

## BUCKMASTERS® 1500 6 x 22 mm Specifications

Magnification	6x
Objective Clear Aperture	22 mm
Exit Pupil	3.67 mm
Eye Relief	18 mm
Angular FOV	6.5 degrees
Laser Divergence	1.50 x 0.2 mrad
Range Response Time	0.25 seconds
Range Resolution under 100 yds	0.1 yards
Range on Reflective Targets	Up to 1500 yards
Range on Trees	Up to 800 yards
Range on Deer	Up to 600 yards
Weight without Battery	5.2 ounces



### SIG SAUER® Electro-Optics Infinite Guarantee® Limited Lifetime Warranty

SIG SAUER has manufactured the most rugged, dependable, high-performance firearms for more than two centuries. Our heritage of design, engineering, and precision-manufactured quality predates the existence of any other optics company worldwide. We understand the importance of quality in the line of fire, at the shooting range or on your next hunt. SIG SAUER Electro-Optics had to earn the right to wear that badge and the Infinite Guarantee has your back, forever. Period.

We will repair or replace your SIG SAUER product in the event it becomes damaged or defective, at no charge to you. If we cannot repair your product, we will replace it with a product in perfect working order of equal or better physical condition.

#### SIG SAUER Infinite Guarantee®

- Unlimited Lifetime Guarantee
- Fully Transferable
- No Warranty Card Required
- No Receipt Required
- No Time Limit Applies
- No Charge

Please note that our Infinite Guarantee excludes coverage for intentional damage, misuse, cosmetic damage that does not affect the performance of the optic, loss, theft, or unauthorized repair or modification. Excludes electronic and Tritium components.

Customers seeking warranty coverage must first obtain a Return Merchandise Authorization (RMA) by contacting

SIG SAUER Customer Service, and return the product unloaded and freight prepaid.

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### SIG SAUER Electronic & Tritium Component Limited 5-Year Warranty

SIG SAUER warrants that the electronic and tritium components of the enclosed product were originally manufactured free of defects in workmanship, material, and mechanical function. For a period of five (5) years from the date of manufacture, SIG SAUER agrees to correct any defect in these components by repair, adjustment, or replacement, at SIG SAUER's option, with the same or comparable quality components (or by replacing the product at SIG SAUER's option); provided however that a Return Merchandise Authorization (RMA) is first obtained by contacting SIG SAUER Customer Service, and that the product is returned unloaded and freight prepaid.

This limited warranty is null and void if the product has been misused, damaged (by accident or otherwise), damaged through failure to provide reasonable and necessary maintenance as described in the user's manual, or if unauthorized repair or any alteration, including of a cosmetic nature, has been performed on the product. This limited warranty does not apply to normal cosmetic wear and tear of any parts.

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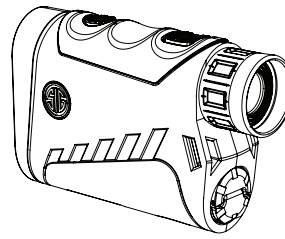
FOR PRODUCT SERVICE ON THIS MODEL,  
PLEASE CALL 603-610-3000

27100 SW Parkway Ave., Wilsonville, OR 97070 USA

# SIG SAUER

P/N 7403205-01 R01

[sigsauer.com](http://sigsauer.com)



## BUCKMASTERS® 1500

6x22mm LASER RANGEFINDER with Red LED Display and Onboard Ballistic Calculator with 8 Ballistic Groups

### OWNERS MANUAL

# SIG SAUER

Please visit [sigsauer.com](http://sigsauer.com) for Owners Manual downloads.

### INTRODUCTION:

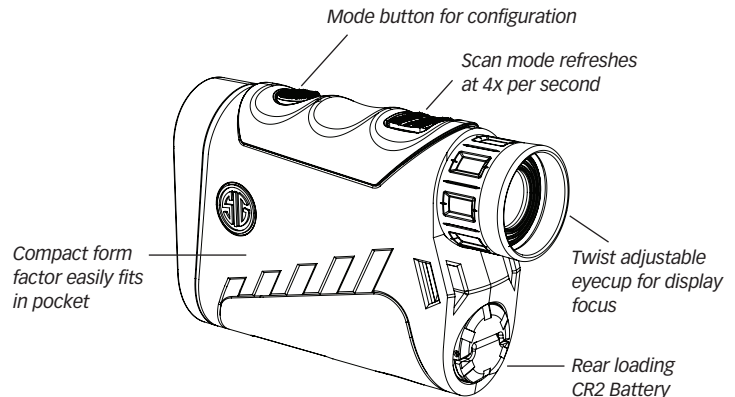
Congratulations on the purchase of your SIG SAUER® BUCKMASTERS 1500 Laser Rangefinder. The BUCKMASTERS 1500 provides fast, accurate range results out to a maximum of 1500 yards and includes several modes of operation including Line of Sight (LOS) and Angle Modified Range (AMR); and when one of the eight onboard ballistic groups is selected will provide holdover in MOA or BUCKMASTERS Mode. Your rangefinder comes with a high visibility, red LED display for use in any environment.

