PRIMARY ARMS®

1-6X24 SECOND FOCAL PLANE SCOPE GEN III

WITH PATENTED ACSS® .22LR RETICLE

U.S. PAT. NOS.: US 8,910,412 B2 AND US D700,944 S
MPN: PA1-6X24SFP-ACSS-22LR
UPC: 8 18500 01215 3

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® reticle increases first hit ratio and decreases time of engagement dramatically.

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 a **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 11. 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.

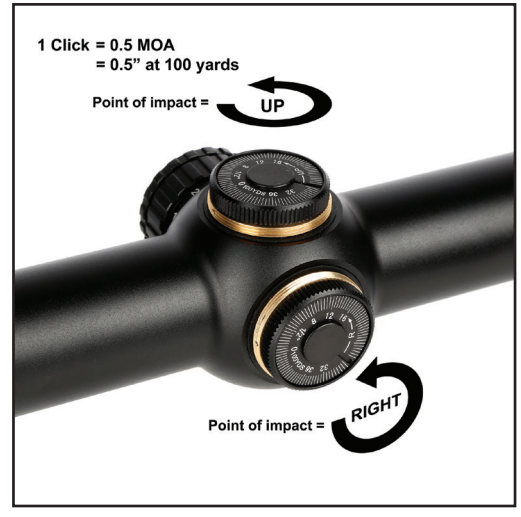
GETTING TO KNOW THE ACSS® RETICLE

Establishing Zero, or Dialing In Your Scope

Zero using the center dot at 25 or 50 yards. Once point of aim and point of impact coincide using the center dot, you can fine tune your zero by using the top post of the bullet drop compensation ladder 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.



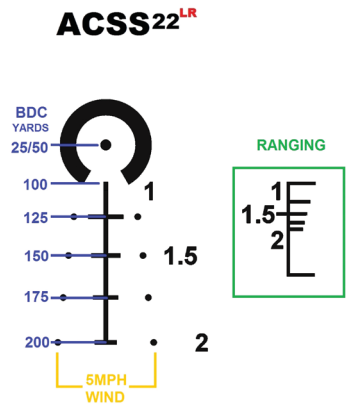
Once your rifle is sighted in, you can use a screwdriver or fingernail to turn the indicator dial set into the turret until the “0” matches up with a dimple machined into the turret cap threads. Turning this dial does not affect the point of impact and no clicks will be heard or felt. If you adjust the 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 center dot and finishes at the 200-yard mark, indicated by the number 2. Simply aim using the hash mark that coincides with the range to target. 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.

UNDERSTANDING THE WIND AND BULLET DRIFT

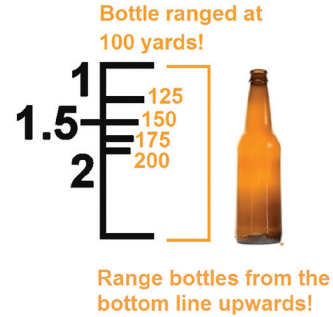
Notice the dots aligned with the BDC. They are 5 mph wind marks. Wind will cause the bullet to drift left or right depending on wind direction. For a wind blowing from your left to your right, use the dots on the right side. For a wind blowing right to left, use the left side dots. You can use the dots 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. The wind hold dots are calibrated to work with the scope set to its maximum magnification, 6x.



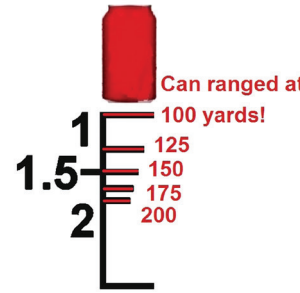
VERTICAL AND HORIZONTAL AUTO RANGING

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 range marks on the right side of the reticle, or using the BDC itself. For the ranging features to work correctly, turn the power ring to maximum power, 6x.

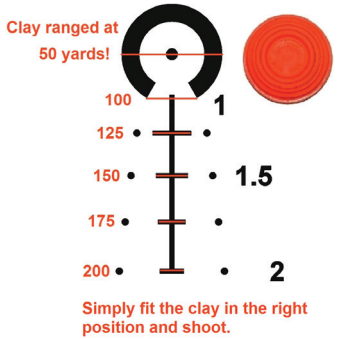
To range bottles, place the bottom of the target on the lowest line of the vertical range marks, and range upwards.



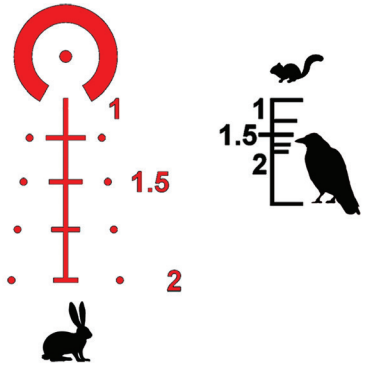
To range soda cans, compare the width of the can to the width of the vertical range marks instead.



Auto ranging a standard clay pigeon is correlated with the BDC. At 50 yards clay pigeons will match the width of the horseshoe. When using the BDC to auto range, simply fit the clay pigeon's width inside the hash mark that matches it, and fire. All the math has been done.



Small game and pests with dimensions similar to bottles, cans, or clay pigeons can be ranged using the technique most appropriate to their shape. For example, imagine a clay pigeon when ranging rabbits, or a beer bottle when ranging birds.



For more information about how to use the ACSS® 22LR reticle, please check out our YouTube video at https://goo.gl/tnSzVR. Please type in the link exactly, it is case sensitive.

SPECIFICATIONS AND FEATURES

- Tube diameter: 30 mm
- Magnification: 1-6x
- Objective diameter: 24 mm
- Ocular diameter: 33.2 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:
  140 MOA
- Total windage adjustment:
  140 MOA
- Length: 10.04 inches
- Net weight: 18.1 oz.
  with lens covers
- Red partial illumination
- Fast focus eyepiece
- Second focal plane
- Waterproof
- Nitrogen purged
- Fog resistant
- Fully multi-coated
- 6063 aluminum
- Uses one CR2032 battery
  (included)
- Flip up lens covers included
- Lifetime warranty

NOTES

NOTES

PRIMARY ARMS®

WARRANTY

Your PA1-6X24SFP-ACSS-22LR 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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