

Complete Installation and Operating Instructions

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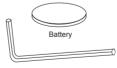
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HARDWARE & ACCESSORIES



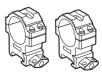




Flip-open Lens Caps



Cleaning Cloth



Scope Rings

B. BATTERY INSTALLATION

1. Turning counterclockwise, remove the battery cap.



- 2. Insert the CR1632 battery with its + side facing upward into the battery housing.
- 3. Make sure the battery makes contact with the metallic tab found on the floor of the housing and that it seats evenly.
- 4. Turning clockwise, reinstall the battery cap.

C. USING THE EZ-TAP® RED/GREEN RETICLE ILLUMINATION



- Power On: Apply a single press to either the red or green EZ-TAP® button to turn reticle illumination on in the respective color
- Brightness Adjustment: Apply a single press to either the red or green EZ-TAP® button, depending

on what color is currently on at the time, to cycle through one power intensity setting of the 7 available. After the 7 settings have been cycled through, the reticle illumination will return back to non-illuminated black before starting the illuminated cycle over again.

- Power Off: Press and hold down either one of the two EZ-TAP® buttons for approximately two seconds
- 1-Click Memory: Upon reactivation, the reticle illumination will return to the last brightness intensity setting last used prior to being turned off (not applicable if the battery was removed and or replaced).

D. INSTALLING THE SCOPE

- Remove the tops of the scope rings by unscrewing the Hex screws with the included tool.
- 2. Open up the clearance of the scope rings' Picatinny base, by turning the twist locks counterclockwise.
- Seat the scope rings onto your crossbow's Picatinny rail in a location that provides a comfortable eye relief with the scope.
- Secure the scope ring bases by turning the twist locks clockwise until tightened.



 Reinstall the tops of the scope rings using a cross-torque sequence and while maintaining that the scope is level with the crossbow. Recommended torque value is 25 in-lbs.

E. ADJUSTING THE EYEPIECE DIOPTER

The eyepiece diopter adjustment ring is located at the ocular (rear) end of the scope. Focusing the eyepiece diopter ensures that the reticle is sharp and crisp to you.

- 1. Point the scope at a bright and solid colored background such as a white wall.
- Look through the eyepiece and turn the diopter adjustment ring until the reticle looks the sharpest and crispest to you.

F. LOCKING AND UNLOCKING W/E TURRETS



To unlock the windage or elevation turret for adjustment, rotate the zero locking rings found at the base of the turret counterclockwise until stopped and vice versa.

G. ZEROING THE 130 HUNTER RETICLE

The 130 Hunter reticle is calibrated for crossbows with velocities from 250 to 475 FPS.

- Set the velocity adjustment ring to match that of the velocity of your crossbow.
- 2. Set the side parallax adjustment turret to 50 yards.
- Zero the optic at a target 50 yards away using the point of aim marker set for a 50 yard target engagement. Make any fine tune parallax adjustments as needed until target is in focus.
- Make adjustments to the windage and elevation turrets accordingly until the Point of aim equals point of impact (POI).
- If the POA equals the POI, then the optic is zeroed and the entire 130 Hunter reticle will be calibrated for your specific crossbow's velocity.
- If a 50 yard distance is unavailable, a 20 yard distance can be substituted. Use the point of aim marker set for a 20 yard target engagement and adjust the parallax to 20 yards.

H. ZERO RESETTING THE W/E TURRETS

Once the scope is zeroed and the windage or elevation turret has been returned to the locked position:



1. Use the included Hex wrench to turn counterclockwise until stopped, all three of the locking screws found around the circumference of the turret cap while holding the turret in place with your other hand. This will disengage the turret and prevent



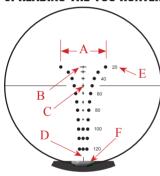
- 2. Lift up and turn the turret cap so that the '0' marker is aligned with the indicator marker depicted by a white arrow found on the scope's main body.
- 3. Once aligned, push down the turret cap and using the Hex

wrench from before, turn all three locking screws clockwise until stopped while holding the turret in place with your other hand to reengage the turret.