### CONTENTS:

- BUCKMASTERS 1500
- CR2 Battery
- Lanyard
- Owners Manual

### RANGE PERFORMANCE:

Up to 1500 yards on reflective targets  
Up to 800 yards on trees  
Up to 600 yards on deer



### SAFETY AND OPERATING PROCEDURES:

Your BUCKMASTERS 1500 is classified as a Class 1M product.

- Do not press the RANGE button while aiming at the human eye or while looking into the transmitting optics on the objective side.
- Do not leave your rangefinder within reach of small children.
- Do not take the product apart or modify the product in any way to expose internal electronics that might cause damage or electric shock.
- Do not use any other power source other than the battery specified for use in your product (primary lithium CR2).



**WARNING: CANCER AND REPRODUCTIVE HARM** – [www.P65Warnings.ca.gov](http://www.P65Warnings.ca.gov)

**NOTICE: Export restrictions may apply – this product may be controlled either by the ITAR or EAR.**

## MODES OF OPERATION:

Your rangefinder comes with 4 RANGE MODES of operation:

- Line of Sight (LOS) – Provides the line of sight range to the target independent of angle. The angle of incline / decline will also be displayed. This method is preferred for long range shooters and hunters using an external ballistic calculator.
- Angle Modified Range (AMR) – AMR is the equivalent horizontal range to the target and can be used with ballistic reticles and by archers. It is commonly referred to as "rifleman's rule" and is very accurate for distances less than 400 yards.
- BUCKMASTERS Hold – After selecting one of the onboard ballistic groups, the rangefinder will provide a holdover value from 0.0 – 5.0 for use with a BUCKMASTERS Rifle scope with BUCKMASTERS BDC reticle. The rangefinder will display the AMR range along with a number below the BUCKMASTERS logo that corresponds to the ballistic holdover dot to use on the BUCKMASTERS BDC reticle. Note – The BUCKMASTERS rifle scope power selector must be rotated to the highest magnification for the holdover dot to work correctly.
- MOA Hold – After selecting one of the onboard ballistic groups, the rangefinder will provide the AMR range along with your holdover in MOA for making adjustment to the elevation turret on any rifle scope.

Your rangefinder has 3 TARGET MODES:

- LAST Target – LAST target displays the furthest target ranged. It is used in most situations and is ideal for ranging through foliage.
- BEST Target – BEST target displays the range of the target with the strongest received signal.
- FIRST Target – FIRST target displays the closest target to the user.
- LAST and FIRST target respond differently when in SCAN mode. If the RANGE button is held down while scanning across multiple targets at different distances, the farthest target (LAST) or closest target (FIRST) will be retained while scanning.

## SETUP:

Remove the battery cap by turning the cap counter-clockwise. Insert the CR2 battery with the negative (-) terminal facing in. The positive (+) terminal should be facing out. Replace the cap onto the positive terminal and rotate the battery cap clockwise, hand tight.

Install the lanyard loop through the lanyard attachment point for retention.

To focus the display for your eye, rotate the eyecup back and forth for best focus on the display.

Press the RANGE button to turn the unit on and range targets. Press and hold the MODE button to configure the rangefinder. The BUCKMASTERS 1500 ships in AMR mode with LAST target active.

## PROGRAMMING / CONFIGURATION:

Your rangefinder can be configured by using the RANGE and MODE buttons located on the top of the unit.

