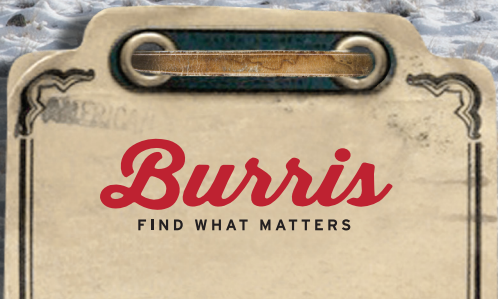
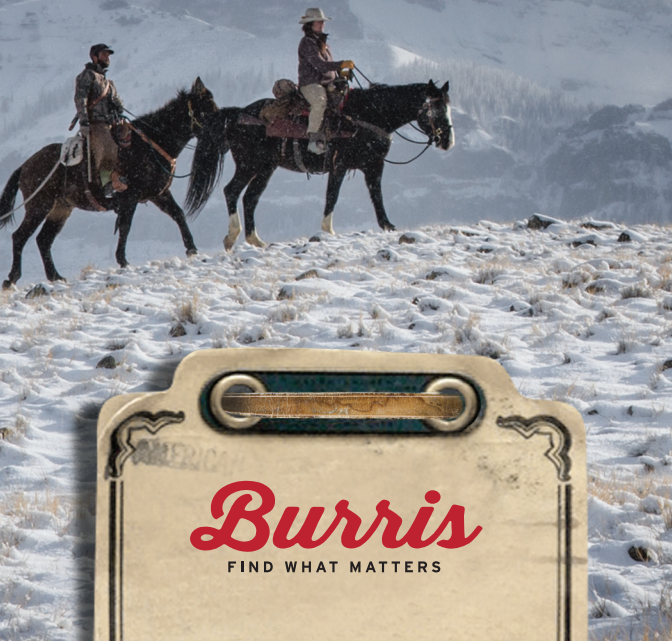




BURRISOPTICS.COM

**ELIMINATOR® III  
LASERSCOPE™ SERIES**

*Manual*



**Burris**

FIND WHAT MATTERS

## ELIMINATOR® III LASERSCOPE™ USER'S GUIDE

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The Eliminator III® LaserScope™ is the most innovative and effective hunting riflescope in the world. Combining outstanding optics, pinpoint laser rangefinding, 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 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.



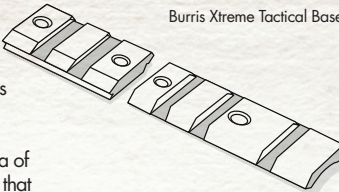



**TO BEGIN USING YOUR ELIMINATOR, YOU'LL FIRST NEED TO FOLLOW STEPS I-IV ON THE FOLLOWING PAGES.**

I. MOUNTING THE ELIMINATOR III LASERSCOPE	4
II. SIGHTING-IN THE ELIMINATOR III	5
III. ELIMINATOR OPERATIONS & ELECTRONICS	6
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## I. MOUNTING THE ELIMINATOR III LASERSCOPE

- 1 Select a Weaver-style or Picatinny-style mounting base. 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.

Burris Xtreme Tactical Base
- 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 fully open, place the mount bolts into the 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. Finger tighten only.
- 6 With hex nuts slightly loosened, push the scope forward, and then firmly tighten both hex nuts to 50 to 70 in./lbs.

### **Eyepiece Focusing**

The eyepiece can be focused so the reticle appears sharp and black to any individual's eye. Follow this procedure to quickly adjust the focus:

- 1 Point the scope at the sky or a plain wall, and take a quick glance through the scope. If the reticle appears sharp and black, no further adjustment is necessary.
- 2 If the reticle does not appear sharp and black, take quick glances through the scope while rotating the eyepiece focus ring until the reticle pattern is sharp and black.

**NOTE: Do not look through the eyepiece as you turn the focus ring. Your eyes will adjust to the out-of-focus condition.**



## Parallax/Focus Adjustment

Parallax is the apparent movement of the reticle in relation to the target when the eye is not directly in line behind the center of the scope. Images from different distances focus in front of or behind the scope's reticle. Parallax is more noticeable with higher magnification scopes.

