

TA31-R-ACSS



READ THIS FIRST!

Trijicon

ACOG 4x32 Scope with Red Dual Illumination ACSS® Reticle

"Advanced Combined Sighting System" combining Bullet Drop Compensation, Range Estimation, Wind and Leads in one easy to use system.

This prismatic scope uses a series of lenses to bend the light so the scope can be more compact. The reticle must be viewed when mounted at the proper eye relief or it may appear canted. Each individual unit has been tested. Mount it up and go shooting. The reticle will be in proper alignment to the upper receiver rail on your AR15. Thread locker is recommended on the base and accessory screws. Follow manufacturer's instructions.

Your new scope qualifies for Trijicon's limited lifetime warranty. If you have any questions, please email or call:

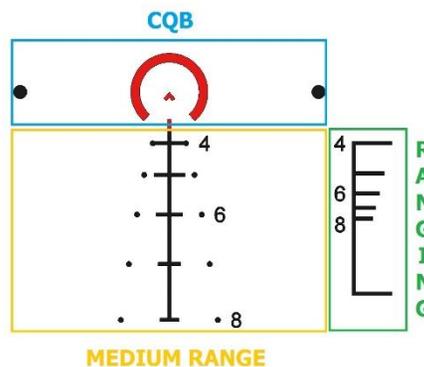
Email:
info@PrimaryArms.com
 713-344-9600
www.primaryarms.com

ACHIEVING CLEAR PICTURE
 Numbers and crosshair might appear small when not looking at the proper range. They are set for 400-800 yards.

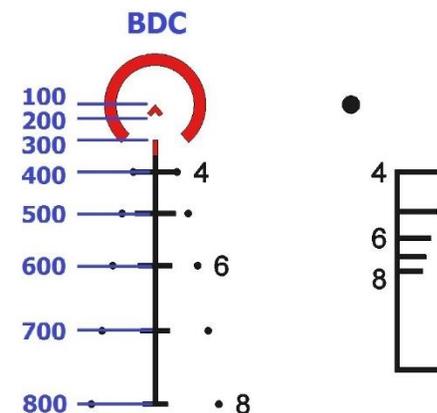
When shooting at those ranges, we advise you do so in the prone position.

GETTING TO KNOW THE ACSS RETICLE

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

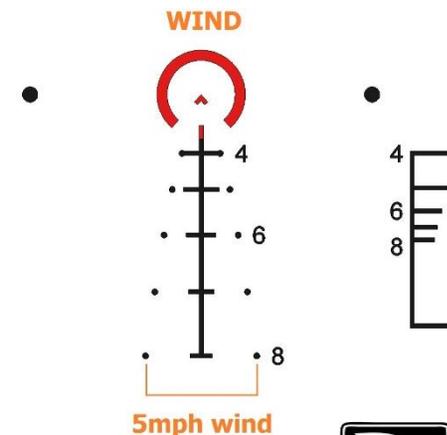


number (8). We recommend you establish a steady shooting position in order to utilize the BDC.



UNDERSTANDING THE WIND OR DRIFT

Wind will cause the bullet to drift left or right depending on wind direction. Understanding wind is very important. 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.



ESTABLISHING ZERO

Use bipod or sandbags, preferably on a bench or in the prone position adjusting your turrets dial in your point of aim to your point of impact with five (5) rounds at 100 yards on the Chevron tip. Each click is 1/2 MOA OR 1/2 INCH at 100 yards. How high up or down you "dial in" depends on your rifle and ammunition (covered in the ballistic section).

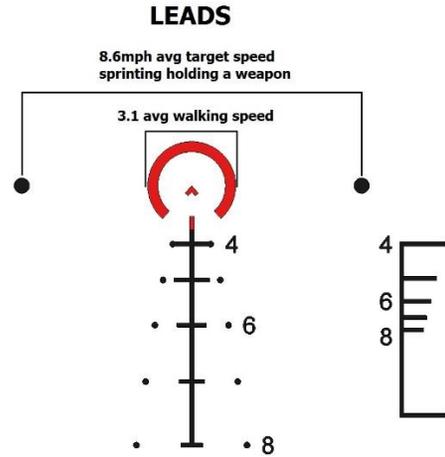
GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Gravity will affect your bullet's trajectory (or path). The BDC starts at the tip of the Chevron and finishes at the 800 yard mark indicated by the



LEADING YOUR TARGET

The average target moves at 8.6 MPH. The "lead dots" are set for a 90 degree angle. Depending on the direction of the target, fire using the "lead dots" instead of the Chevron in red. They are best from 100 to 300 yards and are highly effective on movers.



DIALING IN FOR YOUR BARREL LENGTH AND AMMUNITION

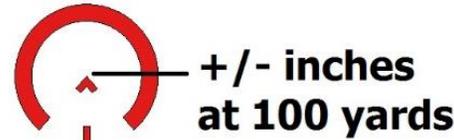
Depending on type of ammunition, barrel length, and weather conditions, the [POI] will vary. This chart is based on a 100 yard zero +/- with exception of the 50 yard 0 recommended for M193/14.5" barrels.

How to use the zero chart

Find your type of ammo on the left top corner.

Starting on the left, locate your barrel length.

Line up with your elevation and dial in +/- in inches at 100 yards.

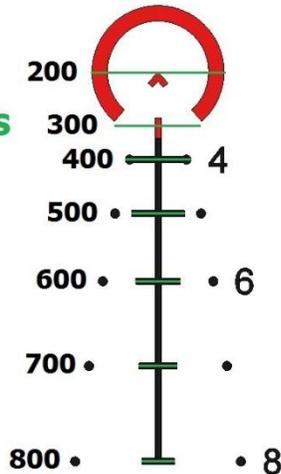


HOW TO RANGE YOUR TARGET

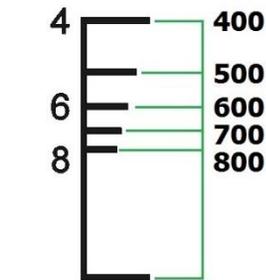
Proper range estimation is crucial in order to properly hold on your BDC. Note that the 18" portion can also be used to range predator (shoulder to hip) & small game of equal size.

RANGING

18" avg center mass



5'10" avg target height



Place feet here and range upwards

Zero in using the ballistic chart below according to your altitude and barrel length. Increments are in inches.

5.56mm				
m855 62gr	1000 ft.	2000 ft.	3000 ft.	0 Distance
14.5" Barrel	+1.0	+0.5	0	100 yards
16" Barrel	+0.5	0	-0.5	100 yards
20" Barrel	0	-0.5	-1.0	100 yards
m193 55gr				
14.5" Barrel	0	0	0	50 yards
16" Barrel	+1.0	+0.5	0	100 yards
20" Barrel	0	0	-0.5	100 yards
.223				
55gr VMAX 0 at 100 yards 3100 - 3200 fps				
60gr VMAX 0 at 100 yards 3050 - 3150 fps				
69gr SMK 0 at 100 yards 2900 - 2950 fps				
75gr HNDY +0.5" at 100 yards 2700 - 2750 fps				
77gr SMK +1.0" at 100 yards 2700 - 2750 fps				
7.62x51mm / .308				
M80 147gr +1.0" at 100 yards 2650 - 2700 fps				
168gr SMK +1.0" at 100 yards 2600 - 2650 fps				
5.45mm				
7n6 53gr	1000 ft.	2000 ft.	3000 ft.	0 Distance
16" Barrel	0	0	-0.5	100 yard 0