

## Specifications

### Operating Temperature:

+14° to +122° Fahrenheit  
-10° to +50° Celsius

### Laser Effective Range:

Deer: 50 yards to 700 yards  
Reflective Target: 50 yards to 1000 yards

### Storage Temperature:

-13° to +158° fahrenheit  
-25° to +70° celsius

### Laser Information:

Model #200116, 200117, 200120 and 200121

Class 1 Laser Product IEC60825-1:2007

DC 3 V

Complies with FDA performance standards for laser products except for deviations pursuant to Laser Notice N. 50, dated June 24, 2007. Burris Company. Made in Philippines



### Storage:

As with any electronic device, it is always a good idea to remove the battery when storing for a long period of time. During storage or transportation, be sure that the Main Switch on the Eliminator III is not inadvertently depressed thereby running the battery down when not in use.

### Scope Use, Service, & Care

Your Burris scope will provide a lifetime of service if given the reasonable care and treatment it deserves. The only maintenance required is occasional cleaning of the outside of the scope and the exterior lenses.

All moving assemblies are permanently lubricated. Use lens covers to protect the scope from dirt, dust, lint, and moisture. The adjustment system is waterproof even without the turret caps in place, but keep these caps tight to keep dust and dirt out of the mechanical system. Before cleaning the lenses, brush them with a photographer's brush or blow them clean, ideally with "canned air". This removes large particles which can scratch the surface if wiped under pressure. Never disassemble your scope. Disassembly by anyone other than our factory will void the warranty.

### Burris Warranty

If your LaserScope's optics or mechanical systems are ever found to have defects in materials or workmanship, Burris will, at our option, repair or replace it at no charge. The ranging system and electronics are warranted for 3 years from the date of purchase. If a repair is needed, send the product to Burris Company, 331 East 8th Street, Greeley, Colorado, 80631

Shipping charges to Burris must be prepaid by the owner. Insure the shipment. Burris can't be responsible for your product until we receive it. There are no other warranties, either expressed or implied, contained herein except for such that may arise under certain state laws. In that event, said implied warranties are limited in scope and duration to the terms of this warranty. Burris is not liable for incidental or consequential damages including but not limited to lost profits or other economic or commercial losses. This warranty gives the owner

certain legal rights, and possibly other rights which may vary from state to state. Under the guidelines of the Consumer Protection Agency, this is considered a limited warranty.

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### Checklist before returning a scope

A significant number of scopes are returned to Burris each year that are found to function perfectly. To avoid unnecessary delays and expenses we encourage you to check for the following conditions.

#### Insufficient windage adjustment

1. Base mounting holes drilled out of alignment with center of bore
2. Barrel threaded into receiver at an angle

#### Insufficient elevation adjustment

1. Receiver diameter out of specification
2. Barrel threaded in at an angle

#### Grouping or accuracy

1. Barrel or chamber throat erosion
2. Stock warpage
3. Stock Bedding problem
4. Loose mount
5. Heavy trigger pull Solution - Consult with a gunsmith

#### Focus or image not clear

1. Object too close
2. Eyepiece out of focus

#### When returning the scope be sure to include:

1. Make yourself a note of your scope's serial number for use when calling to check on your in-service scope.
2. Include your complete name, full address and contact information.
3. A short note describing the nature of the problem as accurately as possible.
4. Ship the scope prepaid and Insured by mail, UPS, or other parcel service. Burris can't be responsible for your scope until we physically receive it. Burris pays for shipping back to you.
5. Insure the shipment against loss.

#### Send the scope to the following address:

Burris Company, Inc.  
331 E. 8th Street  
Greeley, Colorado 80631

For additional information about riflescope operations, go to our website: [www.burrisoptics.com](http://www.burrisoptics.com)





## Eliminator III™ LaserScope User's Guide

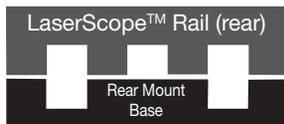
The Eliminator III LaserScope is the most innovative and effective hunting riflescope in the world. Combining outstanding optics, pinpoint laser range finding, and precision trajectory compensation for the exact ammunition you choose for your hunt, it eliminates most of the variables and guesswork that often cause hunters to go home empty-handed. In one fast sequence the Eliminator III determines the distance to your target, factors in your trajectory and illuminates the perfect holdover. It's that simple.

The Eliminator III significantly extends the range and accuracy of long range capable gun and ammo combinations, making it the perfect optic for your favorite long range rifle. No other riflescope combines this level of quality, technology, accuracy, repeatability, speed, and effectiveness. It will greatly increase the distance at which you can make an ethical shot. Congratulations and thank you for choosing the Eliminator III LaserScope by Burris.

