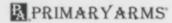
BULLET DROP COMPENSATION BY CALIBER

The ACSS reticle is useful with a variety of calibers and loadings. Find the loading that matches your firearm and sight it in at the distance indicated. For some loadings, the point of impact should be ½" or 1" high at the sight in distance for the ACSS BDC to work properly.





Email: info@primaryarms.com Phone: 713-344-9600

SHOTGUN USE

The horseshoe approximates the typical spread of 12 gauge, 00 buckshot pellets from an 18.5-20" cylinder bore shotgun barrel at 25 yards. At closer ranges the pattern will be progressively smaller than the horseshoe, and at longer ranges the pattern will grow larger than the horseshoe.



AUTO RANGING

The average target measures 18" across. The outer tips of the chevron auto range 18" at 300 yards, and the inner tips of the chevron auto range 18" at 400 yards. The BDC dots will cover a 5" wide target at 500 yards.

PRIMARY ARMS°

PATENT PENDING ACSS® CQB RETICLE

ACSS® 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 is composed of a center chevron with bullet drop compensation dots underneath it, surrounded by a horseshoe.

SIGHTING IN YOUR ACSS CQB RETICLE

Sight in your rifle so that the point of impact coincides with the tip of the chevron at 100 yards to ensure proper function of the BDC dots below it.

BULLET DROP COMPENSATION

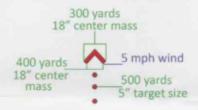
Hold the corresponding reticle feature on target to hit at the indicated range:

- · Tip of the chevron: 100 to 200 yards
- . Empty space inside the "^" of the chevron: 300 yards
- · First BDC dot: 400 yards
- . Second BDC dot: 500 yards
- . Third BDC dot: 600 yards

WIND LEADS

The inner tips of the chevron may also be used as wind lead indicators for a 5mph crosswind. If the wind is 2.5 mph, hold halfway from dead center to the appropriate chevron tip. If the wind is 10 mph, hold double the distance from dead center to the appropriate chevron tip, and so forth.

MED RANGE MODE



VERTICAL RANGING