Parallax is adjusted by rotating the parallax adjustment ring located on the objective bell. When the scope is set parallax-free for the distance you are viewing, you should be able to move your head side-to-side or up and down without seeing the reticle move appreciably in relation to the target.

## II. SIGHTING-IN THE ELIMINATOR III

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

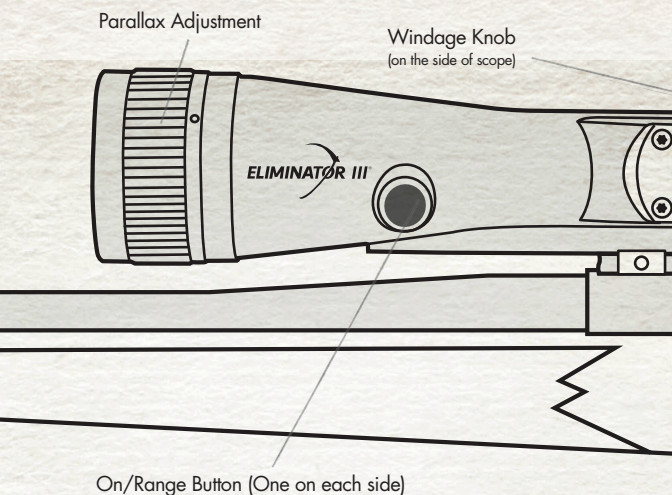
- 1 Bore sight your scope, or place a target about two feet square at 25 yards. Fire a shot at the bullseye. After removing the adjustment caps, make the necessary adjustments to the Windage and Elevation knobs. Remember, with a click adjustment value of 1/8 inch at 100 yards it will require four clicks 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 is indicated on top of the adjustment knob.**

- 2 Place a target at 100 yards (or meters) if shooting a centerfire cartridge, or at 50 yards if shooting rimfires, slugs, muzzleloaders or 300 BlackOut subsonic loads.
- 3 Three shot groups are suggested to determine point of impact (POI). 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 Put a pen or other small object into the small hole located on the dial. Keeping a firm grip or pressure on the knob, turn the dial back to zero. Only the numbered dial should move—do not allow the entire knob to move or else you will alter your windage and elevation settings.
- 5 After making the adjustments, replace the adjustment caps. They protect your scope from dust and moisture.

### III. FAMILIARIZE YOURSELF WITH ELIMINATOR OPERATIONS & ELECTRONICS

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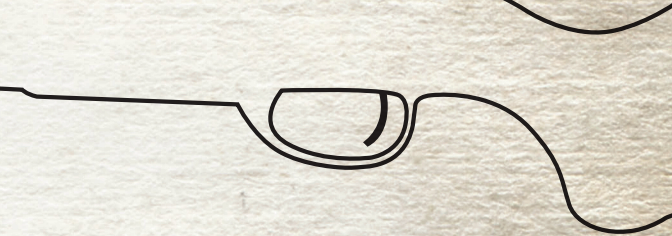
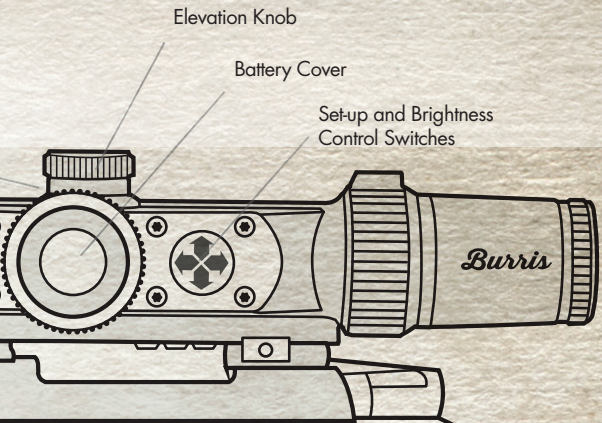
#### **Battery Installation or Replacement**

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.**

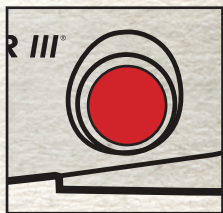
#### **LaserScope Battery Life**

Battery life is nominally rated at 5,000 cycles. This will vary depending on the quality of the battery and the temperatures at which the unit is operated. Batteries will lose power potential in colder temperatures.