### Mounting & Sighting-In

#### Mounting The Eliminator III™ LaserScope

1. Select a Weaver-style or Picatinny-style mounting base. If a two-piece base is selected for a long action bolt rifle, the front base should be a reversible base which will need to be mounted with the extension pointed to the rear. We recommend the use of Burris Xtreme Tactical Bases as they were designed to accommodate the Eliminator III LaserScope.
2. Read the manufacturer's directions regarding the installation of mounts before beginning.
3. Clean the mounting area of the rifle with a chemical that removes grease and oil. Pay special attention to screw holes. Use the same chemical to clean the mounts. Do not allow the cleaning chemical to come in contact with the stock or scope lenses.
4. After installing the base, position the scope so it offers the proper eye relief. To do this, shoulder the rifle as you would in the field. Position the scope as far forward as possible while achieving a full field of view.
5. Note the two slots in the base or bases you will use to attach the scope. With the mount clamps open fully, place the Mount Bolts into those slots on the base. Now match up the Eliminator III scope slots and place over the two mount bolts - rocking the scope side to side until the scope is flush with the base. The mount clamps should grip the lip of the base and the lip of the rail on the underside of the scope, as shown at right. Finger-tighten only.
6. With hex nuts slightly loosened, push the scope forward and then firmly tighten both hex nuts to 50 to 70 inch/pounds.



#### Eyepiece Focusing

1. Aim the Eliminator III LaserScope in a safe direction toward the sky or a light colored wall. Glance through the scope and notice if the reticle or crosshair is sharply focused. Most users will find that no adjustment is necessary. If the reticle is not in sharp focus, rotate the eyepiece focus ring until the reticle appears in sharp focus. Double check your focus by taking quick glances through the scope and make any fine tuning adjustments as necessary.

#### Sighting In

Do all shooting in a safe, authorized area. Use proper eye and hearing protection and follow all safe shooting rules. Select the ammunition you intend to use in the field and use it to sight in the firearm as well.

1. Bore sight your scope, OR place a target about two feet square at 25 yards. Fire a shot at the bull's-eye. Make the necessary adjustments to the Windage and Elevation knobs. Remember, with a click adjustment value of 1/8 inch at 100 yards it will require four clicks to move the same 1/8 inch distance at 25 yards (32 clicks will move bullet strike 1 inch at 25 yards). Note the click value indicated on a label under one of the adjustment caps.
2. Make adjustments on the scope by turning the adjusting screws the necessary number of clicks. NOTE: The reticle is centered at the factory. This permits adjusting the reticle equally in all directions from the center position. Three shot groups are suggested to determine the actual point of impact.
3. After the first group is fired, adjust the scope again. This adjustment should bring the approximate center of the group to coincide with the bullseye. Shoot additional groups as necessary.
4. Place the target at 100 yards or (meters if you will be using meters.) Make the necessary adjustments so your group coincides with the bull's-eye. It is important that you sight in exactly dead center at 100 yards for accurate calibration. DO NOT sight in one, two, or three inches high at 100 yards.
5. Align the dial to read "0" without allowing the knob top to turn.
6. After making the adjustments, replace the adjustment caps. They protect your scope from dust and moisture..





## ELIMINATOR III™ LASERSCOPE



### 1. Battery Installation or Replacement

Unload the gun. Unscrew the battery cap on the left side of the scope. Install a lithium CR123 battery. Reinstall the battery cover. NOTE: A sticker on the underside of the battery cover contains basic set-up instructions.

### 2. LaserScope Battery Life:

Battery life is nominally rated at 5000 cycles. This will vary depending on the quality of the battery and the temperatures at which the unit is operated. Batteries lose a good deal of their power potential in colder temperatures.

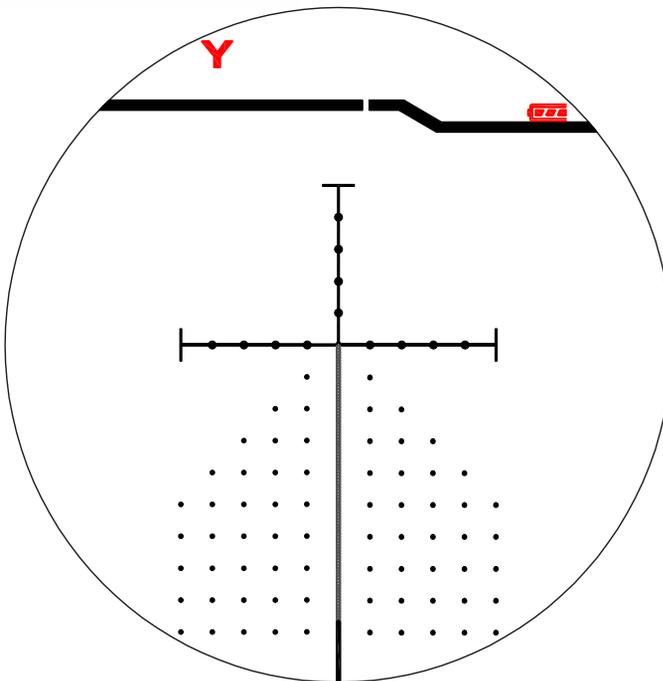
### 3. Start the electronics

Press one of the main switch buttons (On/Range buttons) on the lower front of the scope. There is one on either side, just behind the Objective Bell. Either button will work. Look through the scope. It should show two things: the Yards (Y) or Meters (M) indication illuminated along with the battery status indicator. The indicators will stay on for 8 seconds.

