



RMAC

SPORTSMAN CLASS

Precision Marksman

COURSE OF FIRE

2025

PRECISION MARKSMAN RULES

SCORING

All impacts will be worth 10 points each. Each stage will have 10-12 shots. All scoring/hits will be called by the designated spotter. Range officers (RO) have final say on scoring, disputes, etc. Each stage will have an RMAC spotter and scorer. All scores will be entered into Ultimate Ballistics and signed off by each shooter at the end of each stage and the match. No scoring disputes or changes will be made after the scores are submitted.

RULES

Cheating will NOT be tolerated. Any person attempting to cheat or caught cheating will be disqualified immediately from all events with no refund. There will be no coaching allowed on the clock (wind calls, corrections, etc.). Safety is the number one priority. If any shooter breaks any range rules or has a safety violation, they will be immediately disqualified. The Precision Marksman Challenge will require shooters to move around the range with their guns. Before and after you have completed a stage, you must remove the magazine, decock or dryfire, engage the safety, keep the bolt open, and put a chamber flag in the gun. Additionally, you must keep your gun pointed straight up at all times. There will be NO MAGAZINES in guns unless you are on the bench or shooting obstacle area. SAFETY IS THE NUMBER ONE PRIORITY! Each stage will have rules posted prior to the event determining what shooting aids you will be allowed to use. We would recommend at least bringing a bipod and shooting bag. You will have a very limited amount of time to get in the shooting position once the previous shooters have vacated. If you are not on the line at the start of your scheduled heat or take too long to get into shooting position, the clock will start.

- .30 caliber and lower
- Ammo may be either pellets or slugs
- No practice shots at the stage area, and no staging on props
- A shot before the timer starts will be an instant forfeit of the stage

