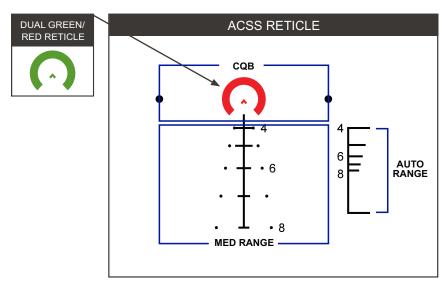


ACSS® 5.56/5.45/.308 DUAL RED/GREEN RETICLE MANUAL



GETTING TO KNOW THE ACSS® RETICLE

The ACSS® (Advanced Combined Sighting System) is a giant leap forward in reticle design that uses bullet drop compensation correlated with range estimation, wind and moving target leads in one simple to use the system. The ACSS reticle increases the first hit ratio and decreases time on target dramatically. It is a two-part reticle that allows you to be very fast from 0-300 yards and very accurate from 400-800 yards.



DIALING IN FOR YOUR BARREL LENGTH AND AMMUNITION

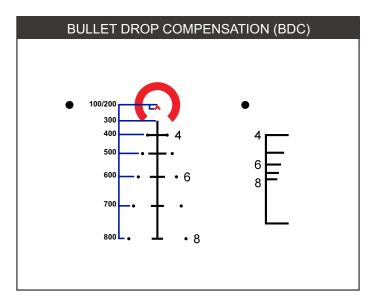
Using a bipod or sandbags, preferably on a bench or in the prone position, adjust your turrets to dial in your point of impact to the center dot. Each click is 0.33 MOA or 0.33 inch at 100 yards.

When sighting in your rifle, if your shots are hitting low, turn the Elevation Knob clockwise to bring the point of impact up. If your shots are hitting to the left, turn the Windage Knob clockwise to bring the point of impact right. Your point of impact will vary depending on the type of ammunition, barrel length, and altitude above sea level. For 5.56 NATO and 5.45x39 loads, match your ammunition type and barrel length with your altitude above sea level, and zero your scope at the distance indicated. For other loads, find your bullet weight and velocity and zero your scope at the distance indicated. Plus (+) and minus (–) numbers indicate the desired bullet impact in inches above or below your point of aim. For example, marksman firing M855 using a 16" barrel will want to sight in a half-inch high at 1,000 ft. above sea level, dead on to point of aim at 2,000 ft. above sea level, and a half-inch low at 3,000 ft. above sea level, zeroing at 100 yards.

5.56mm					.223 Remington	5.45 x 39mm				
M855 62gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance	55gr VMAX Zero at 100 Yards 3,100 - 3,200 fps	7n6 53gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance
14.5" Barrel	+1.0	+0.5	0	100 Yards	60gr VMAX Zero at 100 Yards 3,050 - 3,150 fps	16" Barrel	0	0	-0.5	100 Yards
16" Barrel	+0.5	0	-0.5	100 Yards	69gr SMK Zero at 100 Yards 2,900 - 2,950 fps	6.5 Grendel				
20" Barrel	0	-0.5	-1.0	100 Yards	75gr HNDY +0.5" at 100 Yards 2,700 - 2,750 fps	123gr VMAX Zero at 100 Yards 2,600 fps				
M193 55gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance	77gr SMK +1.0" at 100 Yards 2,700 - 2,750 fps	123gr VMAX Zero at 50 Yards 2,550 fps				
14.5" Barrel	0	0	0	50 Yards	7.62x51mm / .308 Winchester	123gr VMAX Zero at 200 Yards 2,500 fps				
16" Barrel	+1.0	+0.5	0	100 Yards	M80 147gr +1.0" at 100 Yards 2,650 - 2,700 fps	6.8 Rem SPC				
20" Barrel	0	0	-0.5	100 Yards	168gr SMK +1.0" at 100 Yards 2,600 - 2,650 fps	120gr SST Zero at 100 Yards 2,460 fps				

GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Once zeroed, the ACSS reticle system displays an intuitive BDC ladder, indicating your point of impact in 100-yard increments. Once you've ranged a target, simply hold the reticle at the corresponding stadia. If your target's distance is between stadia, such as 450 yards, you would hold halfway between stadia 4 and 5.