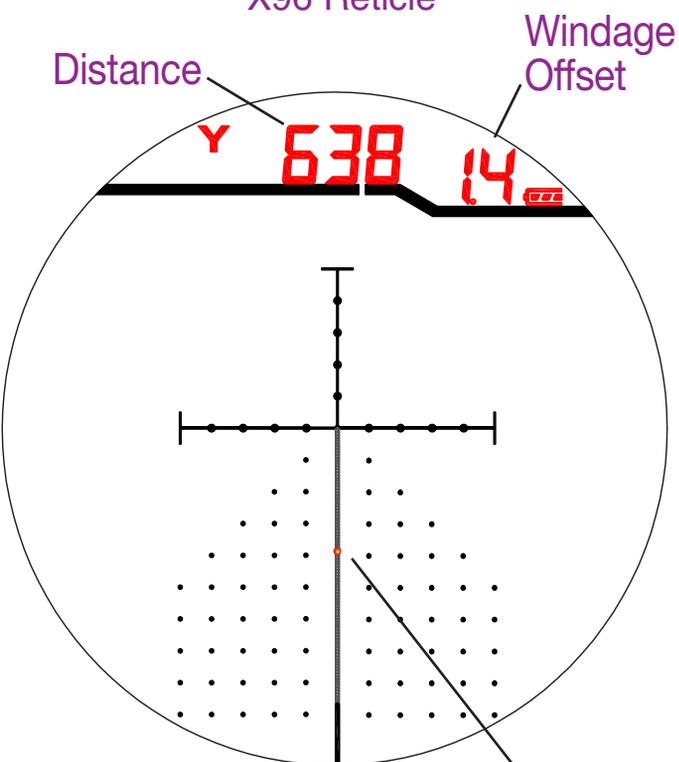
### 4. Electronic Basics

Having started the electronics, aim at a target. Press either On/Range button again and you will get one of the following 3 displays sets:

- 1. The scope will display the range to your target, and a 10 MPH windage offset at the top.** The scope will also illuminate a hold over dot on the lower crosshair post. The dot display will be corrected for the actual magnification setting. After 10 seconds the unit, range, and battery status will go off, but the Hold Over Dot and Windage will continue to be displayed for an additional 80 seconds, or until you press an On/Range button again.
- 2. A range is successfully taken, but the distance is beyond the limits of the selected Cartridge.** The scope displays the "Too Far" code along with the correct range. The "Too Far" code is; the Center ("Zero") Dot on steady, and bottom most 4 Dots will be flashing. Everything except the Dots will go out after ten seconds. The Dots will remain for the entire 90 sec.



X96 Reticle



Hold Over Dot



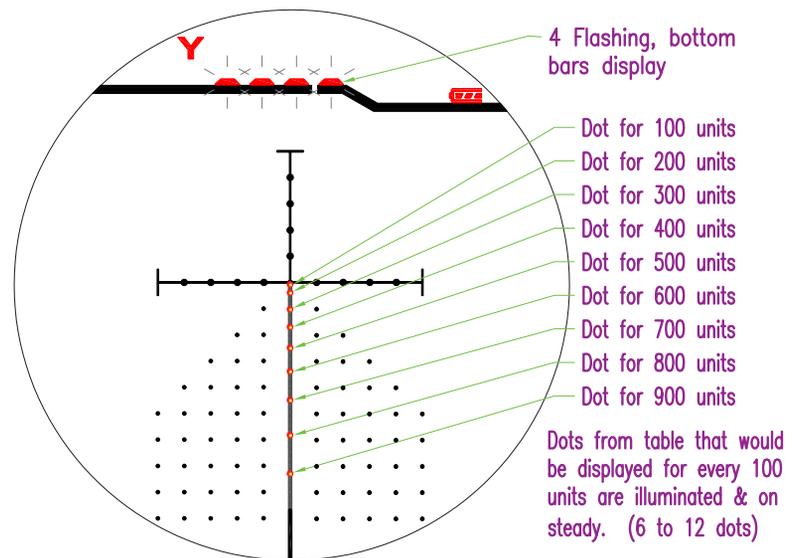
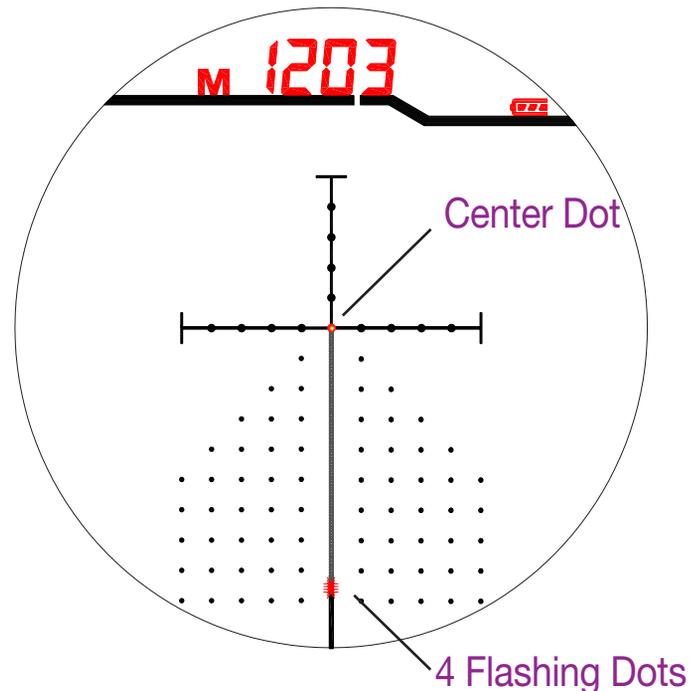
**3. A range is not successfully taken (RANGE FAULT).** This may happen because the target is beyond the range capability of the scope on either the high side or the low side, or the range cannot be correctly determined for other reasons. To indicate this result the scope will flash the bottom segments of the four range digits ( \_ \_ \_ ) and display the “Range Fault, Dot Pattern” for the selected table. The “Range Fault, Dot Pattern” is a display of the Dots that would be illuminated for measurements of 100 unit intervals out to 1200 units (100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1100, and 1200 yards or meters) using the currently selected Table. Many Tables are not capable of reaching 1200 units. If this is the case, the Dot list will end at the highest 100 unit available. This display also will be corrected for the actual magnification setting. Again, everything except the Dots will go out after ten seconds. All the Dots will remain for the entire 90 sec.