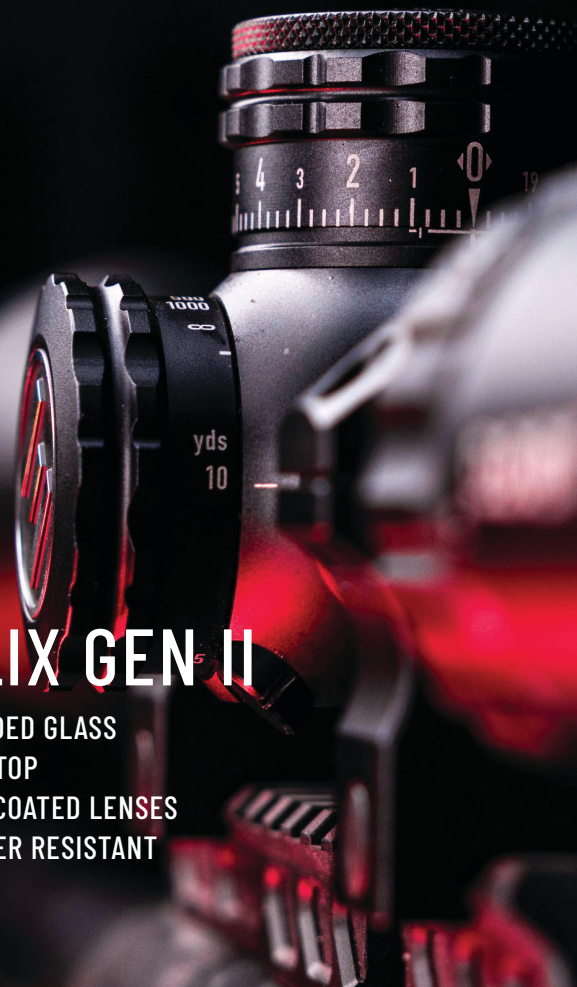
ELEMENT
OPTICS

PRECISION MEETS VALUE

A NEW STANDARD IN BUDGET OPTICS

HELIX GEN II

- UPGRADED GLASS
- ZERO STOP
- MULTI-COATED LENSES
- WEATHER RESISTANT



SPORTSMAN PMC - UPPER RANGE

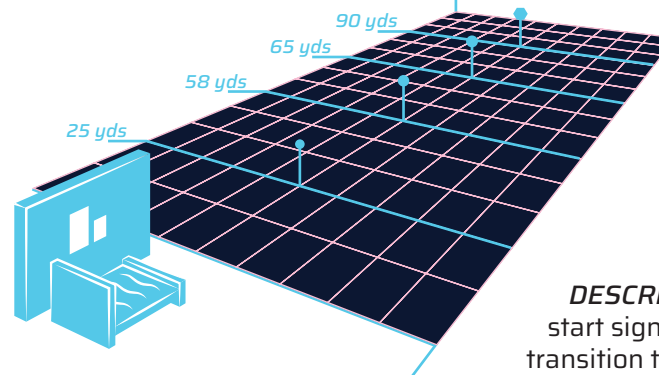
STAGE 1

MOTION OF THE OCEAN



25 yards: Circle ~1/4"
58 yards: Circle ~1.5"
65 yards: Circle ~2"
90 yards Hex ~3"

Round Count: 10
10 Points Per Impact
Total Possible Points = 100
Time: 120 Seconds



NOTE:
No Gear Restrictions.

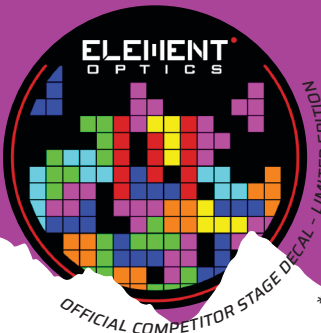
STARTING POSITION:
Standing, rifle and all gear in hand, mag in, action open.

DESCRIPTION: On the start signal the shooter will transition to the waterbed and engage the targets in the following order (far to near).

- 3 shots - 90 yard
- 3 shots - 65 yard
- 2 shots - 58 yard
- 2 shots - 25 yard

STAGE SPONSORED BY:

ACCUTAG®
PRECISION BIPODS AND ACCESSORIES



SPORTSMAN PMC - UPPER RANGE

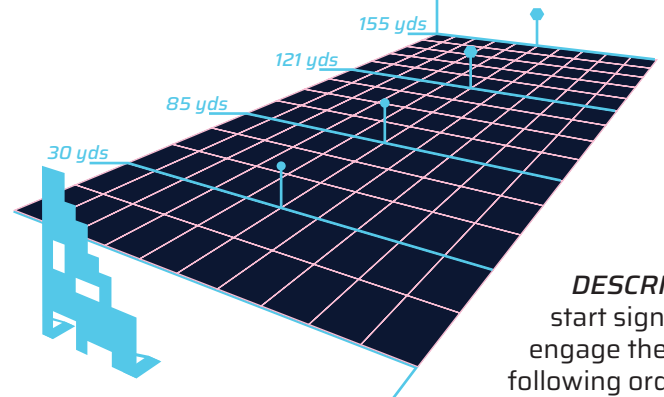
STAGE 2

STACK EM' HIGH

****THIS WILL BE A TIMED TIEBREAKER STAGE****

30 yards: Circle ~1/4"
85 yards: Circle ~1"
121 yards: Hex ~2.5"
155 yards: Hex ~3"

Round Count: 10
10 Points Per Impact
Total Possible Points = 100
Time: 120 Seconds



NOTE:
No Gear Restrictions.

DESCRIPTION: On the start signal the shooter will engage the targets in the following order.

- Position 1:
2 shots - 30 yard
2 shots - 85 yard
Position 2:
3 shots - 121 yard
3 shots - 155 yard

STARTING POSITION:
Standing, rifle and all gear in hand, mag in, action open.

STAGE SPONSORED BY:



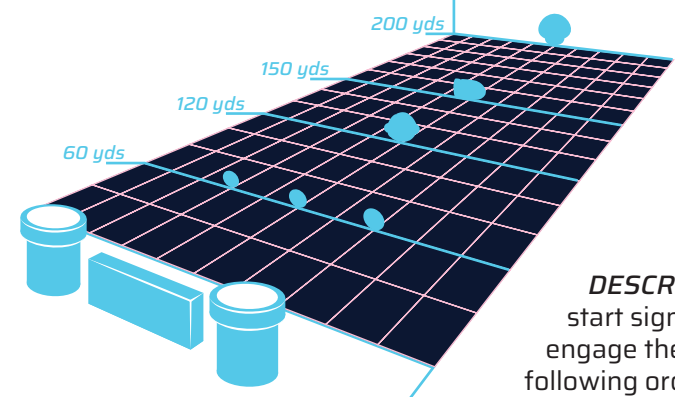
SPORTSMAN PMC - UPPER RANGE

STAGE 3

LEVEL UP

60 yards: Coins ~1"
120 yards: Koopa Shell ~3"
150 yards: Bullet Bill ~3"
200 yards: Mushroom ~6"

Round Count: 12
10 Points Per Impact
Total Possible Points = 120
Time: 120 Seconds



NOTE:
No Gear Restrictions.