### Start the Electronics

Press one of the On/Range buttons on the lower front of the scope to start the electronics. There is one on either side, just behind the Objective Bell. Look through the scope. It should display two things: the Y (yards) or M (meters) indication, along with the battery status indicator. The indicators will stay on for 8 seconds.



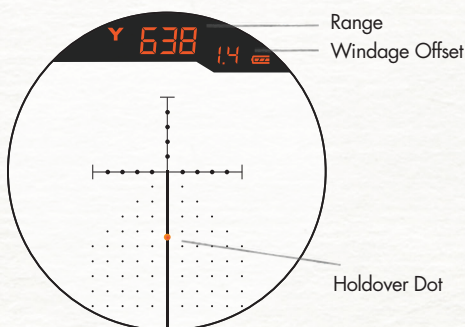
# ELIMINATOR OPERATIONS & ELECTRONICS continued

## Reticle Displays

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

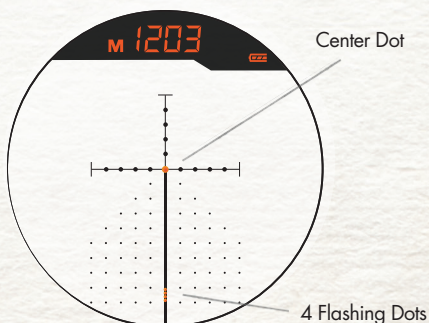
- 1 The scope will display the Range to your target and a 10 MPH Windage Offset at the top.** The scope will also illuminate a Holdover Dot on the lower crosshair post. After 10 seconds, the unit, range, and battery status will go off. The Holdover Dot and Windage Offset will continue to be displayed for the entire 90 seconds, or until you press an On/Range button again. Changing magnification during this 90 second period will cause the dot to move and the Windage Offset value to change to the appropriate value for that specific magnification.

Successful Range & Holdover Display



- 2 A range is successfully taken, but the distance is beyond the limits of the selected cartridge.** The scope displays the "Too Far" pattern along with the correct range. The "Too Far" pattern is the center ("Zero") dot on steady and the bottom-most four dots flashing. Everything except the dots will go out after 10 seconds; the dots will remain for the entire 90 seconds.

"Too Far" Display





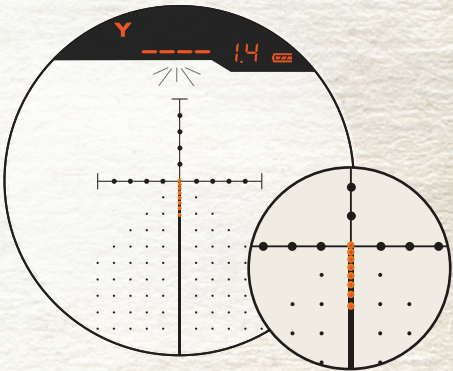


- 3 **A range is not successfully taken.** This may happen because the target is beyond the range capability of the scope (either too far or too close), or the range cannot be correctly determined for other reasons. To indicate this result the scope will flash the bottom segments of the four range digits ( \_ \_ \_ \_ ) and display the "Range Fault" pattern for the selected table. For centerfire cartridges, the "Range Fault" pattern illuminates dots in 100-unit intervals out to 1,200 units (100-1,200 yards or meters) using the currently selected Table. Many Tables are not capable of reaching 1,200 units. If this is the case, the Dot Pattern will end at the highest 100 unit available.

For rimfires, slugs, muzzleloaders, or 300 BlackOut subsonic loads, the "Range Fault" pattern illuminates dots in 25-unit intervals out to 300 units (100-300 yards or meters) using the currently selected Table. Many Tables are not capable of reaching 300 units. If this is the case, the Dot Pattern will end at the highest 25 unit available.

This display also will be corrected for the actual magnification setting. Everything except the dots will go out after 10 seconds; all the dots will remain for the entire 90 seconds.

#### "Range Fault" Display for Centerfire Cartridges



### Automatic Angle & Magnification Compensation

The range displayed is the Line Of Sight (LOS) distance to the target. The Eliminator III LaserScope has a built-in angle sensor and internally converts the LOS to horizontal distance for drop compensation. No matter what the uphill or downhill angle of your shot, the Eliminator III automatically calculates the correct aiming point.