The range displayed is the Line Of Sight (LOS) distance to the target. The Eliminator III LaserScope has a built-in angle sensor and it internally converts the LOS to horizontal distance for drop compensation (Rifleman’s rule). The horizontal distance is mostly what affects a bullet’s trajectory, so no matter what the uphill or downhill angle, the Eliminator III automatically calculates the correct aiming point.

In the Eliminator III, both the hold over and windage are corrected for your actual magnification setting. The best aiming accuracy and resolution is at maximum magnification (as on any variable power scope). If however, you are moving around and want to use a lower magnification for finding targets quickly in the larger Field Of View (FOV), the scope will still function: giving the correct hold over and windage hold for your specific magnification setting, range, and cartridge’s ballistics.

### 5. Set Up the Eliminator For Your Specific Cartridge

There are well over 4000 ballistic curves or Tables available for use in the scope. You will need to select the correct one. This is not as difficult as it sounds. We designate a ballistic curve by specifying the drop in inches at 750 yards **when zeroed at 100 yards** and the Ballistic Coefficient (BC) for your chosen bullet. A bullet’s BC is a number used in ballistic equations to specify how fast the bullet slows down. Essentially it tells how slippery it is. Long pointy front ends and boat tails give a bullet a higher BC. The Sectional Density of the bullet (grains per unit area of the bore) also affects its BC. Heavier bullets of a given diameter tend toward better, higher, BCs. This scope accommodates BCs down to .15 and up to .9 BC. There is more information on the affect of BC at the end of these instructions in the section called For Those New To Shooting Beyond 750 Yards and on our website.



## Here is the Selection and Setup process:

*First decision* - What units do you want to work in, Yards or Meters? Y/M

*Next, Info Needed* – You need to know the bullet drop, in inches, at 750 yards when zeroed at 100 yards. This figure will be your Drop Number. You will also need to know your bullet's Ballistic Coefficient (BC). We use the commonly available G1 BCs. What you see published in advertisements and loading manuals is assumed to be G1 unless stated otherwise. See our website for more explanation.

There are several ways to determine your correct Drop Number and BC:

1. For factory loads, the Cartridge List that came with your scope will show the **sea level** drop number and BC for most of the currently available factory ammo.
2. Factory ammo web sites sometimes provide this information.
3. Hand loading manuals always provide bullet BC data.
4. The drop number and or BC may appear on the ammo box.
5. Ballistics Software Programs can provide this info.
6. **Measure your actual bullet drop at 750 yards, when sighted in at 100 yards.**
7. Use the Cartridge List to estimate your drop number and BC by finding similar loads.
8. Check the Burris website: [www.burrisoptics.com](http://www.burrisoptics.com).

Note: the correct Drop Number is best determined by actually measuring your drop. All other methods provide approximate numbers that will get you “on paper” at 750 yards – typically correct  $\pm 3$  inches at that distance. Then, just correct the few inches needed from there. See “Verifying your drop-BC Table Selection” below. The BC published in the Cartridge List is a sea level value. The section on Altitude Compensation further explains how to adjust at elevations other than **sea level**.

### NOTE:

1. No matter what units you chose to work in (yards or meters), **the Ballistic Tables are selected based on drop at 750 Yards when zeroed at 100 yards.**
2. See the altitude compensation section of the manual to correct your initial setting Drop and BC values.

