KILO® CANYON™ 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 3000 yards	
Range on Trees	Up to 1200 yards	
Range on Deer	Up to 1000 yards	
Weight without Battery	5.2 ounces	



SIG SAUER® Electro-Optics Infinite Guarantee® Limited Lifetime Warranty SIG SAUER has manufactured the most rugged, dependable, highperformance 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.

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

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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 12100 SW Tualatin Rd., Tualatin, OR 97062 USA







KILO CANYON

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

OWNER'S MANUAL



Please visit sigsauer.com for Operator's Manual downloads

INTRODUCTION:

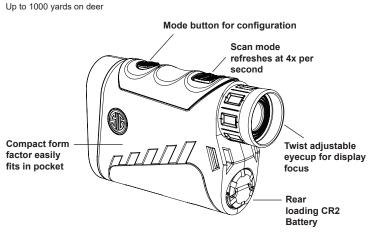
Congratulations on the purchase of your SIG SAUER® KILO CANYON Laser Rangefinder. The KILO CANYON provides fast, accurate range results out to a maximum of 3000 yards and includes several modes of operation including Line of Sight (LOS) and Angle Modified Range (AMR); and when one of the eight onboard ballistic groups is selected, will provide holdover in MOA or MRAD. Your rangefinder comes with a high visibility, red LED display for use in any environment.

CONTENTS:

- KILO CANYON Rangefinder
- · CR2 Battery
- · Nylon Carry Pouch
- Lanvard
- · Owner's Manual

RANGE PERFORMANCE:

Up to 3000 yards on reflective targets Up to 1200 yards on trees



SAFETY AND OPERATING PROCEDURES:

Your KILO CANYON 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

NOTICE: EXPORT RESTRICTIONS MAY APPLY – THIS PRODUCT MAY BE CONTROLLED EITHER BY THE

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.
- Ballistic Groups (GRP) After selecting one of the onboard ballistic groups, the rangefinder will provide the AMR range along with your holdover in either MOA or MRAD for making adjustment to the elevation turret on any riflescope.
- 4. Archery Mode (ARCH) Archery Mode is used to compensate for shooting arrows at extreme up/down angles. It requires knowing the speed of your arrow which is entered into the rangefinder in FPS. The rangefinder will produce a solution as an equivalent flat range shoot-to distance. Beyond 200 yards, the AMR distance to the target will be returned.

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.
- 3. FIRST Target FIRST target displays the closest target to the user.
- 4. 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 KILO CANYON 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.
- 2. RANGE MODE / BALLISTIC GROUP selection
 - AMR is default and is flashing. Press and release the RANGE button to toggle between AMR > Arch > GRP > LOS.
 - If AMR or LOS is selected, press and release the MODE button to save your selection and index to Target Mode selection
 - If Arch is selected, press and release the MODE button to enter the Arrow Speed
 - SPEd will be flashing, press and release MODE to enter the Arrow Speed in FPS.
 - Arrow Speed is adjustable from 200-350fps in 5fps increments.
 Press and release the RANGE button to adjust the Arrow Speed.
 Press and release the MODE button to save and index to Target Mode.
 - If GRP is selected, press and release the MODE button to enter Ballistic Group selection.
 - 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 > ...). Press and release the MODE button to save your selection and advance to Holdover Unit of Measure selection.
 - MOA is default and is flashing. Press and release the RANGE button to toggle between MOA > MRAD. Press and release the MODE button to save and index to Target Mode.

3. TARGET MODE selection:

- LAST is default and is flashing. Press and release the RANGE button to toggle between LAST > FIRST > BEST ...
- Once your Target Mode is selected, press and release the MODE button to index to Brightness Control

4. DISPLAY BRIGHTNESS CONTROL selection:

- a. dSP5 is default and is flashing. Press and release the RANGE button to toggle between dSP5 > dSP6 > dSP7 \dots
- Once your Display Brightness is selected, press and release the MODE button to index to Unit of Measure

5. UNIT OF MEASURE selection:

- a. Y (yards) is default and is flashing. Press and release the RANGE button to toggle between Y > M \dots
- 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 Muzzle Weight (gr) 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
.30378 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 D	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	1900

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