PRIMARY ARMS®

1-6X24 SECOND FOCAL PLANE SCOPE GEN III

WITH PATENTED ACSS® PREDATOR™ RETICLE

PAT: goo.gl/2z62aS
MPN: PA1-6X24SFP-ACSS-PREDATOR
UPC: 8 18500 01203 0

THE 1-6X24 SCOPE GEN III

The ACSS (Advanced Combined Sighting System) is a giant leap forward in reticle design that utilizes bullet drop compensation correlated with range estimation, and wind holds in one simple to use system. The ACSS PREDATOR reticle increases first hit ratio and decreases time of engagement dramatically. It is a two-part reticle that allows you to be very fast from 0 to 200 yards, and very accurate from 300 to 500 yards.

ACHIEVING A CLEAR RETICLE PICTURE

Your 1-6X24 SFP scope comes with an adjustable diopter ring that must be set to match your eye. Located at the rear of the eyepiece, the diopter ring changes the focus of the reticle as you see it inside the scope. It does not change the focus of objects that you look at through the scope. Setting the diopter is the **critical first step** to successful precision shooting. You can set the diopter before you have even mounted the scope in its rings.

1. Turn the Power Ring to the highest setting, 6x, and point the scope at a bright, featureless background such as blue sky or a blank white wall.
2. With your head in position behind the scope's ocular lens, look at the wall or sky instead. If you look through prescription glasses when shooting, wear them now too. After 5 or 6 seconds, close your eyes.
3. Now open your eye, glance through the scope and immediately see if the reticle is sharp or blurry. If you notice that the reticle seems blurry at first and then suddenly sharpens, your eyes have focused on the reticle itself instead of looking **through** the scope. You must adjust the diopter ring and try again.
4. If the reticle was blurry, turn the diopter ring and repeat the process again. The process will take multiple adjustments. Each time you repeat the process, ask yourself if the reticle was sharper or more blurry than before. The final adjustments may be very fine. If your eyes get watery or tired, walk away for a bit and come back to this later.
5. Once the reticle appears sharp as soon as you glance through the scope, the diopter is set for your eyes. Everyone's eyes are slightly different, so the ideal adjustment changes from person to person. Many shooters will mark their correct diopter position with a little dab of paint or fingernail polish across the ring and the scope body, in case the ring gets turned accidentally later on. Others will apply electrical tape around the diameter of the ring to hold it in place.

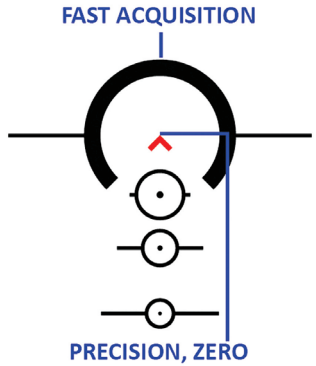
RETICLE ILLUMINATION

The illumination knob control on the left side of the scope is marked with numbers of increasing brightness from 1 to 5 in each direction. There are two “off” settings, “R” at the bottom of the red illumination numbers and “G” at the bottom of the green illumination numbers. The knob cap unscrews counter-clockwise, holding a CR2032 battery with the positive (+) side facing towards the cap. The windage turret cap on the opposite side holds a spare CR2032 battery inside. Reticle illumination at the lower settings is useful in low light situations like sunrise and sunset. At the higher settings reticle illumination provides a quick aiming point even in daylight, especially at low magnification.

GETTING TO KNOW THE ACSS RETICLE

Establishing Zero, or Dialing In Your Scope

Use the horseshoe for fast target acquisition and the chevron tip for precision. From a well-supported position using a bipod or sandbags, turn the power ring to maximum, and adjust your windage and elevation turrets to dial in your point of impact to the tip of the chevron at 100 yards.



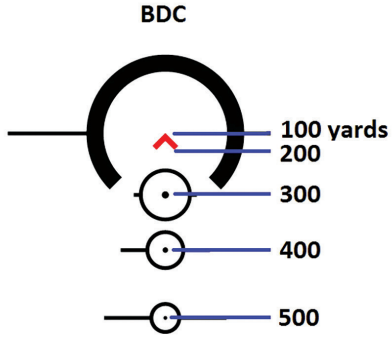
ADJUSTING POINT OF IMPACT

With the scope mounted on your rifle, the turret caps can be removed revealing finger adjustable turrets underneath. When sighting in your rifle, if your shots are hitting low, turn the elevation turret counterclockwise to bring the point of impact up. If your shots are hitting to the left, turn the windage turret counterclockwise to bring the point of impact right. Each turret click will change the point of bullet impact 0.5 minute of angle (MOA), or 0.5 inch at 100 yards distance.

Once your rifle is sighted in, you can use a screwdriver or fingernail to turn the indicator dial set into the turret until the “0” matches up with a dimple machined into the turret cap threads. Turning this dial does not affect the point of impact and no clicks will be heard or felt. If you adjust the turrets later to compensate for wind or range, it will be easy to return your scope to your rifle’s original “zero”. Each white line represents one click, or 0.5 MOA. The numbers 8, 12, 16, 32, and 36 represent total adjustment in MOA. Thus, if you turn the elevation turret from “0” to “8” you will hear and feel the turret click 16 times, and your bullet will impact the target 8 inches higher than before at 100 yards distance.

GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Gravity will affect your bullet's trajectory (or path). The BDC starts at the tip of the chevron and finishes at the 500 yard mark, indicated by the center aiming point in the lowest circle. Simply aim using the point in the reticle that coincides with the range to target. For targets at ranges between points you can split the difference. For example, for a target at 450 yards you should aim halfway between the 400 and 500-yard points. We recommend that you establish a steady, supported position in order to utilize the BDC. The optic needs to be set to the highest magnification, 6x, for the BDC to work properly.



223 Remington

(100 yrd zero)

.223 55 gr Vmax
2980 fps

Base load

308 Winchester

(100 yrd zero)
150 gr SP 2820
165 gr SP 2650 fps

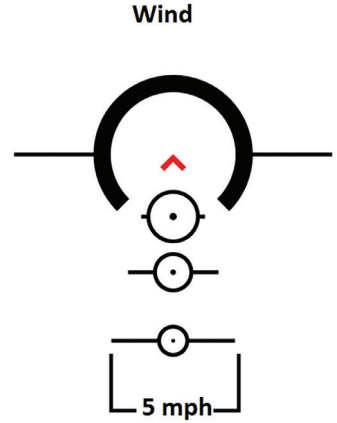
(50 yrd zero)
180 gr SP 2570

6.5 Grendel

(100 yrd +1" high)
123 gr A max
2580 fps

UNDERSTANDING THE WIND AND BULLET DRIFT

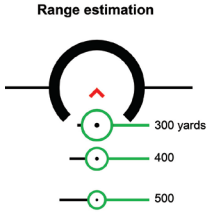
Notice the horizontal lines aligned with the BDC aiming points below the horseshoe and chevron. They are 5 mph wind marks. Wind will cause the bullet to drift left or right depending on wind direction. Understanding wind is important, as even a 2 mph wind at a 90 degree angle to the bullet's path can cause the bullet to drift over 10" at 600 yards. For a wind blowing from your left to your right, aim using the tip of the line on the right side. For a wind blowing right to left, use the left side lines. You can use the tips of the lines 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 tip of the line. If you have a 10 mph wind, you would double the distance to the tip, and so on. The wind hold dots are calibrated to work with the scope set to its maximum magnification, 6x.



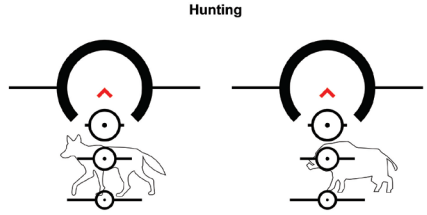
AUTO RANGING

Knowing the proper range to your target is crucial in order to use the right hold on the BDC. Ranging can be accomplished using the circles underneath the horseshoe and chevron. The circles represent a diameter of ten inches at 300, 400, and 500 yards respectively. Sections of standard shooting range targets measuring ten inches are easy to measure or create. For hunting purposes, auto-ranging a variety of animals is possible if you can see a section of the animal measuring approximately ten inches. For example, coyotes of various sizes commonly measure roughly ten inches from the bottom of the belly to the top of the back. Adult hog heads often measure ten inches vertically.

The auto-range circles can be used as starting points to make more intelligent decisions about range. If the ten-inch target area is too large for one circle and too small for another circle, the target is in between those two ranges and a holdover between the two aiming points can be used. If the target area being used for ranging is a bit larger than ten inches, then the target will appear closer than it is. If the target is a bit smaller than ten inches, the target will appear further away than it is. Compensate accordingly by aiming a very small amount higher for targets further away, and aiming a very small amount lower for targets that are closer.



Circles are range estimating 10"



Coyote ranged belly to back 400 yards

Hog head ranged at 400 (size may vary)

For more information about how to use the ACSS reticle, please check out our YouTube video at https://youtu.be/en6B2RVpCko. Please type in the link exactly, it is case sensitive.

SPECIFICATIONS AND FEATURES

- Tube diameter: 30 mm
- Magnification: 1-6x
- Objective lens diameter: 24 mm
- Ocular lens diameter: 34 mm
- Exit pupil: 9 – 4 mm
- Eye relief: 3.3 in – 3.5 in
- Field of view:
  110 feet @ 100 yards at 1x
  19.3 feet @ 100 yards at 6x
- Click value: 0.5 MOA
- Total elevation adjustment:
  50 MOA
- Total windage adjustment:
  50 MOA
- Length: 10 inches
- Net weight: 18.8 oz.
  with lens covers
- Red or green partial illumination
- Fast focus eyepiece
- Second focal plane
- Waterproof
- Nitrogen purged
- Fog resistant
- Fully multi-coated
- 6063 aluminum
- Anodized matte black
- Uses one CR2032 battery (included)
- Flip up lens covers included
- Lifetime warranty

NOTES

NOTES

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WARRANTY

Your PA1-6X24SFP-ACSS-PREDATOR 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 out more details at www.primaryarmsoptics.com.

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