## ELIMINATOR OPERATIONS & ELECTRONICS continued

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In the Eliminator III, both the holdover and windage are corrected for your actual magnification setting. The best aiming accuracy and resolution is at maximum magnification (as on any variable power, rear focal plane scope). However, if you want to use a lower magnification the scope will still function, giving the correct Holdover Dot and Windage Offset for your specific magnification setting, range, and cartridge.

### Eliminator III with Remote Cable Switch

The remote cable switch on select Eliminator III models allows the shooter to activate the on/range button from any position they desire. The flexible cable switch has a length of 14 to 24 inches to accommodate various mounting positions. Connection ports are located on each side of the LaserScope for convenient and comfortable operation by right- and left-handed shooters.

#### Installing the Remote Cable Switch

- 1 Choose to install the Remote Cable Switch on the right or left side of the LaserScope. Remove the cap from the On/Range button on the desired side by rotating the cap counterclockwise.
- 2 Attach the Remote Cable Switch by inserting the connector on the end of the cable and rotating clockwise. Do not cross-thread. Make sure the connector is fully engaged (approximately 1.5 turns).
- 3 To secure the Remote Cable Switch in your desired mounting position, remove the protective cover from the back of the pad to expose the adhesive backing and firmly press the pad into place. The Remote Cable Switch is attached to the adhesive pad by Velcro and it can be separated from the backing by simply pulling the two Velcro pieces apart.

The Remote Cable Switch functions exactly like the On/Range Button. Pressing it will start the electronics; pressing it again will range your target.

## IV. PROGRAM THE ELIMINATOR FOR YOUR SPECIFIC CARTRIDGE

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There are well over 6,000 ballistic curves or "Tables" available for use in the scope. We designate a ballistic curve by specifying the drop in inches at 750 yards when zeroed at 100 yards or 250 yards when zeroed at 50 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. This scope accommodates BCs down to .06 and up to .9 BC. There is more information on the effect of BC in the "For Those New To Shooting Beyond 750 Yards" section of the user guide (page 19).



## Create Your Ballistic Table

It is helpful to determine your Ballistic Table first so programming is fast and easy. Follow these steps to build your Ballistic Table.

- 1 Select unit: Y (yards) or M (meters).
- 2 Select Zero Distance: "1" (100-yard zero) or "0" (50-yard zero).
- 3 Determine Drop Number and BC.

Your Drop Number is the bullet drop in inches at 750 yards when zeroed at 100 yards, or 250 yards when zeroed at 50 yards. You cannot use a 50-yard zero if you are shooting a centerfire cartridge nor a 100 yard zero if you are shooting a rimfire, slug, muzzleloader or a 300 BlackOut subsonic load as the ballistic tables are not configured for cross compatibility. You must use a 100-yard zero for centerfire cartridges and use the 50-yard zero only for shorter range, low velocity ammunition such as rimfires, slugs, muzzleloaders or 300 BlackOut subsonic loads.

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.

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

- a. For factory loads, the Cartridge List that came with your scope provides the sea level Drop Number and BC for most of the currently available factory ammo.
- b. Visit our website under "Ballistics Services" to find this information: <http://ballistics.burrisoptics.com/>
- c. Factory ammo websites sometimes provide this information.
- d. Handloading manuals always provide bullet BC data.
- e. The Drop Number and/or BC may appear on the ammo box.
- f. Ballistics Software Programs can provide this info.
- g. Use the Cartridge List to estimate your drop number and BC by finding similar loads.
- h. Measure your actual bullet drop. If you zeroed at 100 yards you must measure your drop at 750 yards; if you zeroed at 50 yards you must measure your drop at 250 yards.\*

**\*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**

## IV. PROGRAM THE ELIMINATOR FOR YOUR SPECIFIC CARTRIDGE continued

correct  $\pm 3$  inches at that distance. Then, just correct the few inches needed from there by adjusting the Drop Number programmed into the scope.

- 4 Create Table. Your selected unit of measure ("Y"ards or "M"eters), zero distance, Drop Number, and BC are combined to give you a Table. Put a "1" after the unit of measure letter if you are using a 100-yard zero; put a "0" after the unit of measure letter if you are using a 50-yard zero. Next, enter the three-digit Drop Number, followed by the two-digit BC (without the decimal).

For example:

Units set as Yards, 100-Yard Zero			
Unit	Drop Number at 750 yards	BC	Table
Yards	092	.47	<b>Y 1 092 47</b>

Units set as Meters, 50-Yard Zero			
Unit	Drop Number at 250 yards	BC	Table
Meters	032	.53	<b>M 0 032 53</b>

Now you can program the scope using the Table you created.

### Altitude Compensation

Your bullet's flight will be affected by air pressure, which is primarily determined by altitude. Both the Drop Number and the BC need to be altered for altitude changes over 1,000 feet. The Drop and BC numbers in the Cartridge List are sea level values. There is a compensation number for 750-yard or 250-yard Drop and for BC for every 1,000 feet of elevation change (Change/K Ft.). As altitude increases and air gets thinner, the effective BC gets larger, while the Drop gets smaller.

The following example assumes you are shooting .308 Win., Federal POWER-SHOK ammunition, 150 grain with a soft-point bullet.

Cartridge List										
Cartridge	Brand	Wt. Grain	Wt. Gram	Bullet	(MV)		Sea Level		Drop(-)	BC(+)
					f/s	m/s	Drop	BC		
.308 Win (7.62x51)	Federal POWER-SHOK	150	9.7	Soft Point	2820	860	207	0.31	-4.6	.012

Sight-In Altitude: Sea Level

Hunting Altitude: 5,000 Ft.

Drop Number: 207

Change/K Ft.: -4.6

$5 \times -4.6 = -23$

$207 - 23 = 184$

BC: .31

Change/K Ft.: .012

$5 \times .012 = .06$

$.31 + .06 = .37$

**NEW DROP NUMBER: 184**

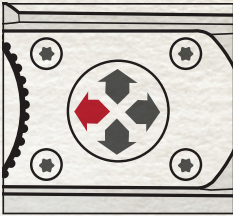
**NEW BC: .37**



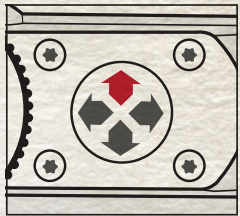
## Programming the Eliminator III

There are four arrows on the left of the scope used for Scope Programming: Forward, Up, Back, and Down.

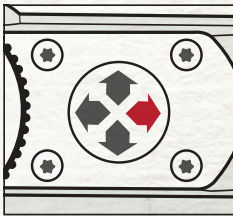
⬅️ Front of Scope (Objective End)



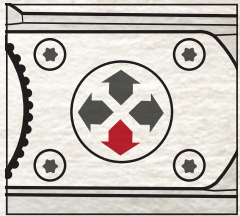
Forward, Advance with Save through selection process



Up, Increase Values



Back, Exit with Save



Down, Decrease Values

### Enter Set-up Mode:

- 1 To enter Set-Up mode, push and hold the Forward button first, then press one of the On/Range buttons and hold them both down simultaneously for six seconds, then release. The first number that appears for two seconds is the software version. Next, the display shows the currently selected Y (yards) or M (meters) and previously selected Ballistic Table. On new scopes the reading will be "Y 1137 43," which is the factory-shipped Ballistic Table. If another Ballistic Table has been previously selected, the designation for that Ballistic Table is displayed.



Software Version



Current Ballistic Table

- 2 With the currently selected Table displayed you have 30 seconds to click the Forward button again to enter the Table Select mode. The "T" (for Table Select) will be on steady; the unit (Y or M) will be

## PROGRAM THE ELIMINATOR FOR YOUR SPECIFIC CARTRIDGE continued

flashing when you enter Table Select mode. Press the Up button to select Y (yards) or the Down button to select M (meters).

When your measurement unit of choice is flashing, press and release the Forward button to confirm your choice and advance to Zero Distance selection.

"T" represents "Table Select" Mode



Down button selects M,  
Up button selects Y

- 3 The "T" is still on steady, your Unit (Y or M) is on steady, and a "1" will be flashing. "1" represents a 100-yard zero; you can press the Down button to select "0" which represents a 50-yard zero. When the Zero Distance you want is flashing, press and release the Forward button to confirm your choice and advance to Drop Number selection.

"1" or "0" represent  
your Zero Distance

Three-Digit Drop Number



- 4 The "T" is still on steady, your Unit (Y or M) is on steady, your Zero Distance (1 or 0) is on steady, and the Drop Number will now be flashing. Press the Up button to increase the number, or the Down button to decrease it. When the Drop Number you want is flashing, press and release the Forward button to confirm your Drop Number selection and advance to BC selection.

- 5 The "T" is still on steady, your Unit (Y or M) is on steady, your Zero Distance (1 or 0) is on steady, and the selected Drop Number is also on steady. The two-digit BC selection will now be flashing. Your real BC is preceded by a decimal point, but the decimal is not entered here. Press the Up button to increase the BC number, or the Down button to decrease it. When the BC Number you want is flashing in the display, press and release the Back button to load your choice.

Two-Digit BC





The scope will automatically return to shooting mode with your Table 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 Back button 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 a group at 750 yards (or 250 yards if you zeroed at 50 yards). 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 by a digit or two for exacting performance.

## Verifying Your Table Selection

For long-range shooting, verify the actual bullet drop at 750 yards\* (686 meters). Set the scope at maximum magnification. If your group is low, increase the Drop Number by the number of inches it is low. (If you are 2 inches low with a 200 Drop Number, change your Drop Number to 202.) If the group is high, decrease the Drop Number by the number of inches it is high. (If you are 2 inches high with a 200 Drop Number, change your Drop Number to 198.) The change needed will be measured in inches regardless of the units set. The BC from the Cartridge List with altitude compensation should not need changing during 750-yard verification.

\*You can go through this same process to verify your Table for low velocity ammunition as well by verifying your actual bullet drop at 250 yards (228 meters). Just remember, if you zeroed your scope at 50 yards, you will verify your Table at 250 yards; if you zeroed at 100 yards, you will need to verify at 750 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"

## PROGRAM THE ELIMINATOR FOR YOUR SPECIFIC CARTRIDGE continued

When fine-tuning your bullet placement at 750 yards, first adjust your Drop Number until the center of your group coincides with the center of your target.

For fine-tuning your BC value, it is best to shoot at an intermediate range (400 or 500 yards) or an extreme range (900 or 1,000 yards). If the center of your group is low at intermediate ranges or high at extreme ranges, then increase your BC. If the center of your group is high at intermediate ranges or low at extreme ranges, then decrease your BC.

You will want to record the sight-in altitude and verified Drop Number on the stick-on labels provided with your scope. You will also want to record the Drop Number and BC correction per 1,000 feet.

Sight in: Alt. 3490  $\frac{Y}{M}$  Y 1 Drop # 161 - / K ft 3.0  
Bullet Fed. Prem. 165 Gr. Sier. MK BTSP BC # .47 + / K ft .016

Taking the label you wrote your values on, peel it off and stick it to the shelf above the battery cap.

**NOTE: You will want one decimal place for the Drop Number correction and three places on the BC correction—just round accordingly after doing your arithmetic. Note that - / K ft is equal to minus per thousand feet up and + / K ft is equal to plus per thousand feet up.**

### Windage Compensation with the Eliminator III

The ranging and holdover calculation for your specific cartridge is done automatically. At the same time, the Eliminator III determines the correct

Windage Offset at the measured range. After a range is obtained, two numbers separated by a decimal will appear at the top right of the display. This is your correct Windage Offset for a 10 MPH crosswind.



On the reticle there is a series of horizontal dots that do not illuminate. At full magnification the dots are MILs spaced at one MIL apart. At lower magnification you still use the dots to compensate for windage but the dots are no longer one MIL apart.

The two-digit Windage Offset number indicates how many dots to hold into the wind for a 10 MPH wind. A Windage Offset value of 1.5 is telling you to hold 1.5 dots into the wind. The Windage Offset value will always be based on a 10 MPH wind. For a 5 MPH wind, cut the value in half. For a 20 MPH wind, simply double it.

To use the value for other wind speeds, divide the actual crosswind by 10 (just move the decimal point one digit to the left) then multiply the value by that number.





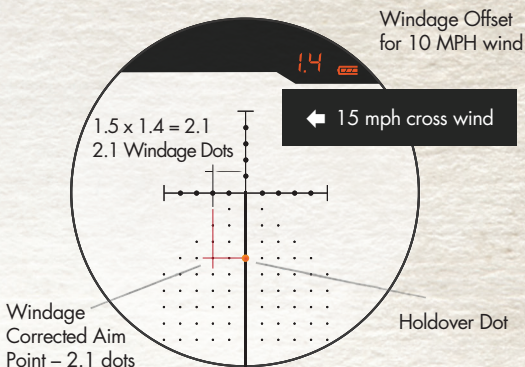
For example:

Actual average crosswind = 15 MPH

$15 \div 10 = 1.5$

Displayed 10 MPH Windage Offset = 1.4

Correct Windage Offset =  $1.5 \times 1.4 = 2.1$  dots



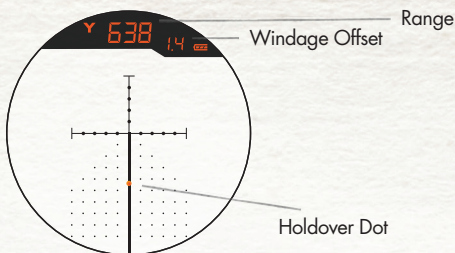
The Windage Offset calculations work on any magnification. The Windage Offset value will display for a full 90 seconds or until you press the On/Range button or change magnification.

**IMPORTANT:** The Eliminator III does not measure wind speed. The Windage Offset value is always based on a 10 MPH wind. The scope is pulling this value from the table, according to the programmed load data. Wind estimation must be done by the shooter; once again, the scope does not measure wind speed.

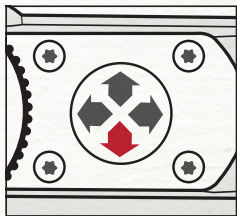
**NOTE:** Compensating for wind is one of the most difficult tasks of long-range shooting. Wind changes from moment to moment and the wind between you and your target is not necessarily the same as where you are. Art and experience are still very much involved in deciding the average crosswind value.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

## ELIMINATOR III ESSENTIALS

- The holdover and windage features of this scope work on **all** magnification settings.
- The crosshair center must be used for ranging.



- 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.
- During normal operation, the brightness of the reticle illumination can be increased by pressing the Up button, and decreased by pressing the Down button.
- If you are unable to determine the distance to a target, check for obstacles between the scope and the target, such as grass, twigs, leaves, rain or snow, and mist or other airborne debris. It's also wise to check for a dirty objective lens, poor target quality due to lack of reflection, low battery life, or anything that's making your hold unsteady.
- The parallax adjustment does slightly affect rangefinding reliability. Set parallax for the approximate range for best results at long ranges.
- 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 along with 100-yard increment Holdover Dots, so the reticle is still usable.





- If the Eliminator III seems to be working improperly, it likely needs a new battery. First, disconnect the existing battery, reinstall it, and check for function. If this doesn't solve the issue, install a new battery.
- If the Eliminator III LaserScope gets a distance reading that is beyond the capability of the reticle's drop compensation for the selected Drop Number, 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	1080	1125	1190	1200	1200	1200	1200	
0.75	750	795	820	850	875	915	940	975	1010	1075	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	775	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 Cartridges Will The Scope Accommodate?

Most commercially available cartridges that work with the scope are listed in the Cartridge List that comes with the scope. For low-velocity centerfire 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 100 yards. Virtually all modern centerfire rifle cartridges can do this. With low BC bullets, it takes high Muzzle Velocity (MV) to get there. For handloaders, a list of sea level BC and MV combinations that drop the maximum 230 inches when zeroed at 100 yards are shown in the chart below.

BCs		0.15	0.16	0.17	0.18	0.19	0.2	0.25	0.3	0.35
MV	FPS	4136	3929	3755	3608	3481	3371	2986	2755	2492
	MPS	1261	1198	1145	1100	1061	1027	910	840	760

BCs		0.35	0.4	0.45	0.5	0.55	0.6	0.65	0.7	0.75
MV	FPS	2601	2492	2410	2347	2297	2256	2222	2194	2710
	MPS	793	760	735	715	700	688	688	669	661

For flat shooting centerfire cartridges, the scope cuts off at a 65-inch drop at 750 yards when zeroed at 100 yards.

For rimfires, slugs, muzzleloaders, and the 300 BlackOut subsonic loads, the scope supports a 50 yard sight-in with 250 yard drops from 6 inches to 100 inches.

### Long-Range Shooting (Beyond 750 yards)

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

If you intend to shoot at game at 1,000 yards and beyond, it would be irresponsible not to 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 POI. With high BC bullets, it takes more BC change to make a difference than it does for low BC bullets. Consider changing the Zero for small changes at extreme distances. A click of elevation will only change the POI .125 inches at 100 yards, but will change the POI 1.25 inches at 1,000 yards. The .125 at 100 yards is unlikely to make a difference, even on a ground squirrel. The 1.25 at 1,000 may be more meaningful, if your groups are small enough to find it. Note that a click also changes the POI .94 inches at 750 yards, so you may also want to try a new Drop Number.



## 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 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 at the press of a button and eliminates any consideration of Point-Blank distance. At distances of 750 yards and longer, high BC bullets have several important advantages:
  - i. Higher BCs will actually shoot flatter at extended ranges than a low BC/high MV. This will extend the range the scope can compensate for the bullets drop.
  - ii. The high BC bullet is also less affected by the wind. Even with the solid knowledge of the effects of a 10 MPH crosswind the scope provides, wind will be the limiting factor for field accuracy. For example: a .30-06, 190-grain 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 1/3 of what a 125-grain 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 with the higher BC bullet. A 150-grain 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 .2 BC.
  - iii. 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 high-quality 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 handload very carefully. If you change bullets, even to one of the same weight and

## TECHNICAL NOTES continued

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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 or practice.

- 3 Practice shooting in crosswind conditions.
- 4 Consider getting and carrying a good wind/pressure gauge.





## GENERAL INFORMATION

### Specifications

#### Operating Temperature:

-15° to +122° Fahrenheit

-10° to +50° Celsius

#### Laser Effective Range:

Deer: 50 yards to 750 yards

Reflective Target: 50 yards to

1,200+ yards

#### Storage Temperature:

-13° to +158° Fahrenheit

-25° to +70° degrees Celsius

#### Ranging Accuracy:

Less than 100 yards: +/-1 yard

100 - 550 yards: +/-2 yards

More than 550 yards: +/-3 yards

#### Angle Ranging Compensation:

+ 45° / -45°

### 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 On/Range button 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.

### Cleaning

What should I use to clean my optics?

- 1 **NEVER** use ammonia-based cleaners, such as Windex, to clean your lenses. These types of cleaners can and will remove your lens coatings.
- 2 Carefully remove any debris before cleaning the lenses, to prevent scratching.

## GENERAL INFORMATION continued

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- 3 Use an air can or soft brush to remove dirt or dust from the lenses.
- 4 Then use a cotton-tipped swab with rubbing alcohol applied to remove any debris remaining along the edge of the optics.
- 5 With another cotton-tipped swab and alcohol, start at the center of the lens and make a circular motion. Increase the circle size each time until you reach the edge of the lens. Multiple swabs may be needed.
- 6 Next use a clean cotton-tipped swab (with no alcohol) to remove any remaining residue from the lens.

For in-field cleaning, we recommend using a lens pen or soft brush.

Always use scope caps to protect from debris and scratches on the lens.

### 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:

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#### 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
- 3 Parallax set to incorrect yardage

For additional information about riflescope operations, visit our website: [www.BurrisOptics.com](http://www.BurrisOptics.com).





## BURRIS WARRANTY

**This riflescope is covered by the Burris Forever Warranty™!**



Thank you for choosing Burris. You can be confident that the Eliminator III you purchased is built to the most exacting standards. You can count on Burris to perform every time you use it.

We're so confident in the craftsmanship of our products that we back them with a no questions asked Forever Warranty.

We will repair\* or replace your Burris optic if it is damaged\*\* or defective. The warranty is automatically transferred to future owners.

- No repair or replacement charge
- No warranty card needed
- No receipt needed
- No questions asked

\*Some products may no longer be available. Burris will—at our option—replace your product with the current item of similar quality and performance. Due to advancement in manufacturing technology the value of replacement products may not reflect the original purchase price of returned products.

\*\*Cosmetic damage that does not affect the performance of the product in some cases may not be repairable. Products in this condition will be returned to the customer in full working order.

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FIND WHAT MATTERS





*Burris*

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