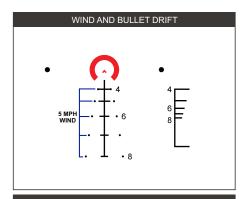


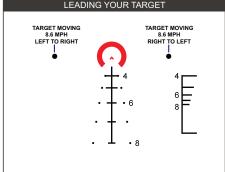
UNDERSTANDING THE WIND AND BULLET DRIFT

Notice the 5mph wind hold dots aligned with the BDC. Wind will cause the bullet to drift left or right depending on wind direction. Understanding wind is important, as even a 2mph wind at a 90-degree angle to the bullet's path can cause the bullet to drift over 10" at 600 yards. The wind holds correspond to the BDC ladder and represents how much a 5mph wind will push the bullet at that range. For a wind pushing left to right, use the dots on the right side of the reticle. For a wind pushing right to left, use the dots on the left side of the reticle. You can use the dots as a starting point in different conditions. For example, if you have approximately a 2.5 mph wind, you would hold half-way to the dot. If you have a 10 mph wind, you would double the hold of the dot. and so on.

LEADING YOUR TARGET

The average target moves at 8.6 mph. The "lead dots" are set for a target moving at a 90-degree angle to the user. Depending on the direction of the target's movement, fire using the "lead dots" instead of the center dot in red. They are best used at 100 to 300 yards and are highly effective on targets of opportunity.





HOW TO RANGE YOUR TARGET

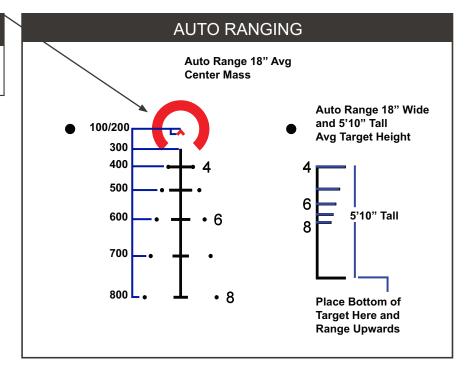
ACSS Reticles feature ranging tools that help you quickly determine your distance to target. These tools can range horizontally or vertically, allowing greater flexibility with partially obscured or angled targets.

Calibrated to 18" wide at each respective distance, the BDC's stadia can be used as built-in ranging measure. If you know a target is ~18" across, you can compare the target to each stadia until you find a match. For example, if you find that your target is exactly as wide as the 400-yard stadia, you know that the target is 400 yards away. If it's smaller than 4 but larger than 3, your target is between 300 and 400 yards. This system allows you to range a target with its corresponding BDC hold, so you can instantly engage the target.

If the target is facing away from you, or if the width is undetermined, you can use the side ranging brackets, which are calibrated to 5'10" tall. To determine your target's distance, set the reticle such that the bottom of the bracket is at the bottom of the target. Your target will appear to stand somewhere between the numbered top brackets, which are demarcated to represent 100-yard increments.

DUAL GREEN/ RED RETICLE







LIFETIME WARRANTY

Your Primary Arms SLx 5x36 Gen III Prism Scope is covered by the Primary Arms Lifetime Warranty. If a defect due to materials or workmanship, or even normal wear and tear has caused your product to malfunction, Primary Arms will either repair or replace your product. You can find more details about our lifetime warranty at www.primaryarmsoptics.com.

Email: info@primaryarmsoptics.com Toll-free at 855-774-2767 www.primaryarmsoptics.com

For more information on these optics, go to: http://primaryarmsoptics.com/product-category/prism-scopes/