- Press and release the RANGE button to wake up the unit; next, press and hold the MODE button to enter programming / configuration.
- RANGE MODE / BALLISTIC GROUP selection:
  - AMR is default and is flashing. Press and release the RANGE button to toggle between AMR > LOS > BUCKMASTERS (Antlers) > MOA ...
  - If AMR or LOS is selected, press and release the MODE button to save your selection and index to Target Mode selection
  - If BUCKMASTERS (Antlers) or MOA is selected, then GRP will be flashing along with the number 1. Press and release the RANGE button to toggle Ballistic Groups from 1 – 8 (i.e., 1 > 2 > 3 > 4 > 5 > 6 > 7 > 8 > ...)
  - Once a Ballistic Group is selected, press and release the MODE button to save and index to Target Mode
- TARGET MODE selection:
  - LAST is default and is flashing. Press and release the RANGE button to toggle between LAST > BEST > FIRST ...
  - Once your Target Mode is selected, press and release the MODE button to index to Brightness Control
- DISPLAY BRIGHTNESS CONTROL selection:
  - dSP5 is default and is flashing. Press and release the RANGE button to toggle between dSP5 > dSP6 > dSP7 ...
  - Once your Display Brightness is selected, press and release the MODE button to index to Unit of Measure
- UNIT OF MEASURE selection:
  - Y (yards) is default and is flashing. Press and release the RANGE button to toggle between Y > M ...
  - Once your Unit of Measure is selected, press and release the MODE button to return to Ready to Range

## BALLISTIC GROUPS:

There are 8 predetermined ballistic groups on your rangefinder. The first 6 groups are centerfire groups. Group 1 is the flattest shooting group. Each group out to group 6 has more drop. Select your group based on the caliber list that is provided. If your rounds are impacting low, move to a higher numbered group. If your rounds are impacting high, move to a lower numbered group. Group 7 represents muzzleloaders and Group 8 represents a crossbow.

GROUP 1		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
.243 Win	70	3553
.243 Win	55	3880
.26 Nosler	100	3674
.26 Nosler	120	3550
.26 Nosler	125	3450
.26 Nosler	140	3210
.204 Ruger	32	4225

GROUP 2		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
.300 WBY Mag	150	3375
.338 Lapua	285	2890
.338 Win Mag	200	2950
.338 Rum	250	2900
.270 Weatherby	130	3200
.338 Lapua	250	3000
7mm Rem Mag	150	3050
.270 WM	130	3275
7mm Rem Mag	150	3000
7mm WSM	140	3225
.30-.378 WBY	180	3400
.300 RUM	180	3400
.270 WSM	150	3120
7mm STW	140	3325
7mm RUM	160	3250
7mm RUM	140	3450

GROUP 3		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
.300 Win Mag	180	2933
.300 WSM	180	2950
.338 Win Mag	250	2700
.300 Win Mag	150	3300
.300 Win Mag	180	2960
.300 WSM	150	3300
.375 H&H	270	2700
.270 Win	130	3050
.270 Win	140	2950
.300 WBY Mag	180	3100
6mm Creedmoor	107	2950
30-06 SPRG.	165	2950

GROUP 4		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
6.5x55 Swedish	129	2750
.25-06 Remington	120	3000
.280 Remington	140	3000
.338 Win Mag	225	2800
.243 Win	100	2900
.223 Remington	40	3650
260 Remington	130	2820
6.5 Creedmoor	130	2850
6.5 Creedmoor	147	2695
6.5 Creedmoor	140	2742
.25-06 Remington	100	3200

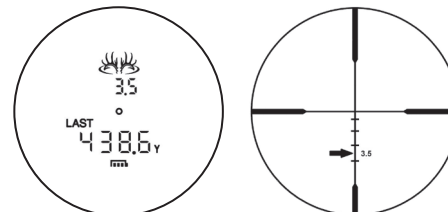
GROUP 5		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
.22-250 Remington	55	3650
.375 H&H	300	2600
.308 Win	175	2640
.30-06 Springfield	180	2675
.260 Remington	120	2880
.260 Remington	140	2750
6.5 Creedmoor	120	2825
.30-06 Springfield	150	3000
.270 Win	150	2850

GROUP 6		
Zero Distance: 100 Yards		
Cartridge	Projectile Weight (gr)	Muzzle Velocity (fps)
5.56mm	62	2822
.223 Remington	55	3200
7.62x51	147	2820
.303 British	150	2700
.308 Win	165	2700
.308 Win	168	2700
.308 Win	175	2600

GROUP 7: MUZZLELOADER		
Zero Distance: 100 Yards		
Projectile	Projectile Weight (gr)	Muzzle Velocity (fps)
.50 cal sabot	400	1800

GROUP 8: CROSSBOW		
Zero Distance: 20 Yards		
Bolt	Projectile Weight (gr)	Muzzle Velocity (fps)
Bolt	400	310

In the example below, Ballistic Group 2 was selected. The ballistically calculated hold for a 438.6 yard shot is BUCKMASTERS Hold "3.5", which corresponds to the hold location halfway between the 3rd and 4th holdover dot in the BUCKMASTERS BDC Reticle:



**Note – The BUCKMASTERS rifle scope must be set to high power for the BUCKMASTERS BDC reticle to subtend accurately to the specified holdover dot.**