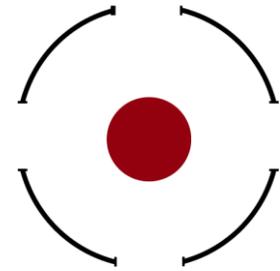


# 2026 PRECISION GAS GUN

## Official Rules – Final

V0 Jan 1, 2026

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## 1. INTRODUCTION

### 1.1. Purpose

Precision Gas Gun (PGG) is designed as a competitive format that pushes competitors and equipment to the limit. Competitors can expect engagements ranging from **50 to 1,000 yards** in a **hit-to-move** style competition.

### 1.2. General Match Characteristics

- 1.2.1. Standard par time: **90 seconds**
- 1.2.2. Miss penalty: **+20 seconds per miss**
- 1.2.3. Average stage round count: **10–12 hits**
- 1.2.4. Average target distance: **400–700 yards**
- 1.2.5. Target size range: **1–6 MOA**
- 1.2.6. Average overall target size: **2–3 MOA**
- 1.2.7. Skipping targets is **not permitted**, this is a hit-to-move style competition.

### 1.3. Series Structure

- 1.3.1. The 2026 Precision Gas Gun Series Championship, presented by Altus Shooting Solutions, consists of four (4) competitions conducted at four (4) ranges nationwide.
- 1.3.2. Maximum available series points: **400**.
- 1.3.3. Three (3) primary events shall each be worth a maximum of **100 points**.
- 1.3.4. A competitor's best two (2) of three (3) events shall be used to calculate series standings.
- 1.3.5. The Series Finale will be worth a maximum of **200 points**
- 1.3.6. Each series event shall be a two-day competition consisting of sixteen (16) total stages.

### 1.4. Local Club Affiliation

- 1.4.1. Precision Gas Gun provides a standardized competitive format for local clubs.
- 1.4.2. Club affiliation is not required to utilize the format.
- 1.4.3. Resources include match design guidance, classifiers, standardized props, and format consistency nationwide.

## 2. RANGE SAFETY & PROCEDURES

### 2.1. Cold Range Policy

- 2.1.1. All Precision Gas Gun competitions are **cold range events**.
- 2.1.2. All firearms shall remain unloaded with an empty chamber indicator (ECI) inserted at all times unless otherwise directed by a Range Officer (RO).
- 2.1.3. This policy applies to all firearms, including concealed carry handguns.
- 2.1.4. Handguns may be worn but must be unloaded with no magazine inserted.
- 2.1.5. Loss of control of a handgun shall be treated as a dropped firearm and penalized accordingly.

### 2.2. Firearm Handling

- 2.2.1. Competitors shall maintain control of firearms at all times.
- 2.2.2. Firearm muzzles shall be oriented vertically up or vertically down.
- 2.2.3. Flagging of any individual is prohibited.
- 2.2.4. Ammunition may only be loaded after the issuance of the “Make Ready” command by an RO.

### 2.3. Eye and Ear Protection

- 2.3.1. Eye protection is mandatory for all individuals on the range.
- 2.3.2. Ear protection is mandatory for all individuals on the range.
- 2.3.3. These requirements apply during the entire competition and at the zero range.

### 2.4. Steel Target Safety

- 2.4.1. The minimum engagement distance for steel targets is **50 yards**.

### 2.5. Ammunition Restrictions

- 2.5.1. Ammunition exceeding **3,200 FPS** is prohibited and shall result in immediate match disqualification.
- 2.5.2. The Match Director reserves the right to chronograph competitors at any time.
- 2.5.3. Prohibited ammunition includes steel core, penetrator, green tip, tracer, and incendiary projectiles.

### 2.6. Drugs and Alcohol

- 2.6.1. No competitor or non-competitor shall be under the influence of alcohol, drugs, or faculty-altering substances.
- 2.6.2. Violations shall result in disqualification, forfeiture of entry fees, and possible removal from the facility.

### 3. COMPETITOR EQUIPMENT

- 3.1. Firearms shall operate safely throughout the competition.
- 3.2. Competitors shall use the same rifle and optic for the duration of the competition unless equipment failure occurs.
  - 3.2.1. Equipment failure does not constitute grounds for a reshoot.
  - 3.2.2. If a competitor's equipment fails during the course of fire, the competitor shall be awarded credit for all successfully engaged targets and assessed applicable penalties for all targets not successfully engaged.
- 3.3. Replacement equipment may be used only if it meets division requirements; otherwise, the competitor shall be moved to Open Division.
- 3.4. Devices simulating full-auto fire or mechanically enhancing rate of fire are prohibited.
- 3.5. Slings are optional.
- 3.6. Equipment malfunctions do not constitute grounds for reshoots.
- 3.7. For Precision Gas Gun Points Series competitions, only semi-automatic firearms are permitted. Match Directors of non-points matches may allow bolt-action firearms to compete at their discretion.
  - 3.7.1. If a bolt-action firearm is permitted, it must meet all parameters of the division selected.