Your selected unit, Drop Number and BC are combined to give you a setup Table Number. We put a 1 after the unit letter, then the Drop Number (using three digits), followed by the BC (without the decimal). For example:

A Table selection for Yards, with a 92 in drop at 750 Y and a BC of .47 would combine like this: **Y1 092 47**

A Table for Meters, with a 132 in drop at 750 Y and a BC of .53 would combine like this: **M1 132 53**

Now you need to set the scope to use the Table you selected.

## Altitude Compensation:

Your bullet's flight will be affected by air pressure, which is primarily determined by altitude. Both the drop at 750 and the BC number need to be corrected for altitude changes of more than 1000 feet. The Drop and BC numbers in the Cartridge List are sea level values. There is a compensation number for 750 yard Drop and for BC for every 1000 ft of elevation change (Change/K Ft.). As altitude increases and air gets thinner, the effective BC gets larger while the effective Drop Number gets smaller.

### Determining Your Altitude-Adjusted Drop Number and BC

Sea Level DROP	BC	Change/K Ft Drop (-)	BC (+)
132	0.41	-2.1	.016

This example shows how to adjust a Sea Level Drop Number of 132 and a BC of .41 to an altitude of **4,500** feet:

#### Drop Number

Altitude (4.5) x Change/K Ft. (-2.1) = -9.45

Altitude Adjusted DROP Number: 132 - 9 = 123

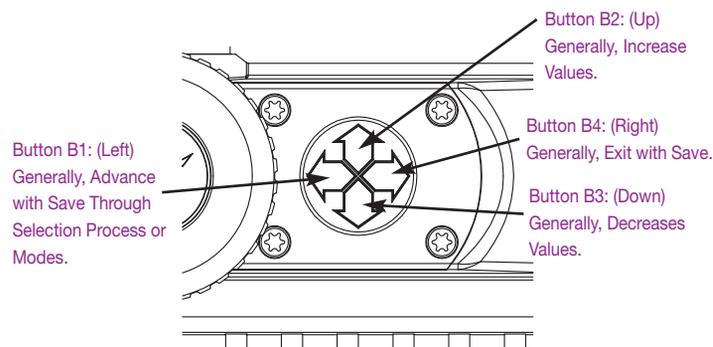
#### BC Number

Altitude (4.5) x Change/K Ft. (.016) = .072

Altitude Adjusted BC: .41 + .07 = .48

**Altitude Adjusted Starting Point = 1 123 and 48**

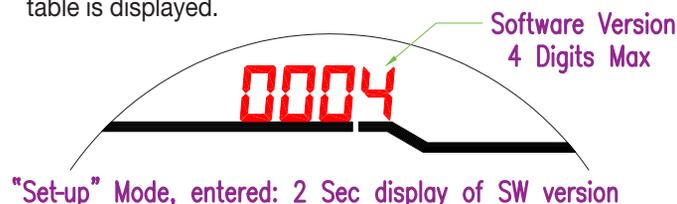
### How to set the scope to use the selected Table

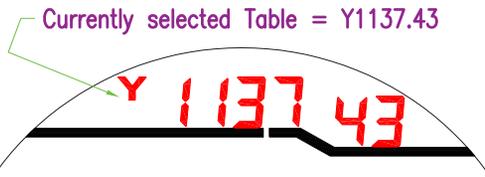


There are four arrows on the Set-up button on the left of the scope. These buttons are basically used only for Scope Set-up.

### Enter Set-up Mode

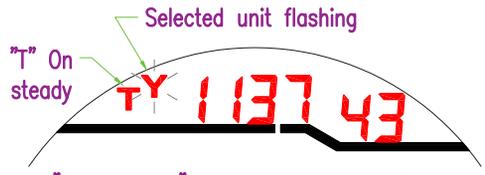
1. Push the On/Range button to turn on the scope. Push the On/Range Button once more to get the four dashes ( \_ \_ \_ \_ ) or a range display in the range area.
2. Push and hold the B1 (Left Arrow) button first, then also press one of the On/Range buttons and hold them both down simultaneously for 6 seconds. Release the buttons when the display changes. This is called “Set-Up” Mode. The first number that appears for two seconds is the firmware version. Next, the display shows the currently selected Y (Yards) or M (Meters) and previously selected Table. On new scopes the reading will be “Y 1137 42” which is the factory-shipped table. If another Table has been previously selected, the designation for that table is displayed.



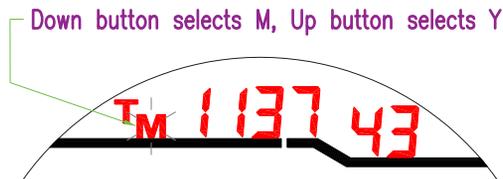


"Set-up" Mode, after 2 sec: Currently selected table is displayed

3. With the currently selected table displayed you have 30 seconds to click the B1 (Left Arrow) button again to enter the Table Select mode. The "T" (for Table Select) will be on steady; the unit (Y or M) is flashing when you enter Table Select mode. Press the B2 (Up Arrow) to select Y (yards) or the B3 (Down Arrow) to select M (meters).

