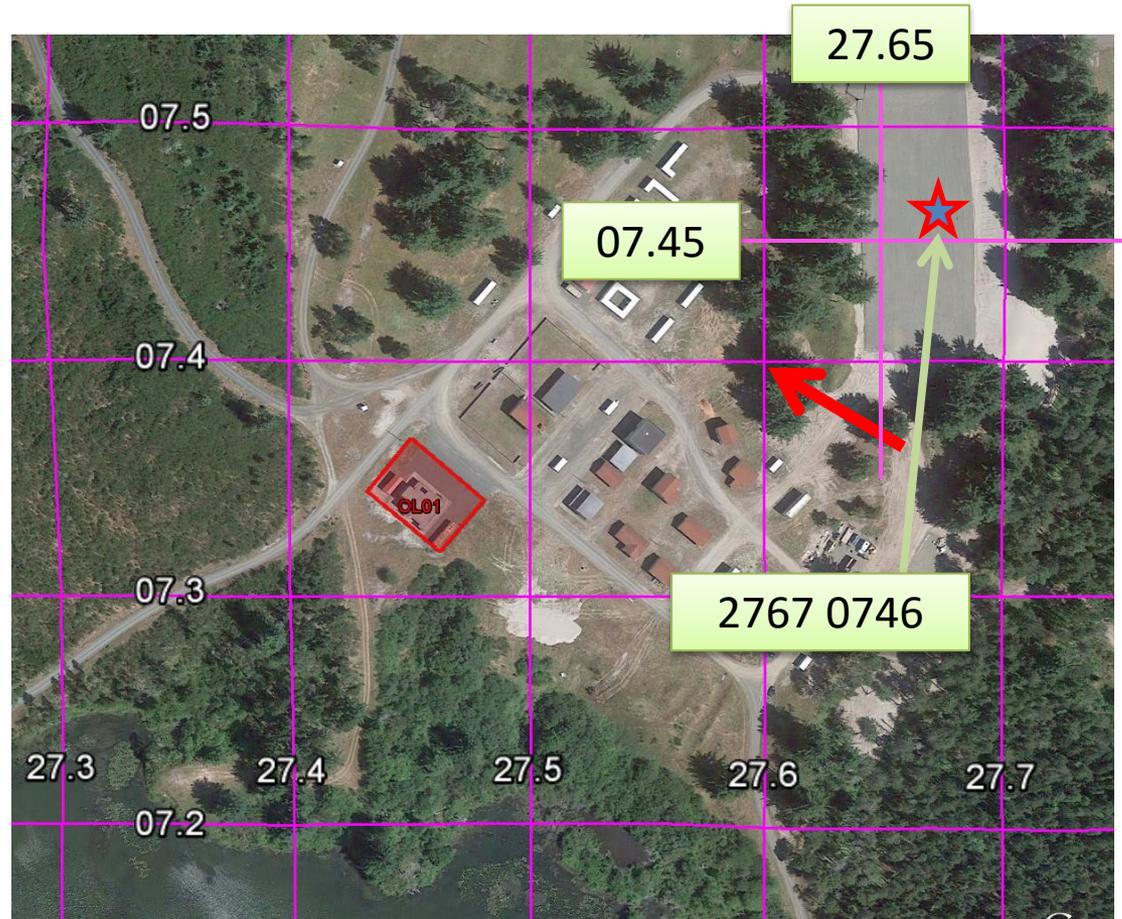
Closing

- Hopefully this brief tutorial gives you enough information to relay coordinate as needed for this MilSim event.

- If you want to learn more, just google "reading MGRS coordinates"