PA6X32-22LR

READ THIS FIRST!

PRIMARY ARMS®

6X Scope with the Patented ACSS® 22LR Reticle

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

ACHIEVING CLEAR PICTURE

The first step is to focus the reticle using the diopter ring at the rear of the eyepiece. Looking at a light background, the reticle should appear sharp and crisp. If it does not, you need to adjust the ring. If you are farsighted, turn the ring clockwise a few turns; if nearsighted, turn it counterclockwise. Look at the scope with quick glances and adjust until it is clear. This is a one-time adjustment.

Numbers and crosshair might appear small when not looking at intended range. They are set for 50 to 200 yards.

Your new scope has a three-year warranty against manufacturer defects. If you have any questions, please email or call.

Email:info@PrimaryArms.com
713-344-9600
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GETTING TO KNOW THE ACSS® RETICLE

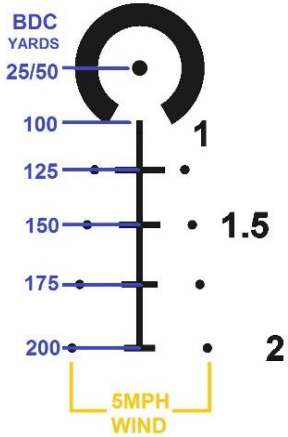
ACSS® (Advanced Combined Sighting System) is a giant leap forward in reticle design that utilizes bullet drop compensation correlated with range estimation and wind, in one simple to use system. The ACSS reticle increases first hit ratio and decreases time on target dramatically. It is a two-part reticle that allows you to be very fast from 0 to 100 yards and very accurate from 100 to 200 yards.

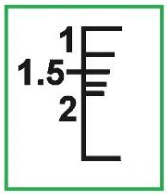
ESTABLISHING ZERO

Start to zero using the center dot at 25/50 yards and then make final adjustments at 100 yards aiming with the post. Each click is ¼ MOA, the turrets can be set to zero by loosening the two hex screws and removing the turrets by pulling them up. Rotate to the zero indicator. Carefully replace them in the zero position and tighten the screws.

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). We recommend you establish a steady position in order to utilize the BDC.





UNDERSTANDING THE WIND OR DRIFT

Notice the dots aligned with BDC. They are 5 mph wind marks as in the picture above.

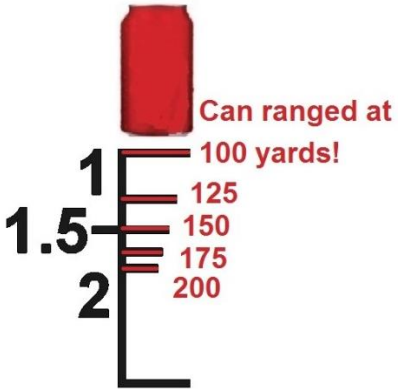
Wind will cause the bullet to drift left or right depending on direction. For example, if you have approximately a 2.5 mph wind, you would hold half-way to the dot. If you have a 10 mph wind, you would double the hold of the dot and so on.

HOW TO RANGE YOUR TARGET

Knowing the proper range of your target is crucial in order to have the right hold on your BDC.

For Plinking

Simply fit the clay in the right position and shoot.

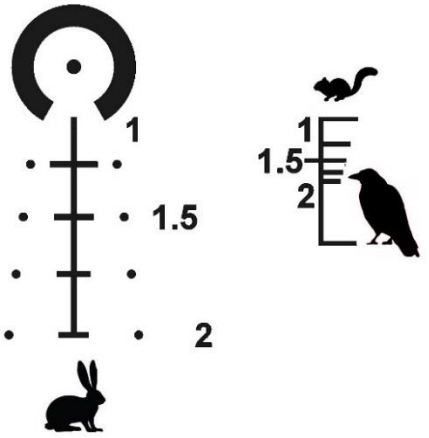


Simply range the can using the horizontal lines.

Range bottles from the bottom line upwards!

For Pest Control & Small Games

Range pests & small games of equal size as clays, cans, or bottles.



Specs and Features

Tube diameter: 1 inch
Magnification: 6X
Exit pupil: 5 mm
Eye relief: 3.27 inch
Field of view: 17.5 ft. at 100 yards
Click value: ¼ MOA
Uses one CR2032 battery (included)
Total adjustment range: 25 MOA
Zero reset turrets
Fast focus eyepiece

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