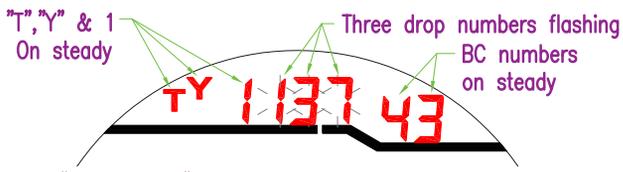


"Table Select" Mode: Units select display



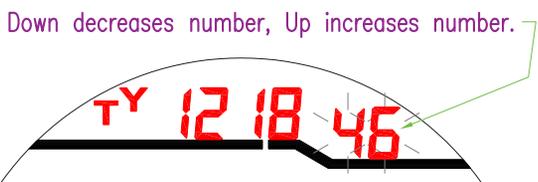
"Table Select" Mode: Units select display

When the measurement unit you want is flashing, press and release the B1 (Left Arrow) button to load your units choice, and advance to Drop Number selection.



"Table Select" Mode: Drop Number select display

4. The "T" is still on steady, your (Y or M) and a 1 in the first numeric position is on and steady, previously selected Drop Number should be flashing. Press the B2 (Up Arrow) button to increase the number, or the B3 (Down Arrow) to decrease it. When the Drop Number you want is flashing in the display, press and release the B1 (Left Arrow) button to load your Drop Number selection and advance to BC selection.



"Table Select" Mode: BC select display

5. The "T" is still on steady, your (Y or M) and a 1 in the first numeric position is on and steady, the selected Drop Number is also on steady. The two digits in the windage area or BC will be flashing. Your real BC is preceded by a decimal point, but the decimal is not entered here. Press the B2 (Up Arrow) to increase

the BC number, or the B3 (Down Arrow) to decrease it. When the BC Number you want is flashing in the display, press and release the B4 (Right Arrow) button to load your choice of BC number. The scope will automatically return to shooting mode with your choice of Tables in operation and stored permanently (until you select another). The scope will remember your selection even if it is turned off or the battery gets removed and replaced. Incidentally, hitting the B4 (Right Arrow) at anytime in the process will return you to shooting mode.

6. You are now ready to go shooting. For optimum accuracy, verify point of impact by shooting groups at long range. Depending on the exact ammo performance, your gun's barrel length, the elevation, and any extreme temperatures, you might need to increase or decrease your Drop Number, sometimes significantly, for exacting performance. See Verifying your Drop-BC Table Selection below.

**Verifying your Drop-BC Table Selection:**

Published velocities can be significantly faster than what you may experience with your rifle. This can be the result of ammunition lots, temperature, internal barrel dimensions, and barrel length difference between your barrel and the ammo manufacturer's test barrel. Small velocity changes can have a large effect on trajectory at long range distances. For optimum calibration and accuracy, shoot at long distance to verify proper calibration. The ideal range to verify is at 750 yards because the Drop Number for your ammunition represents the drop at 750 yards when sighted in at 100 yards.

Often it is difficult to find a suitable place to target shoot at 750 yards, whereas 400, 500 or 600 yards may be easier to locate. Use the chart (below) to make adjustments to your Drop Number when verifying calibration at these distances.

**Verifying Trajectory Calibration at Long Range**

Target Distance	For each inch bullet impact is LOW, INCREASE Drop Number by:	For each inch bullet impact is HIGH, DECREASE Drop Number by:
750	1"	-1"
600	2"	-2"
500	3"	-3"
400	6"	-6"

You will want to record the altitude at which you sight-in and verify your Table selection. Record the Table Number also. It is easy to reset the Table values before your hunt starts in the morning or other convenient time. You will also want to record the Drop Number and BC correction per 1000 ft. Use the stick on labels provided with your scope.



Write your values on the label after they are verified. Then peel off the label and stick it to the shelf above the battery cap. Note you will want one decimal place for the drop and three places on the BC adjustments. Just round to the last decimal place after doing your arithmetic. Note that - / K ft↑ translates to **minus per thousand feet up**.



### Windage compensation with the Eliminator III

Ranging and calculating the correct holdover for your cartridge are done automatically. The scope also calculates the correct windage offset for your specific cartridge at the measured range. After a range is obtained, two numbers separated by a decimal will appear at the top right of the display. That is your correct windage hold-off for a 10 MPH crosswind. On the reticle there are a series of horizontal dots that do not illuminate. At full magnification the dots are MILs, but think of the Windage Offset number as horizontal windage Dots. At lower magnification you still use the dots to compensate for windage. Your Windage Offset still reads in horizontal Dots. To use the Windage compensation number divide the actual average crosswind by 10 (just move the decimal point one digit to the left) then multiply our offset number by that value.

