



# CET I ZERO TARGET

50 METERS = 55 YARDS  
100 METERS = 109 YARDS

## AIMPOINT | EOTECH (1/2" MOA OPTICS)

25YDS: 1CLICK=1/8"  
50YDS: 1CLICK=1/4"  
100YDS: 1 CLICK=1/2"  
200YDS: 1 CLICK=1"  
300YDS: 1 CLICK=1.5"

## VORTEX SPARC

25YDS: 1CLICK=1/4"  
50YDS: 1CLICK=1/2"  
100YDS: 1 CLICK=1"  
200YDS: 1 CLICK=2"  
300YDS: 1 CLICK=3"

## TRIJICON (1 MOA OPTICS)

RMR: 1 CLICK= 1" @100YRDS  
1.5X OPTICS 3 CLICKS = 1" @100YRDS  
2X OPTICS 2 CLICKS = 1" @100YRDS  
3X OPTICS (TA33 SERIES) 4 CLICKS = 1" @100YRDS  
3X OPTICS (TA50 SERIES) 3 CLICKS = 1" @100YRDS  
4X OPTICS 3 CLICKS = 1" @100YRDS

## 50 YARD ZERO HOLD OVERS:

0-100= HOLD CENTER  
200= HOLD CENTER  
300= HOLD CENTER  
400= HOLD JUST ABOVE HEAD  
500= HOLD HALF BODY ABOVE HEAD

## M16A2 IRON SIGHTS

WINDAGE: 1 CLICK = 1/2" @100YRDS 1/4" @50YRDS  
FRONT SIGHT ELEVATION: 1 CLICK = 1 1/4" @100YRDS 3/4" @50 YRDS  
REAR ELEVATION: 1 CLICK = 1" @100YRDS 1/2" @50YRDS

## M4A1 IRON SIGHTS

WINDAGE: 1 CLICK = 3/4" @100YRDS 1/4" @50YRDS  
FRONT SIGHT ELEVATION: 1 CLICK = 1" @100YRDS 3/4" @50 YRDS  
REAR ELEVATION: 1 CLICK = 3/4" @100YRDS 1/2" @50YRDS

## WEAPONS SAFETY

- 1: TREAT ALL WEAPONS AS IF THEY WERE LOADED
- 2: NEVER POINT YOUR WEAPON AT ANYTHING YOU DO NOT INTEND TO DESTROY
- 3: KEEP YOUR FINGER STRAIT AND OFF THE TRIGGER AND OUTSIDE THE TRIGGER GUARD UNTIL COMING UP ON THE TARGET WITH THE INTENT TO FIRE
- 4: KEEP YOUR WEAPON ON SAFE UNTIL COMING UP ON TARGET WITH THE INTENT TO FIRE
- 5: BE AWARE OF YOUR TARGETS FOREGROUND AND BACKGROUND BEFORE YOU FIRE.