I. ETCHED GLASS 130 HUNTER RETICLE

The 130 Hunter reticle features a "through the viewfinder" bubble leveler located at the 6 o'clock and ballistic drop compensation and range estimating markers out to 130 yards. Markers found down the central spine of the reticle illuminate and are calibrated to match crossbow ballistics from 20 yards up to 130 yards using 10 yard increments. The center of the reticle marker is calibrated for a 50 yard target distance for general ease of use.

J. READING THE 130 HUNTER RETICLE



- A. The length span between dot pairs
- B. Point of aim marker for a target 20 yards away
- C. Point of aim marker for a target 50 yards away
- D. Point of aim marker for a target 130 yards away
- E. Quick reference vardage indicators
- F. Bubble Leveler

K. USING THE 130 HUNTER RETICLE

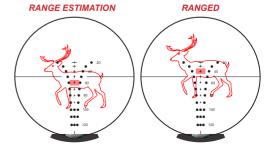
- **BUBBLE LEVELER:** The bubble leveler is internal through the viewfinder and is not a separate external attachment. Located unobtrusively at the 6 o'clock position, the bubble leveler aids in correcting any cant the user may have while aiming. Being internal allows the user to focus their attention primarily on the target and reticle, while secondarily allowing for quick cant adjustments by seeing the leveler through their peripherals.
- BALLISTIC DROP COMPENSATION (BDC): The 130 Hunter Reticle provides 12 point of aim markers for the user to guickly acquire the target with after having determined the range to target. Some of the more common range to target distances feature yardage indicators for quick reference.

RANGE ESTIMATION:

- Requirements:
- Knowledge of the average width of the target in inches
- Velocity of crossbow with preferred bolt matching with that of the velocity adjustment setting on the scope

- Matching Range estimation chart (provided) for the velocity adjustment setting on the scope
- Procedure:
- Use the reticle's horizontal dot pair that best matches with the target's width and note the dot pair's vardage
- · Using the range estimation chart, find the dot pair yardage you used on the left hand side of the chart
- In the row associated with your dot pair yardage, find the target width listed that matches or comes the closest to your actual target's width
- The range in yards at the very top of the chart that is in line within the same column of your target's width is the estimated range to target. This yardage value is the crosshair along the BDC you would use to aim at your target
- Example:
- The kill zone of a medium sized deer has an average width of 11"
- Your Crossbow's velocity is 350 FPS, the scope velocity adjustment ring is set to 350, and the range estimation chart you are using is the matching 350 FPS velocity
- The deer's 11" target width matches with the reticle's 60 yard dot pair when looking through the glass
- Chart is read as follows and estimates the distance to the deer to be 40 yards away
- · The 40 yard crosshair along the BDC is the crosshair you would then use to aim with

| | Range Estimation - 350 FPS Velocity | | | | | | | | | | | | | | |
|------------|-------------------------------------|------|------|------|-------|------|-------|------|------|------|------|-------|--|--|--|
| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | | |
| | | | | Т | arget | Widt | h (in | ch) | | | | | | | |
| | 20 | 17.1 | 25.7 | 34.3 | 42.9 | 51.4 | 60.0 | 68.6 | 77.1 | 85.7 | 94.3 | 102.9 | | | |
| | 30 | 11.4 | 17.1 | 22.9 | 28.6 | 34.3 | 40.0 | 45.7 | 51.4 | 57.1 | 62.9 | 68.6 | | | |
| <u>-</u> | 40 | 8.6 | 12.9 | 17.1 | 21.4 | 25.7 | 30.0 | 34.3 | 38.6 | 42.9 | 47.1 | 51.4 | | | |
| Pair | 50 | 6.9 | 10.3 | 13.7 | 17.1 | 20.6 | 24.0 | 27.4 | 30.9 | 34.3 | 37.7 | 41.1 | | | |
| S S | 60 | 5.7 | 8.6 | 11.4 | 14.3 | 17.1 | 20.0 | 22.9 | 25.7 | 28.6 | 31.4 | 34.3 | | | |
| | 70 | 4.9 | 7.3 | 9.8 | 12.2 | 14.7 | 17.1 | 19.6 | 22.0 | 24.5 | 26.9 | 29.4 | | | |
| Horizontal | 80 | 4.3 | 6.4 | 8.6 | 10.7 | 12.9 | 15.0 | 17.1 | 19.3 | 21.4 | 23.6 | 25.7 | | | |
| ě | 90 | 3.8 | 5.7 | 7.6 | 9.5 | 11.4 | 13.3 | 15.2 | 17.1 | 19.0 | 21.0 | 22.9 | | | |
| - | 100 | 3.4 | 5.1 | 6.9 | 8.6 | 10.3 | 12.0 | 13.7 | 15.4 | 17.1 | 18.9 | 20.6 | | | |
| | 110 | 3.1 | 4.7 | 6.2 | 7.8 | 9.4 | 10.9 | 12.5 | 14.0 | 15.6 | 17.1 | 18.7 | | | |
| | 120 | 2.9 | 4.3 | 5.7 | 7.1 | 8.6 | 10.0 | 11.4 | 12.9 | 14.3 | 15.7 | 17.1 | | | |