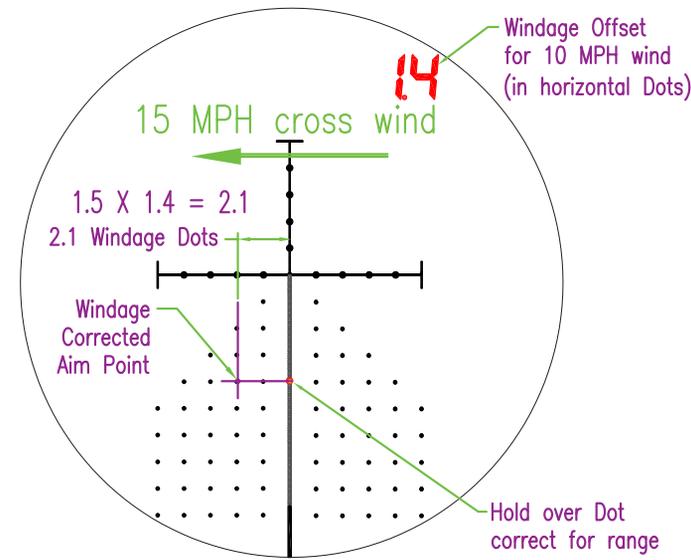
For example:

Actual average crosswind = 15 MPH

$15 \div 10 = 1.5$

Displayed 10 MPH offset = 1.4

Correct windage offset =  $1.5 \times 1.4 = 2.1$  dots



So, range the target, read the 10MPH wind value and do your arithmetic, find the illuminated hold over Dot along the lower post. Follow horizontally along the sets of windage dots, (2.1 dots in this example), into the wind, and squeeze off your shot. Remember that all this works regardless of the magnification setting of the scope.

**Note:** Compensating for wind is one of the most difficult tasks of long range shooting. Wind changes from moment to moment and the wind between you and your target is not necessarily the same as where you are. Beyond wind meters, art and experience are still very much involved in deciding on the average crosswind value. Don't forget that only the portion of the wind perpendicular to your line of sight counts as crosswind.

### Eliminator III Essentials

1. The hold over and windage features of this scope work at **all magnification settings**.
2. The crosshair center must be used for ranging.
3. An illuminated aiming dot will remain lit for approximately 90 seconds. If you fail to shoot before the dot goes out, you will need to re-range using the center crosshair.
4. During normal operation, the brightness of the reticle illumination can be increased by pressing the up arrow button and decreased by pressing the down arrow.
5. As with all rangefinders, several things can cause the Eliminator III to be unable to determine the distance to a target. They include obstacles between the scope and the target such as grass, twigs, or leaves; rain, snow, mist or other airborne debris; dirty objective lens; poor target quality for reflecting the laser back to the scope, an unsteady hold, Long distances, or low battery (or any combination of the above).
6. The parallax adjustment does affect range finding reliability a little. Set parallax for the approximate range for best result at long ranges.
7. If you have programmed the scope for a particular cartridge, and the range to the target cannot be determined, the scope will display four horizontal lines in the range display area, and up to 12 illuminated dots that serve as a 'custom' Ballistic Plex that is **accurately calibrated to your cartridge**. There will be a dot for every 100 units of range available, starting at 100.
8. If the Eliminator III ever seems to be working improperly, there is a good chance that it needs a new battery. First, simply disconnect the existing battery and reinstall it and check for function. If this doesn't solve the issue, install a new battery.
9. If the Eliminator III LaserScope gets a distance reading that is beyond the capability of the reticle's drop compensation, the bottom four dots will flash signifying to you that the target is out of range. To estimate how far out you can expect drop and wind compensation to work, see the following chart:

BCs	Approximate Max Range																
0.90	750	800	825	860	890	930	955	990	1025	1090	1135	1200	1200	1200	1200	1200	
0.85	750	800	825	850	885	925	950	985	1020	1085	1130	1200	1200	1200	1200	1200	
0.80	750	800	825	850	880	920	945	980	1015	1075	1125	1190	1200	1200	1200	1200	
0.75	750	795	820	850	875	915	940	975	1010	1065	1120	1175	1200	1200	1200	1200	
0.70	750	795	820	850	875	910	935	970	1005	1055	1110	1150	1200	1200	1200	1200	
0.65	750	795	820	845	870	905	930	965	1000	1045	1095	1140	1200	1200	1200	1200	
0.60	750	795	820	845	870	900	925	960	995	1030	1080	1135	1190	1200	1200	1200	
0.55	750	790	815	840	865	890	920	955	990	1020	1070	1120	1175	1200	1200	1200	
0.50	750	790	815	840	860	880	915	950	985	1010	1060	1100	1155	1200	1200	1200	
0.45	750	790	810	835	855	875	910	940	970	1000	1050	1090	1130	1200	1200	1200	
0.40	750	790	810	830	850	870	900	930	955	980	1020	1070	1110	1165	1200	1200	
0.35	750	785	805	825	845	865	885	915	945	955	1000	1040	1080	1130	1180	1200	
0.30	750	785	800	820	840	855	875	900	925	945	980	1015	1050	1090	1135	1200	
0.25	750	780	795	815	830	845	865	885	910	930	960	985	1020	1050	1088	1200	
0.20	750	780	790	805	825	840	855	870	890	910	930	960	980	1015	1050		
0.19	750	780	790	805	820	835	850	865	885	905	925	950	970				
0.18	750	775	785	800	815	835	850	865	880	900	920	940					
0.17	750	775	785	800	815	830	845	860	875	895	915						
0.16	750	775	780	800	810	825	840	855	870	890							
0.15	750	770	780	795	805	820	835	850	865								
	230	220	210	200	190	180	170	160	150	140	130	120	110	100	90	80	70

