| Front Sight: <br> To Move Impact <br> DOWN |  |  |  | $\square$ |  |  |  |  |  |  |  |  | Front Sight: To Move Impact UP |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\square$ |  |  |  |  |  |  |  |  |  |  | $\xrightarrow{+}$ |
|  | $\square$ |  |  | $\square$ |  |  | \| |  |  |  |  |  |  |
| $\square$ |  | , | $\square$ |  |  |  |  |  |  |  |  |  |  |
| $\wedge$ |  |  |  |  | $\square$ |  |  |  |  |  |  |  |  |
|  | 7 |  |  |  |  |  |  |  |  |  |  |  |  |
| - |  |  | $\square$ |  |  |  |  |  |  |  |  | - |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  | \% |  |  |  |  |  |  |  |  |
|  |  |  |  |  | $1$ |  |  |  |  | 7 |  | 1 | I |
|  |  |  |  |  |  |  |  |  |  |  |  | $\square$ | 7 |
|  |  |  |  |  |  |  |  |  |  |  | , |  | 7 |
|  |  |  |  |  |  |  |  |  |  |  | $\square$ |  | $\square$ |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Rear Sight: <br> To Move <br> Impact <br> RIGHT |  |  |  |  |  |  |  |  |  |  |  |  | Rear Sight: To Move Impact LEFT |
|  |  |  |  |  |  |  |  |  |  | 7 |  |  | - |

## Designed by Jeff Mau ©2009

## AR-15 100 Yard Zero Target

## Each Square = 1/2 inch

Aim at center dot for all distances:

- @ 25 yards group should be centered in $1^{\prime \prime} 25$ circle
- @ 50 yards group should be centered in 2" 50 circle
- @ 100 yards impact should be centered in 4" 100 circle

POINT OF IMPACT ADJUSTMENTS
At Distance, Per Click 25 yds 50 yds 100 yds

| Aimpoint | $1 / 8^{\prime \prime}$ | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| :--- | ---: | ---: | ---: |
| Eotech | $1 / 8^{\prime \prime}$ | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| AC0G $3.5 \times 35$ | $1 / 16^{\prime \prime}$ | $1 / 8^{\prime \prime}$ | $1 / 4^{\prime \prime}$ |
| ACOG 4x32 | $1 / 12^{\prime \prime}$ | $1 / 6^{\prime \prime}$ | $1 / 3^{\prime \prime}$ |
| Troy Rear | $1 / 8^{\prime \prime}$ | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| ARMS Rear | $3 / 16^{\prime \prime}$ | $3 / 8^{\prime \prime}$ | $3 / 4^{\prime \prime}$ |
| A1 Front Sight Carbine | $3 / 8^{\prime \prime}$ | $3 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| A1 Rear Sight Carbine | $3 / 8^{\prime \prime}$ | $3 / 4^{\prime \prime}$ | $11 / 2^{\prime \prime}$ |
| A1 Front Sight Rifle | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ | $1 "$ |
| A1 Rear Sight Rifle | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ | $1 "$ |
| A2 Front Sight Carbine | $1 / 2^{\prime \prime}$ | $1 "$ | $2^{\prime \prime}$ |
| A2 Rear Sight Carbine | $3 / 16^{\prime \prime}$ | $3 / 8^{\prime \prime}$ | $3 / 4^{\prime \prime}$ |
| A2 Front Sight Rifle | $3 / 8^{\prime \prime}$ | $3 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| A2 Rear Sight Rifle | $1 / 8^{\prime \prime}$ | $1 / 4^{\prime \prime}$ | $1 / 2^{\prime \prime}$ |
| 1/10 Mildot | $.09^{\prime \prime}$ | $.18^{\prime \prime}$ | $.36^{\prime \prime}$ |

1 MOA $=\sim 1$ inch at 100 yards
1 Mil Dot = ~3.6 inches at 100 yards