L. RANGE ESTIMATION CHARTS

| 1 | Range Estimation - 250 FPS Velocity | | | | | | | | | | | | | | |
|------------|-------------------------------------|------|------|------|-------|-------|-------|-------|-------|-------|-------|-------|--|--|--|
| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | | |
| | Target Width (inch) | | | | | | | | | | | | | | |
| | 20 | 40.0 | 60.0 | 80.0 | 100.0 | 120.0 | 140.0 | 160.0 | 180.0 | 200.0 | 220.0 | 240.0 | | | |
| | 30 | 26.7 | 40.0 | 53.3 | 66.7 | 80.0 | 93.3 | 106.7 | 120.0 | 133.3 | 146.7 | 160.0 | | | |
| _ | 40 | 20.0 | 30.0 | 40.0 | 50.0 | 60.0 | 70.0 | 80.0 | 90.0 | 100.0 | 110.0 | 120.0 | | | |
| Pair | 50 | 16.0 | 24.0 | 32.0 | 40.0 | 48.0 | 56.0 | 64.0 | 72.0 | 80.0 | 88.0 | 96.0 | | | |
| Þ | 60 | 13.3 | 20.0 | 26.7 | 33.3 | 40.0 | 46.7 | 53.3 | 60.0 | 66.7 | 73.3 | 80.0 | | | |
| | 70 | 11.4 | 17.1 | 22.9 | 28.6 | 34.3 | 40.0 | 45.7 | 51.4 | 57.1 | 62.9 | 68.6 | | | |
| Horizontal | 80 | 10.0 | 15.0 | 20.0 | 25.0 | 30.0 | 35.0 | 40.0 | 45.0 | 50.0 | 55.0 | 60.0 | | | |
| ļ | 90 | 8.9 | 13.3 | 17.8 | 22.2 | 26.7 | 31.1 | 35.6 | 40.0 | 44.4 | 48.9 | 53.3 | | | |
| - | 100 | 8.0 | 12.0 | 16.0 | 20.0 | 24.0 | 28.0 | 32.0 | 36.0 | 40.0 | 44.0 | 48.0 | | | |
| | 110 | 7.3 | 10.9 | 14.6 | 18.2 | 21.8 | 25.5 | 29.1 | 32.7 | 36.4 | 40.0 | 43.7 | | | |
| | 120 | 6.7 | 10.0 | 13.3 | 16.7 | 20.0 | 23.3 | 26.7 | 30.0 | 33.3 | 36.7 | 40.0 | | | |

| | Range 20 20 40 50 60 70 80 90 400 410 420 | | | | | | | | | | | | | |
|------------|---|------|------|------|-------|------|-------|-------|-------|-------|-------|-------|--|--|
| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | |
| | | | | T | arget | Widt | h (in | ch) | | | | | | |
| | 20 | 30.0 | 45.0 | 60.0 | 75.0 | 90.0 | 105.0 | 120.0 | 135.0 | 150.0 | 165.0 | 180.0 | | |
| | 30 | 20.0 | 30.0 | 40.0 | 50.0 | 60.0 | 70.0 | 80.0 | 90.0 | 100.0 | 110.0 | 120.0 | | |
| <u>.</u> | 40 | 15.0 | 22.5 | 30.0 | 37.5 | 45.0 | 52.5 | 60.0 | 67.5 | 75.0 | 82.5 | 90.0 | | |
| Pair | 50 | 12.0 | 18.0 | 24.0 | 30.0 | 36.0 | 42.0 | 48.0 | 54.0 | 60.0 | 66.0 | 72.0 | | |
| Dot | 60 | 10.0 | 15.0 | 20.0 | 25.0 | 30.0 | 35.0 | 40.0 | 45.0 | 50.0 | 55.0 | 60.0 | | |
| ıtal | 70 | 8.6 | 12.9 | 17.1 | 21.4 | 25.7 | 30.0 | 34.3 | 38.6 | 42.9 | 47.1 | 51.4 | | |
| Horizontal | 80 | 7.5 | 11.3 | 15.0 | 18.8 | 22.5 | 26.3 | 30.0 | 33.8 | 37.5 | 41.3 | 45.0 | | |
| 후 | 90 | 6.7 | 10.0 | 13.3 | 16.7 | 20.0 | 23.3 | 26.7 | 30.0 | 33.3 | 36.7 | 40.0 | | |
| - | 100 | 6.0 | 9.0 | 12.0 | 15.0 | 18.0 | 21.0 | 24.0 | 27.0 | 30.0 | 33.0 | 36.0 | | |
| | 110 | 5.5 | 8.2 | 10.9 | 13.6 | 16.4 | 19.1 | 21.8 | 24.6 | 27.3 | 30.0 | 32.7 | | |
| | 120 | 5.0 | 7.5 | 10.0 | 12.5 | 15.0 | 17.5 | 20.0 | 22.5 | 25.0 | 27.5 | 30.0 | | |

| | Range Estimation - 300 FPS Velocity | | | | | | | | | | | | | |
|--|-------------------------------------|------|------|------|------|------|------|------|-------|-------|-------|-------|--|--|
| Range 20 30 40 50 60 70 80 | | | | | | | | | | 100 | 110 | 120 | | |
| | Target Width (inch) | | | | | | | | | | | | | |
| | 20 | 24.0 | 36.0 | 48.0 | 60.0 | 72.0 | 84.0 | 96.0 | 108.0 | 120.0 | 132.0 | 144.0 | | |
| | 30 | 16.0 | 24.0 | 32.0 | 40.0 | 48.0 | 56.0 | 64.0 | 72.0 | 80.0 | 88.0 | 96.0 | | |
| <u>.</u> | 40 | 12.0 | 18.0 | 24.0 | 30.0 | 36.0 | 42.0 | 48.0 | 54.0 | 60.0 | 66.0 | 72.0 | | |
| Pair | 50 | 9.6 | 14.4 | 19.2 | 24.0 | 28.8 | 33.6 | 38.4 | 43.2 | 48.0 | 52.8 | 57.6 | | |
| Pot | 60 | 8.0 | 12.0 | 16.0 | 20.0 | 24.0 | 28.0 | 32.0 | 36.0 | 40.0 | 44.0 | 48.0 | | |
| | 70 | 6.9 | 10.3 | 13.7 | 17.1 | 20.6 | 24.0 | 27.4 | 30.9 | 34.3 | 37.7 | 41.1 | | |
| Horizontal | 80 | 6.0 | 9.0 | 12.0 | 15.0 | 18.0 | 21.0 | 24.0 | 27.0 | 30.0 | 33.0 | 36.0 | | |
| 卢 | 90 | 5.3 | 8.0 | 10.7 | 13.3 | 16.0 | 18.7 | 21.3 | 24.0 | 26.7 | 29.3 | 32.0 | | |
| - | 100 | 4.8 | 7.2 | 9.6 | 12.0 | 14.4 | 16.8 | 19.2 | 21.6 | 24.0 | 26.4 | 28.8 | | |
| | 110 | 4.4 | 6.5 | 8.7 | 10.9 | 13.1 | 15.3 | 17.5 | 19.6 | 21.8 | 24.0 | 26.2 | | |
| | 120 | 4.0 | 6.0 | 8.0 | 10.0 | 12.0 | 14.0 | 16.0 | 18.0 | 20.0 | 22.0 | 24.0 | | |