DESCRIPTION: On the start signal the shooter will engage the targets in the following order.

- Position 1 (Left Pipes):
1 Shot - 120 yard Koopa Shell, 1 shot each - (left to right) 60 Yard Coins
Position 2 (top of brick wall):
1 shot - 200 Yard Mushroom, 1 shot each - (left to right) 60 Yard Coins
Position 3 (Right Pipes):
1 shot - 150 yard Bullet Bill, 1 shot each - (left to right) 60 Yard Coins

STARTING POSITION:
Standing, rifle and all gear in hand, mag in, action open.

STAGE SPONSORED BY:





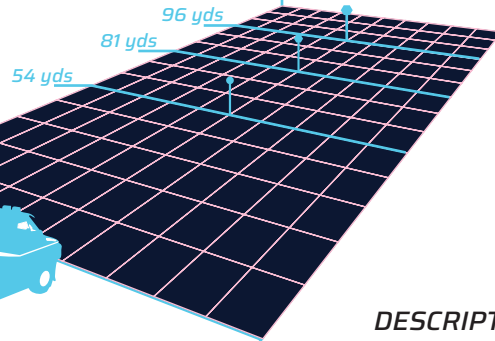
SPORTSMAN PMC - UPPER RANGE

STAGE 4

I PITY THE FOOL

54 yards: Circle ~1"
81 yards: Hex ~2.5"
96 yards: Hex ~3.5"

Round Count: 10
10 Points Per Impact
Total Possible Points = 100
Time: 120 Seconds



NOTE:
No Gear Restrictions.

STARTING POSITION:
Standing, rifle and all gear in hand, mag in, action open.

DESCRIPTION: On the start signal the shooter will transition into the A Team Van and engage the targets in the following order.
Position 1: (near to far)
1 shot - 51 yard, 2 shots - 81 Yard, 2 shots - 96 yard
Position 2: (far to near)
2 shots - 96 yard, 2 shots - 81 Yard, 1 shot - 51 yard

STAGE SPONSORED BY:



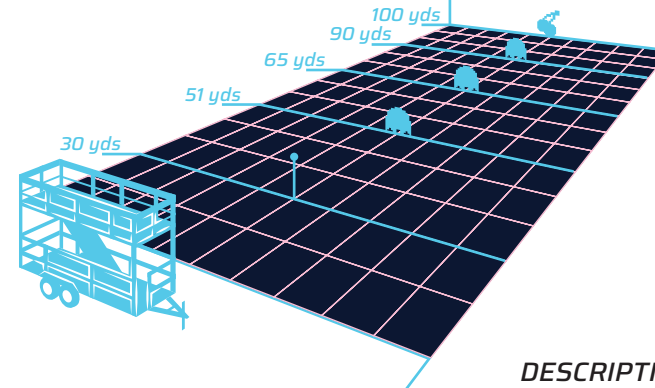
SPORTSMAN PMC - UPPER RANGE

STAGE 5

SURE "PACS" A LOT

30 yards: Circle ~1/2"
51 yards: Ghost ~2"
65 yards: Ghost ~2"
90 yards: Ghost ~4"
100 yards: Cherries ~4"

Round Count: 10
10 Points Per Impact
Total Possible Points = 100
Time: 120 Seconds



NOTE:
No Gear Restrictions.

STARTING POSITION:
Standing, rifle and all gear in hand, mag in, action open.

DESCRIPTION: On the start signal the shooter transition to position 1 and engage the targets (near to far) with 1 shot each. Shooter will then transition to position 2 and re-engage the targets (far to near) with 1 shot each.

STAGE SPONSORED BY:

