



PARTS INCLUDED:

- 1 mount assembled
- 1 small key
- 1 small allen wrench
- 1 larger allen wrench

INSTALLATION

1. Remove the 8 screws and the mounting plates with larger allen wrench
2. Position mount on rifle Weaver or Picatinny mounts to your choice
3. Remove mount and install small block in the proper groove of choice
4. Place mount on rifle, install mounting plates with 8 screws
NOTE: Some two piece bases do not align properly. By adjusting the 8 screws as necessary, this can be corrected
5. Install scope and rings of your choice

NOTES:

1. ALWAYS LIFT REAR OF SCOPE WHILE SLIDING BUTTON. Raise rear of scope, move to selected pin, lower scope, tighten button
2. There is a small hole in the rear of the gantry to insert either of the allen wrenches supplied to aid in lifting the gantry against the spring when adjusting
3. Any pin can be set as you wish, no order is necessary
4. 1 mil = 3.6 MOA

ZEROING WITHOUT A DIAL INDICATOR

1. Center your scope's cross hairs
2. Choose a pin and set the button to that pin
3. Loosen set screw in left side of gantry above the button with small allen wrench
4. Boresight the rifle, making all vertical adjustments by turning the pin.
The button is on with the larger allen wrench
5. Shoot and adjust the pin to that distance. Clockwise raises bullet impact
6. Tighten the set screw above the button
7. Lift scope, move button to new pin. Lower scope, boresight for new distance.
Shoot, adjust new pin to zero rifle, tighten set screw, move to new pin and repeat

ZEROING WITH A DIAL

1. Center your scopes crosshairs
2. Pick a distance to zero rifle, pick a pin to set to this range
3. Boresight and shoot in this pin, adjusting the base for vertical adjustment by loosening the set screw above the button and adjusting the proper pin in the top. This pin becomes the zero pin for your rifle
4. Make up a list of the distances you wish to set in the rifle with the MOA for that range. This can come from previous shooting and a data book, a ballistic program or information on the side of the ammo box.
5. With the button on your "zero" pin, install the dial indicator in the hole in the top of the mount. Set at any depth in the hole, (move indicator up or down until needle is pointing up, set setscrew lightly, too tight binds the indicator). Rotate outside of dial to bring zero to the needle. You now have "zero" MOA indicated in the dial



6. Dial reads in MOA
7. Move to another pin of your choice, loosen set screw and adjust pin until dial reads the MOA you wish. Tighten set screw for that pin. Move to next pin and repeat
8. Remove dial and shoot each pin, writing down each pin's error in MOA. (pin 3 shot 2 MOA low, pin 4 shot 2 MOA high, etc.). Re-install indicator in mount, position button on the pin needing adjustment. Zero the dial and make any adjustment necessary. REMEMBER... the better the first data, the less adjustment necessary
9. Write down the adjusted MOA for each button for future use

Make a data book if you plan on changing settings in the future

In competition, keep a set of zeros for each competition and change to each competitions settings. As long as the "zero" pin is not adjusted, the rifle/mount stays zeroed. Adjust your pins for any distances you wish with no need to re-zero the rifle.

Example:	Competition #1	Ranges 600, 800, 900, 1000 yds.
	Competition #2	Ranges 300, 380, 440 yds.
	Competition #3	Ranges Unknown, out to 500 yds

As long as the zero pin is not adjusted, the rifle stays zeroed. Just change the other pins to the ranges necessary without the need to shoot the gun.

LESS THAN 100 yd. ZEROS

1. Boresight and shoot at 100 yds to establish a zero pin
2. Shorten the distance to the ranges you wish. Adjust pin to this range
3. Remember the areas where the bullet is above the line of sight is negative MOA; shorter ranges need positive MOA
2. A minimum range depends on scope height, but is commonly 1 yd

Quick numbers for .223

- 1 yd. = 69.90 MOA up
- 10 yds. = 10.83 MOA up
- 20 yds. = 3.99 MOA up
- 50 yds. = .33 moa up
- 65 yds. = 0 MOA
- 75 yds = .07 MOA
- 100 yds. = 0 MOA