| | Range Estimation - 325 FPS Velocity | | | | | | | | | | | | | | |
|----------------|-------------------------------------|------|------|------|-------|------|-------|------|------|-------|-------|-------|--|--|--|
| R | ange (yd) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | | |
| | | | | T | arget | Widt | h (in | ch) | | | | | | | |
| | 20 | 20.0 | 30.0 | 40.0 | 50.0 | 60.0 | 70.0 | 80.0 | 90.0 | 100.0 | 110.0 | 120.0 | | | |
| | 30 | 13.3 | 20.0 | 26.7 | 33.3 | 40.0 | 46.7 | 53.3 | 60.0 | 66.7 | 73.3 | 80.0 | | | |
| <u>.</u> _ | 40 | 10.0 | 15.0 | 20.0 | 25.0 | 30.0 | 35.0 | 40.0 | 45.0 | 50.0 | 55.0 | 60.0 | | | |
| Pair | 50 | 8.0 | 12.0 | 16.0 | 20.0 | 24.0 | 28.0 | 32.0 | 36.0 | 40.0 | 44.0 | 48.0 | | | |
| Horizontal Dot | 60 | 6.7 | 10.0 | 13.3 | 16.7 | 20.0 | 23.3 | 26.7 | 30.0 | 33.3 | 36.7 | 40.0 | | | |
| la | 70 | 5.7 | 8.6 | 11.4 | 14.3 | 17.1 | 20.0 | 22.9 | 25.7 | 28.6 | 31.4 | 34.3 | | | |
| izon | 80 | 5.0 | 7.5 | 10.0 | 12.5 | 15.0 | 17.5 | 20.0 | 22.5 | 25.0 | 27.5 | 30.0 | | | |
| 호 | 90 | 4.4 | 6.7 | 8.9 | 11.1 | 13.3 | 15.6 | 17.8 | 20.0 | 22.2 | 24.4 | 26.7 | | | |
| - | 100 | 4.0 | 6.0 | 8.0 | 10.0 | 12.0 | 14.0 | 16.0 | 18.0 | 20.0 | 22.0 | 24.0 | | | |
| | 110 | 3.6 | 5.5 | 7.3 | 9.1 | 10.9 | 12.7 | 14.6 | 16.4 | 18.2 | 20.0 | 21.8 | | | |
| | 120 | 3.3 | 5.0 | 6.7 | 8.3 | 10.0 | 11.7 | 13.3 | 15.0 | 16.7 | 18.3 | 20.0 | | | |

| | Range Estimation - 350 FPS Velocity | | | | | | | | | | | | | | |
|----------------|-------------------------------------|------|------|------|-------|------|-------|------|------|------|------|-------|--|--|--|
| | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | | |
| | | | | Т | arget | Widt | h (in | ch) | | | | | | | |
| | 20 | 17.1 | 25.7 | 34.3 | 42.9 | 51.4 | 60.0 | 68.6 | 77.1 | 85.7 | 94.3 | 102.9 | | | |
| | 30 | 11.4 | 17.1 | 22.9 | 28.6 | 34.3 | 40.0 | 45.7 | 51.4 | 57.1 | 62.9 | 68.6 | | | |
| <u>.</u> | 40 | 8.6 | 12.9 | 17.1 | 21.4 | 25.7 | 30.0 | 34.3 | 38.6 | 42.9 | 47.1 | 51.4 | | | |
| Pair | 50 | 6.9 | 10.3 | 13.7 | 17.1 | 20.6 | 24.0 | 27.4 | 30.9 | 34.3 | 37.7 | 41.1 | | | |
| 절 | 60 | 5.7 | 8.6 | 11.4 | 14.3 | 17.1 | 20.0 | 22.9 | 25.7 | 28.6 | 31.4 | 34.3 | | | |
| 큘 | 70 | 4.9 | 7.3 | 9.8 | 12.2 | 14.7 | 17.1 | 19.6 | 22.0 | 24.5 | 26.9 | 29.4 | | | |
| Horizontal Dot | 80 | 4.3 | 6.4 | 8.6 | 10.7 | 12.9 | 15.0 | 17.1 | 19.3 | 21.4 | 23.6 | 25.7 | | | |
| 후 | 90 | 3.8 | 5.7 | 7.6 | 9.5 | 11.4 | 13.3 | 15.2 | 17.1 | 19.0 | 21.0 | 22.9 | | | |
| - | 100 | 3.4 | 5.1 | 6.9 | 8.6 | 10.3 | 12.0 | 13.7 | 15.4 | 17.1 | 18.9 | 20.6 | | | |
| | 110 | 3.1 | 4.7 | 6.2 | 7.8 | 9.4 | 10.9 | 12.5 | 14.0 | 15.6 | 17.1 | 18.7 | | | |
| | 120 | 2.9 | 4.3 | 5.7 | 7.1 | 8.6 | 10.0 | 11.4 | 12.9 | 14.3 | 15.7 | 17.1 | | | |

