SIGHTING AND ZEROING YOUR POSP 1000M/400M SCOPE

Sighting and Zeroing the Scope

Tightly secure the gun at the firing station using sandbags or special sighting rack to avoid shooter related inaccuracy. Using your iron sights fire 4-5 shot group at 100m/333ft. Without moving the rifle, look through the scope and determine average point of impact (API). One or two shots may deviate, this is normal, disregard those shots.

Make necessary adjustments to the scope using the windage and the elevation turrets. After adjusting the reticle, fire a few more control shots and compare the API with the previous group of shots. If the results are the same, the scope is sighted.

Now you will have to put the elevation cam to “zero” position which in some cases may not be the actual “0” on the elevation cam. To adjust the elevation cam to “zero” position, loosen the two screws on the top of the turret and carefully move the cam to the proper position. Tighten the screws.

Windage:

If during the sighting process you run out of adjustment room on either the windage or the elevation turret do the following: Loosen two screws located on the top of the turret and turn the black, top part of the turret without moving the silver cam. Once the reticle is in the required position stop turning the top part of the turret, now move the silver cam somewhere to the middle of the scale relative to the dash mark on the scope.

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Elevation turret

There are at least two different elevation turrets that come with POSP/PO/PSO type scopes. One has an uneven scale numbered from 0 to 10 with a different number of clicks between the numbers. The other turret has a scale from 0 to 20 with evenly incremented clicks. Below are two tables that will give you a rough idea on how to use both types of turrets to make adjustments for the bullet drop at distances between 100 and 850 meters. After 850 meters you'll have to use chevrons for each 100 m of distance for up to 1200 meters.

Remember that the data in these tables is estimated. As the actual bullet drop depends on many other factors, such as the ammo, rifle, surrounding environment, air temperature, and etc. Also, the bullet drop compensation data presented in these tables is for the 7.62x54R round, with some minor adjustments the .308 round can also be used.

If you have a scope with a 400m rangefinding reticle then it is calibrated for 7.62x39 round. In this case you should use the chevrons to compensate for each 100 m of the distance for up to 300 m.

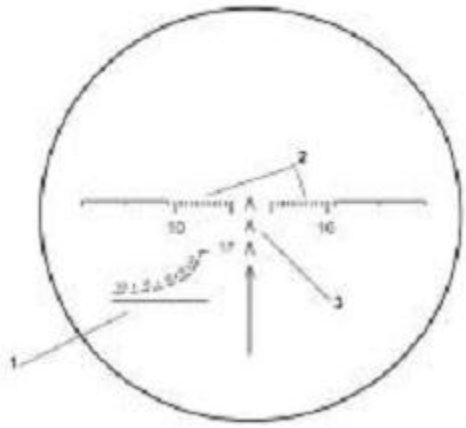
Table 1, for Elevation Turret with 0-10 scale, 7.62x54R round

Turret Position	0	1	2	3	3.5	4	4.5	5	5.5	6	6.6	7	7.5	8
Distance, m	100	200	300	350	400	450	500	550	600	650	700	750	800	850

Table 2,for Elevation Turret with 0-20 scale, 7.62x54R round
Note: When zeroing the scope assume 1.5 (one click past "1") as a "zero" position.

Turret Position	1.5	2	3	3.5	4	4.5	5	5.5	6.5	7.5	8	9	10	11
Distance, m	100	200	300	350	400	450	500	550	600	650	700	750	800	850

RETICLE FOR 7.62X54R



1: Rangefinder

The rangefinder works by placing the target (1.7 m or 5'8" in height) between the horizontal and the top reclining line with numbers. On the reclining line locate the number closest to the point where the target touches the line. Multiply that number by 100, this is the distance to the target in meters. 1 meter = 1.11 yards.

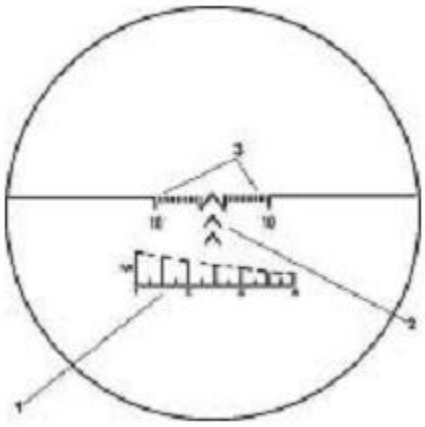
2: Windage scale

The Windage scale can be used to make horizontal adjustments. Shifting the aiming point by one division left or right will move the point of impact by 10cm 1/ 4" for every 100m / 333 ft of the distance.

3: Aiming chevrons

The chevrons are designed to adjust for bullet drop at 1000, 1100 and 1200 meters, aiming with 2nd, 3rd and the 4th chevrons accordingly.

RETICLE FOR 7.62X39



1: Rangefinder

The rangefinder works by placing the target (1 m or 3'4" in height) between the horizontal and the top reclining line with numbers. On the reclining line locate the number closest to the point where the target touches the line. Multiply that number by 100, this is the distance to the target in meters. 1meter = 1.11 yards.

2: Aiming Chevrons

The chevrons are designed for aiming at 100, 200 and 300 meters for the 1st 2nd and the 3rd chevron accordingly.

3: Windage scale

The Windage scale can be used to make horizontal adjustments. Shifting the aiming point by one division left or right will move the point of impact by 10cm 1/ 4" for every 100m / 333 ft of the distance.

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