

**PA** PRIMARY ARMS®



## 1-6X24 SECOND FOCAL PLANE SCOPE GEN III

WITH PATENT PENDING ACSS® GRIFFIN™ MIL RETICLE

For Patent Information go to <https://goo.gl/ob3654>  
MPN: PA1-6X24SFP-ACSS-GRIFFIN-MIL  
UPC: 8 18500 01328 0

## 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 moving target leads in one simple to use system. The ACSS Griffin MIL reticle increases first hit ratio and decreases time of engagement dramatically. It is a two-part reticle that allows you to be very fast from 0 to 200 yards, and very accurate from 300 to 600 yards with common calibers.



## 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 the **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.

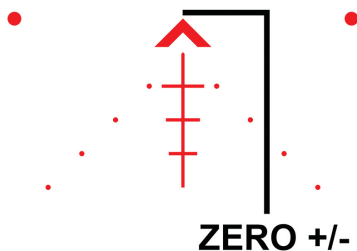
## RETICLE ILLUMINATION

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

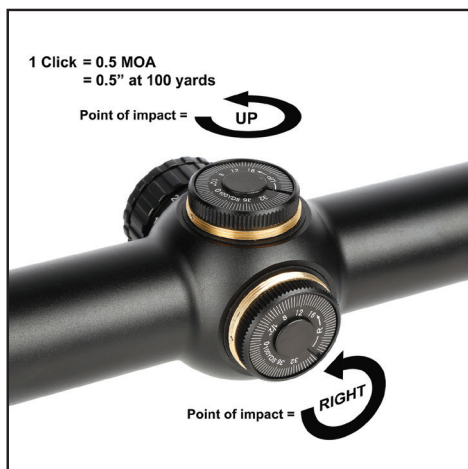
### *Establishing Zero, or Dialing In Your Scope*

From a well-supported position using a bipod or sandbags, turn the power ring to maximum, and adjust your windage and elevation turrets to dial in your point of impact to the tip of the chevron. For 5.56 NATO, and 5.45x39, zero at 100 yards. For .308 Win, zero .5" high at 100 yards. For 6.5 Grendel, zero .75" high at 100 yards. For other calibers, see "The MIL System" at the end of this manual.



## ADJUSTING POINT OF IMPACT

With the scope mounted on your rifle, the turret caps can be removed revealing finger adjustable turrets underneath. From a well-supported position using a bipod or sandbags, turn the power ring to maximum, and adjust your windage and elevation turrets to dial in your point of impact to the tip of the chevron. 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), roughly 0.5 inches 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 tip of the chevron and finishes at the 600 yard mark, indicated by the lowest hash mark. Simply aim using the point in the reticle that coincides with the range to target. For targets at ranges between points you can split the difference. For example, for a target at 450 yards you should aim halfway between the 400 and 500-yard hash marks. 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.



## Common BZO or "Battle Zero"

**5.56: Zero at 100 yards**

**5.45: Zero at 100 yards**

**.308: Dial in .5" high at 100 yards**

**6.5 Grendel: Dial in .75" high at 100 yards**

# LEADING YOUR TARGET

The average target moves at 8.6 mph. The "lead dots" on each side of the chevron are set for a target moving at a 90 degree angle to the shooter. Depending on the direction of the target's movement, fire using the "lead dots" instead of the center chevron. If the target is moving left to right, use the left lead dot. If the target is moving right to left, use the right lead dot. The lead dots are best used from 100 to 300 yards and are highly effective on moving targets when using 5.56 NATO, 5.45, .308 Win or 6.5 Grendel. The lead dots are calibrated to work with the optic's power set to 1x magnification.

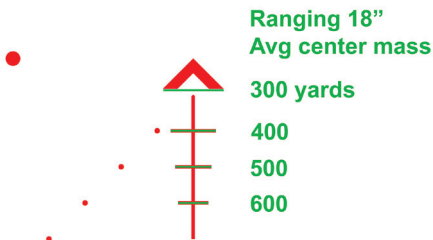
Target moving  
left to right

Target moving  
right to left



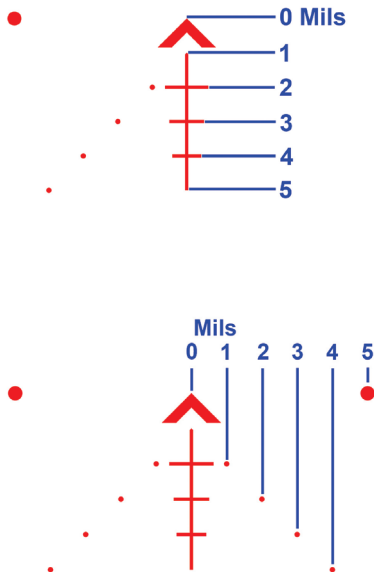
## AUTO RANGING

Knowing the proper range to your target is crucial in order to use the right hold on the BDC. Auto ranging a standard 18" wide target horizontally is correlated with the BDC hash marks. The horizontal hash marks range estimate center mass on targets 18" wide, and predators or small game with an approximately 18" measurement from shoulder to hip. When using the BDC to auto range, simply fit the target's width inside the BDC hash mark that matches it, and fire. All the math has been done.



# THE MIL SYSTEM

Griffin MIL seamlessly incorporates the milliradian angular measurement system. The BDC ladder measures 5 MILs vertically and the dots on each side measure 5 MILs horizontally. Combined together, these aiming cues form a handy but unobtrusive MIL “grid”. Data from any caliber can be fed into a ballistic calculator, and the drop in MILs at various ranges easily computed. The effects of wind can also be estimated using the ballistic calculator. Once this information is known, apply the firing solution to the MIL system aiming cues in the Griffin MIL reticle for very precise target engagement.



For more information about how to use the ACSS reticle, please check out our YouTube video at <https://youtu.be/orDr2520BME>. Please type in the link exactly, it is case sensitive.

## SPECIFICATIONS AND FEATURES

- Magnification: 1-6x
- Objective lens diameter: 24 mm
- Eye relief: 3.3 in – 3.5 in
- Ocular lens diameter: 34 mm
- Exit pupil: 9 – 4 mm
- Field of view:  
110 feet @ 100 yards at 1x  
19.3 feet @ 100 yards at 6x
- Click value: 0.5 MOA
- Total elevation adjustment: 50 MOA
- Total windage adjustment: 50 MOA
- Tube diameter: 30 mm
- Length: 10 inches
- Net Weight: 18.1 oz. with Lens Covers
- 6063 aluminum, anodized matte black
- Uses one CR2032 battery (included)
- Red reticle illumination
- Fast focus eyepiece
- Second focal plane
- Waterproof
- Fog resistant
- Fully multi-coated lenses
- Nitrogen purged
- Flip-up lens covers included
- Lifetime warranty (see website for details)

*Specifications may vary and are subject to change without notice.*

# NOTES

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## **WARRANTY**

Your PA1-6X24SFP-ACSS-GRIFFIN-MIL scope 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](http://www.primaryarmsoptics.com).

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