| | Range Estimation - 375 FPS Velocity | | | | | | | | | | | | | |
|------------|-------------------------------------|------|------|------|-------|------|-------|------|------|------|------|------|--|--|
| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 | | |
| | | | | T | arget | Widt | h (in | ch) | | | | | | |
| | 20 | 15.0 | 22.5 | 30.0 | 37.5 | 45.0 | 52.5 | 60.0 | 67.5 | 75.0 | 82.5 | 90.0 | | |
| | 30 | 10.0 | 15.0 | 20.0 | 25.0 | 30.0 | 35.0 | 40.0 | 45.0 | 50.0 | 55.0 | 60.0 | | |
| | 40 | 7.5 | 11.3 | 15.0 | 18.8 | 22.5 | 26.3 | 30.0 | 33.8 | 37.5 | 41.3 | 45.0 | | |
| Pair | 50 | 6.0 | 9.0 | 12.0 | 15.0 | 18.0 | 21.0 | 24.0 | 27.0 | 30.0 | 33.0 | 36.0 | | |
| Dot | 60 | 5.0 | 7.5 | 10.0 | 12.5 | 15.0 | 17.5 | 20.0 | 22.5 | 25.0 | 27.5 | 30.0 | | |
| | 70 | 4.3 | 6.4 | 8.6 | 10.7 | 12.9 | 15.0 | 17.1 | 19.3 | 21.4 | 23.6 | 25.7 | | |
| Horizontal | 80 | 3.8 | 5.6 | 7.5 | 9.4 | 11.3 | 13.1 | 15.0 | 16.9 | 18.8 | 20.6 | 22.5 | | |
| 후 | 90 | 3.3 | 5.0 | 6.7 | 8.3 | 10.0 | 11.7 | 13.3 | 15.0 | 16.7 | 18.3 | 20.0 | | |
| - | 100 | 3.0 | 4.5 | 6.0 | 7.5 | 9.0 | 10.5 | 12.0 | 13.5 | 15.0 | 16.5 | 18.0 | | |
| | 110 | 2.7 | 4.1 | 5.5 | 6.8 | 8.2 | 9.6 | 10.9 | 12.3 | 13.6 | 15.0 | 16.4 | | |
| | 120 | 2.5 | 3.8 | 5.0 | 6.3 | 7.5 | 8.8 | 10.0 | 11.3 | 12.5 | 13.8 | 15.0 | | |

| | | | Rang | e Est | timati | on - | 425 F | PS V | eloci | ty | | |
|------------|------------|------|------|-------|--------|------|-------|------|-------|------|------|------|
| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
| | | | | Т | arget | Widt | h (in | ch) | | | | |
| | 20 | 12.0 | 18.0 | 24.0 | 30.0 | 36.0 | 42.0 | 48.0 | 54.0 | 60.0 | 66.0 | 72.0 |
| | 30 | 8.0 | 12.0 | 16.0 | 20.0 | 24.0 | 28.0 | 32.0 | 36.0 | 40.0 | 44.0 | 48.0 |
| <u>.</u> | 40 | 6.0 | 9.0 | 12.0 | 15.0 | 18.0 | 21.0 | 24.0 | 27.0 | 30.0 | 33.0 | 36.0 |
| Pair | 50 | 4.8 | 7.2 | 9.6 | 12.0 | 14.4 | 16.8 | 19.2 | 21.6 | 24.0 | 26.4 | 28.8 |
| Dot | 60 | 4.0 | 6.0 | 8.0 | 10.0 | 12.0 | 14.0 | 16.0 | 18.0 | 20.0 | 22.0 | 24.0 |
| | 70 | 3.4 | 5.1 | 6.9 | 8.6 | 10.3 | 12.0 | 13.7 | 15.4 | 17.1 | 18.9 | 20.6 |
| Horizontal | 80 | 3.0 | 4.5 | 6.0 | 7.5 | 9.0 | 10.5 | 12.0 | 13.5 | 15.0 | 16.5 | 18.0 |
| 후 | 90 | 2.7 | 4.0 | 5.3 | 6.7 | 8.0 | 9.3 | 10.7 | 12.0 | 13.3 | 14.7 | 16.0 |
| - | 100 | 2.4 | 3.6 | 4.8 | 6.0 | 7.2 | 8.4 | 9.6 | 10.8 | 12.0 | 13.2 | 14.4 |
| | 110 | 2.2 | 3.3 | 4.4 | 5.5 | 6.5 | 7.6 | 8.7 | 9.8 | 10.9 | 12.0 | 13.1 |
| | 120 | 2.0 | 3.0 | 4.0 | 5.0 | 6.0 | 7.0 | 8.0 | 9.0 | 10.0 | 11.0 | 12.0 |