Drop Numbers



## Technical Notes

### What calibers will the scope accommodate?

Most commercially available cartridges that will work with the scope are listed in the Cartridge List that comes with the scope. For low velocity cartridges with high Drop Numbers, your rifle must be able to shoot a projectile with 230 inches of drop or less at 750 yards when zeroed at 100yards. Virtually all modern rifle chamberings can do this. For hand loaders, here is a list (at the bottom of the page) of sea level Ballistic Coefficients Minimum Muzzle Velocity combinations that drop less than the maximum 230 inches when zeroed at 100 yards.

The minimum amount of drop the scope is capable of is 65 inches which is a far flatter trajectory than any commercially available ammunition at the time of this writing and allows a lot of room for handloaders and developers to reach for flatter trajectories.

### Extreme Range Shooting (Beyond 750 yards)

The factors that influence a bullet in flight at extreme range are many and their relationships are complex. Ballistics software programs are of great benefit to get you close, but nothing beats firing five shot groups with the actual ammo at 750 yards to provide you with the most precise information possible in order to perfectly program your Eliminator III LaserScope.

If you intend to shoot at game at 1,000 yards and beyond, it would be irresponsible to not confirm accuracy at range for your entire shooting system. If you need to change Point of Impact (POI) at a range beyond 750 yards, try changing your BC. Increasing BC will raise your point of impact (POI). Consider changing the scope Zero for small changes at extreme distance. A click of elevation will only change the POI .125 inches at 100 yards. It will change the POI 1.25 inches at 1,000 yards. Note that a click also changes the POI .94 inches at 750 yards.

### For Those New To Shooting Beyond 750 Yards

Here are a few additional things to keep in mind:

1. **High BC is much more important than high muzzle velocity at long range.** The concept of Point Blank Range uses a long Zero distance and very high Muzzle Velocity (MV) to shoot flat enough to stay within 3 or 4 inches of your aiming line of sight. That technique breaks down somewhere around 350 yards. No cartridge shoots flat enough at these longer distances to even consider not compensating for drop. High BC bullets are usually a little heavier and have a little lower MV than low BC loads for the same caliber. The lower MV gives them a little more arc and puts them at a disadvantage in point blank range

discussions. The Eliminator III LaserScope handles drop for you better and quicker than you could enter the data into a computer. At distances of 750 yards and longer, high BC bullets have several important advantages:

- a. Higher BCs will actually shoot flatter at extended ranges than a low BC /high MV ones. This will, extend the range the scope can compensate for the bullet's drop.
  - b. The high BC bullet is also less affected by the wind. Even with the solid knowledge of the effects of a 10 mph crosswind that the scope provides, wind will be the limiting factor for field accuracy. For example: a .30-06 -190 gr. bullet with a .6 BC launched at 2,700 FPS has 74 inches of drift from a 10 MPH crosswind at 1,000 yards. That is about a 1/3 of what a 125 gr bullet with a .25 BC launched at 3,200 FPS has with its 193 inches of drift. Whatever your error in estimating average crosswind, you will have only 1/3 as much error on the target. A 150 gr. bullet with a .4 BC at 3,000 FPS will drift 110 inches. That is about half as much as that .25 BC load. Varmint shooters can expect similar results going from a .15 to a .20 BC.
  - c. High BC bullets also retain more energy to bring game down. From the above combinations at 1,000 yards, the .6 BC bullet hits with 877 Ft-Lb; the .4 BC with 470 Ft-Lb; and the .25 BC has only 221 Ft-Lb. Go for those high BC bullets if you have not already done so.
2. Use good ammo. Everything affects bullet flight at these ranges. Once you find a load that shoots well in your rifle, buy or reload a good quantity. Odds are you will need to buy "premium" ammo or hand load very carefully. If you change bullets, even to one of the same weight and manufacturer you need to re-zero and re-verify at range. Even the lot number could make a noticeable difference beyond 1,000 yards. Bullets with dented or dinged points should be used for fowling shots, close-in work and practice.
  3. Practice shooting in crosswind conditions.
  4. Consider getting and carrying a good wind/pressure gauge.

BCs		0.15	0.16	0.17	0.18	0.19	0.2	0.25	0.3	0.35	0.4	0.45	0.5	0.55	0.6	0.65	0.7	0.75
MV	FPS	4136	3929	3755	3608	3481	3371	2986	2755	2601	2492	2410	2347	2297	2256	2222	2194	2170
	MPS	1261	1198	1145	1100	1061	1027	910	840	793	760	735	715	700	688	677	669	661