

ELEMENTS OF ZEROING

- **LINE OF SIGHT**
- **AIMING POINT**
- **CENTER LINE OF BORE**
- **TRAJECTORY**
- **RANGE**

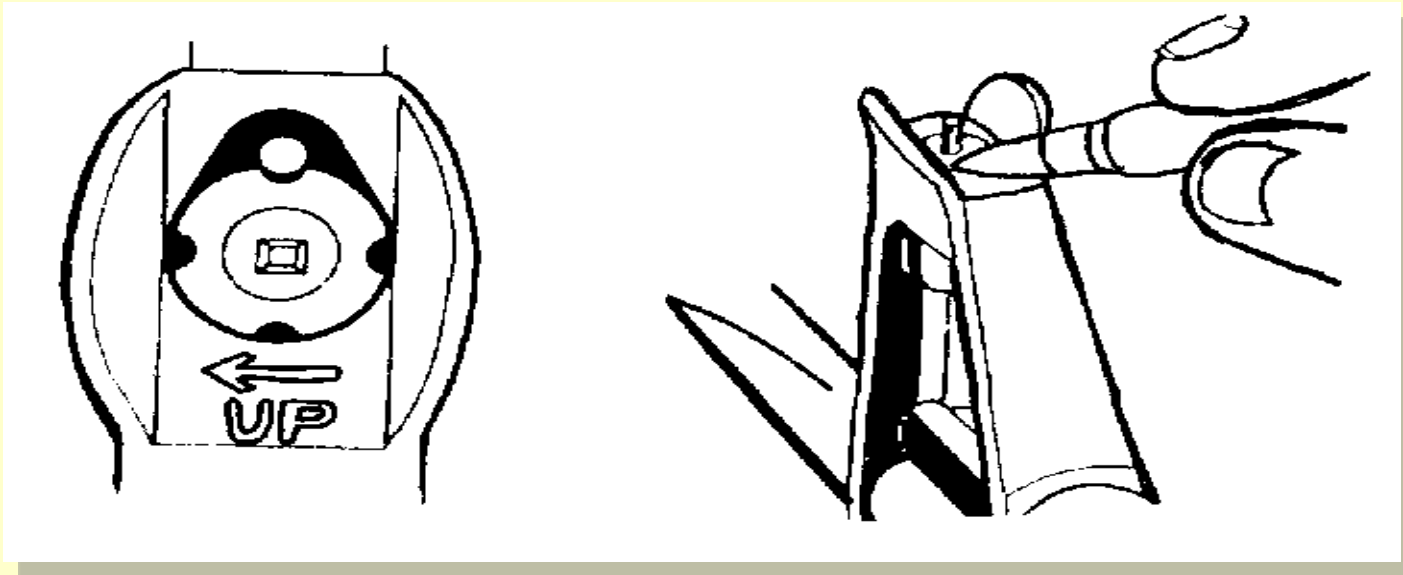
TYPES OF ZEROS

- **ZERO**
- **TRUE ZERO**
- **BATTLESIGHT ZERO**

RIFLE SIGHTING SYSTEM – FRONT SIGHT POST

FRONT SIGHT:

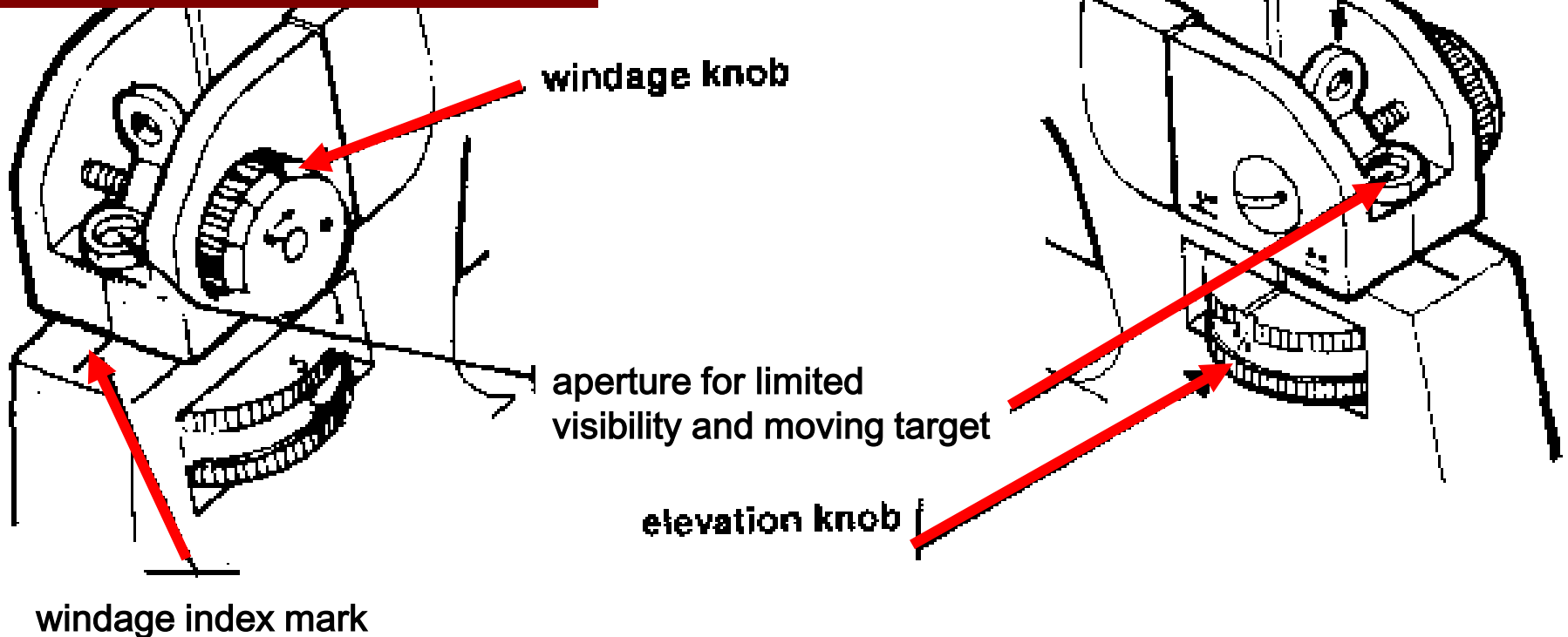
- TO RAISE, TURN CLOCKWISE
- TO LOWER, TURN COUNTER CLOCKWISE



RIFLE SIGHTING SYSTEM – REAR SIGHT

REAR SIGHT:

- ELEVATION
- WINDAGE



WINDAGE AND ELEVATION RULES

- For every 100 yards of range from the target, one (1) click will move the strike of the bullet on the target approximately:

	M16A2	M16A4	M4 Carbine
Front Sight Elevation	1 1/4"	1 1/4"	1 3/8"
Rear Sight Elevation	1"	1/2"	1/2"
Windage	1/2"	1/2"	1/2"

OBJECTIVE REAR SIGHT ELEVATION SETTINGS

	M16A2	M16A4/ M4 CARBINE
200 YARDS	8/3 – 2	6/3 – 2
300 YARDS	8/3	6/3
500 YARDS	5	5

FACTORS AFFECTING ACCURACY OF A BZO

- **FIVE FACTORS**
- **STABILTY OF HOLD**
- **SLING TENSION**
- **TRIGGER CONTROL**
- **SIGHT PICTURE**