| Ra () | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
|------------|------------|------|------|------|-------|------|-------|------|------|------|------|------|
| | | | | Т | arget | Widt | h (in | ch) | | | | |
| | 20 | 10.9 | 16.4 | 21.8 | 27.3 | 32.7 | 38.2 | 43.6 | 49.1 | 54.5 | 60.0 | 65.5 |
| | 30 | 7.3 | 10.9 | 14.5 | 18.2 | 21.8 | 25.5 | 29.1 | 32.7 | 36.4 | 40.0 | 43.6 |
| <u>-</u> | 40 | 5.5 | 8.2 | 10.9 | 13.6 | 16.4 | 19.1 | 21.8 | 24.5 | 27.3 | 30.0 | 32.7 |
| Pair | 50 | 4.4 | 6.5 | 8.7 | 10.9 | 13.1 | 15.3 | 17.5 | 19.6 | 21.8 | 24.0 | 26.2 |
| ě | 60 | 3.6 | 5.5 | 7.3 | 9.1 | 10.9 | 12.7 | 14.5 | 16.4 | 18.2 | 20.0 | 21.8 |
| | 70 | 3.1 | 4.7 | 6.2 | 7.8 | 9.4 | 10.9 | 12.5 | 14.0 | 15.6 | 17.1 | 18.7 |
| Horizontal | 80 | 2.7 | 4.1 | 5.5 | 6.8 | 8.2 | 9.5 | 10.9 | 12.3 | 13.6 | 15.0 | 16.4 |
| 5 | 90 | 2.4 | 3.6 | 4.8 | 6.1 | 7.3 | 8.5 | 9.7 | 10.9 | 12.1 | 13.3 | 14.5 |
| - | 100 | 2.2 | 3.3 | 4.4 | 5.5 | 6.5 | 7.6 | 8.7 | 9.8 | 10.9 | 12.0 | 13.1 |
| | 110 | 2.0 | 3.0 | 4.0 | 5.0 | 6.0 | 6.9 | 7.9 | 8.9 | 9.9 | 10.9 | 11.9 |
| | 120 | 1.8 | 2.7 | 3.6 | 4.5 | 5.5 | 6.4 | 7.3 | 8.2 | 9.1 | 10.0 | 10.9 |

Range Estimation - 450 FPS Velocity

| | | | Rang | e Est | timati | ion - | 475 F | PS V | eloci | ty | | 13 |
|------------|------------|------|------|-------|--------|-------|-------|------|-------|------|------|------|
| | nge /d) | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
| | | | | Т | arget | Widt | h (in | ch) | | | | |
| | 20 | 10.0 | 15.0 | 20.0 | 25.0 | 30.0 | 35.0 | 40.0 | 45.0 | 50.0 | 55.0 | 60.0 |
| | 30 | 6.7 | 10.0 | 13.3 | 16.7 | 20.0 | 23.3 | 26.7 | 30.0 | 33.3 | 36.7 | 40.0 |
| _ | 40 | 5.0 | 7.5 | 10.0 | 12.5 | 15.0 | 17.5 | 20.0 | 22.5 | 25.0 | 27.5 | 30.0 |
| Pair | 50 | 4.0 | 6.0 | 8.0 | 10.0 | 12.0 | 14.0 | 16.0 | 18.0 | 20.0 | 22.0 | 24.0 |
| ĕ | 60 | 3.3 | 5.0 | 6.7 | 8.3 | 10.0 | 11.7 | 13.3 | 15.0 | 16.7 | 18.3 | 20.0 |
| | 70 | 2.9 | 4.3 | 5.7 | 7.1 | 8.6 | 10.0 | 11.4 | 12.9 | 14.3 | 15.7 | 17.1 |
| Horizontal | 80 | 2.5 | 3.8 | 5.0 | 6.3 | 7.5 | 8.8 | 10.0 | 11.3 | 12.5 | 13.8 | 15.0 |
| 5 | 90 | 2.2 | 3.3 | 4.4 | 5.6 | 6.7 | 7.8 | 8.9 | 10.0 | 11.1 | 12.2 | 13.3 |
| - | 100 | 2.0 | 3.0 | 4.0 | 5.0 | 6.0 | 7.0 | 8.0 | 9.0 | 10.0 | 11.0 | 12.0 |
| | 110 | 1.8 | 2.7 | 3.6 | 4.5 | 5.5 | 6.4 | 7.3 | 8.2 | 9.1 | 10.0 | 10.9 |
| | 120 | 1.7 | 2.5 | 3.3 | 4.2 | 5.0 | 5.8 | 6.7 | 7.5 | 8.3 | 9.2 | 10.0 |

| | | ı | Hor | izor | ntal | Dot | Pai | ir | | | | Range (yd) | |
|-----|-----|-----|-----|------|------|-----|-----|----|----|----|---------------------|------------|---------------------|
| 120 | 110 | 100 | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | | e (yd) | |
| | | | | | | | | | | | | 20 | |
| | | | | | | | | | | | | 30 | Ran |
| | | | | | | | | | | | | 40 | Range Estimation - |
| | | | | | | | | | | | Target | 50 | matior |
| | | | | | | | | | | | Target Width (inch) | 60 | - |
| | | | | | | | | | | | (inch) | 70 | |
| | | | | | | | | | | | | 80 | FPS Velocity |
| | | | | | | | | | | | | 90 | ocity |
| | | | | | | | | | | | | 100 | |
| | | | | | | | | | | | | 110 | |
| | | | | | | | | | | | | 120 | |

M. GENERAL CARE AND MAINTENANCE

- Take care not to drop or knock the scope once it is zeroed.
- Keep the protective lens covers in place when the scope is not being used.
- Maintain the metal surface of the scope by removing any dirt or sand with a soft brush so as to avoid scratching the finish
- 4. Wipe the lens with a clean flannel cloth to keep it clean and dry. In order to avoid scratching the glass, ensure both the lens and cloth are clean. Do not use finger or finger nail to touch/clean lenses.
- Store the scope in a cool dry place when not in use. Be careful to avoid contact with acid, alkaline or corrosive chemicals. Remove battery if the scope is being stored away for an extended period of time.
- 6. Do not attempt to lubricate any part of the scope.
- Do not disassemble the scope. Any such action will void the warranty.

WARNING: Viewing the sun can cause serious eye injury. Never look directly into the sun with this or any scope.

N. WARRANTY INFORMATION

The Best Never Rest Warranty - Lifetime

Leapers, Inc. warrants that all UTG products conform to published specifications and are free from defects in material and workmanship. We will repair or replace defective products for the duration of the product's life span. Our dedicated inhouse customer service professionals will provide the best-inclass UTG experience -

NOTES: Our warranty does not extend to products disassembled, damaged from misuse, accidental impact, negligence, natural disasters/accidents, or unauthorized repair or alteration

Warranty Instructions

You can either contact the store where the product was purchased OR get in contact with us on www.leapers.com.

To submit a warranty case, please follow the following steps:

- Go to Warranty Request under Customer Service on www.leapers.com.
- Fill out the necessary contact and product information to the best of your knowledge.
- A purchase receipt is required for all warranty cases and needs to be attached at the end of the form.
- 4. Finalize the case by submitting the information to us.

 You will hear from one of our customer service reps within 24-48 hours and we will provide you with additional information and instructions.

For any questions regarding the process, please feel free to call us at (734)542-1500 or email us at office@leapers.com





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