### 4. DIVISIONS

- 4.1. Recce Division
  - 4.1.1. Approved cartridges are .223/5.56 and .308/7.62×51.
  - 4.1.2. Maximum barrel length is **16.5 inches**, measured from bolt face to muzzle.
  - 4.1.3. Muzzle devices and suppressors are excluded from barrel length measurement.
  - 4.1.4. Maximum optic magnification is **10x**.
  - 4.1.5. Maximum bullet velocity is **3,200 FPS**.
- 4.2. DMR Division
  - 4.2.1. Approved cartridges are .223/5.56 and .308/7.62×51.
  - 4.2.2. Maximum bullet velocity is **3,200 FPS**.
- 4.3. Open Division
  - 4.3.1. Maximum projectile size of .30 caliber.
  - 4.3.2. Maximum bullet velocity is **3,200 FPS**.

## 5. MATCH PROCEDURES

### 5.1. Safety Brief

- 5.1.1. Attendance at the safety brief is mandatory for all competitors.
- 5.1.2. The safety brief shall be conducted prior to the start of competition.

### 5.2. Zero Range

- 5.2.1. Competitors shall be provided the opportunity to zero rifles prior to competition.
- 5.2.2. All range safety rules apply at the zero range.

### 5.3. Arbitration

- 5.3.1. A fifteen (15) minute arbitration period shall be provided after scores are posted.
- 5.3.2. Competitors are responsible for verifying scores prior to awards.
- 5.3.3. The Match Director may adjust scores or require reshoots when justified.

### 5.4. Awards and Prize Table

- 5.4.1. Awards shall be presented following the conclusion of the match.
- 5.4.2. Competitors must be present to receive prizes.
- 5.4.3. Prize table order shall follow overall placement and division participation size.

## 6. STAGE PROCEDURES

### 6.1. Written Stage Brief (WSB)

- 6.1.1. Each stage shall have a written stage brief posted.
- 6.1.2. The WSB shall include targets, distances, hit counts, start conditions, positions, and full procedure.

### 6.2. Stage Walkthrough

- 6.2.1. The RO shall read the WSB verbatim.
- 6.2.2. Competitors shall be allowed five (5) minutes for stage inspection.

### 6.3. Start Condition

- 6.3.1. All gear shall be on the competitor's person or in hand.
- 6.3.2. Unless otherwise specified, firearms shall start with magazine inserted, bolt locked to the rear, and safety engaged.

### 6.4. Stage Execution

- 6.4.1. Targets shall be engaged in hit-to-move order unless otherwise specified.
- 6.4.2. Targets not successfully engaged shall incur Missed Target penalties.
- 6.4.3. Coaching a competitor during the course of fire is prohibited. Assistance before and after a stage is not only authorized but encouraged, especially for new shooters.

## 7. RANGE COMMANDS

- 7.1. **“Make Ready”** – The firearm can be prepared per the WSB and the competitor assumes the start position.
- 7.2. **“Are You Ready?”** – The competitor indicates if they are ready to begin the stage with a yes or no answer. No response is considered a “yes.”
- 7.3. **“Standby”** – Prepares the competitor for the audible start signal
- 7.4. **Start Signal** – The audible start signal occurs 1-2 seconds after the “Standby” command and begins the course of fire
- 7.5. **“If You Are Finished, Unload and Show Clear”** – If the competitor is finished, they will remove the magazine, clear the chamber, and lock the bolt to the rear so that the RO can see an empty chamber.
- 7.6. **“If Clear, Hammer Down and Flag”** – To confirm the chamber is empty, competitor must close the bolt with the muzzle facing a safe direction and pull the trigger. Once the firearm is confirmed clear, the competitor will insert the ECI.
- 7.7. **“Range is clear”** – Signifies end of the course of fire and indicates the stage is safe.
- 7.8. **“Stop”** – Competitor will IMMEDIATELY stop the course of fire, engage the firearm safety, and await further instructions from the RO.
- 7.9. **“Hit” / “Impact”** – Competitor has successfully engaged the target.
- 7.10. **“Time”** – Competitor has reached the par time for the course of fire. No further hits/impacts will count toward the score.

## 8. SCORING AND PENALTIES

- 8.1. Scoring
  - 8.1.1. Matches shall be scored using time-plus scoring.
  - 8.1.2. Each stage shall be worth one hundred (100) points.
- 8.2. Penalties
  - 8.2.1. Miss penalty: **+20 seconds**.

## 9. DISQUALIFICATIONS

- 9.1. Stage Disqualification
  - 9.1.1. All Stage Disqualifications are approved only by the Match Director.
  - 9.1.2. Moving with safety disengaged.
  - 9.1.3. Finger in trigger guard while moving.
  - 9.1.4. First offense unsportsmanlike conduct.

## 9.2. Match Disqualification

- 9.2.1. All Match Disqualifications are approved only by the Match Director.
- 9.2.2. Dropping a loaded firearm.
- 9.2.3. Flagging or sweeping any person.
- 9.2.4. Breaking the 180-degree muzzle rule.
- 9.2.5. Violation of cold range policy.
- 9.2.6. Negligent or accidental discharge.
- 9.2.7. Two stage disqualifications in a single competition.
- 9.2.8. Use of banned ammunition.
- 9.2.9. Second offense unsportsmanlike conduct.
- 9.2.10. Each facility may have specific rules that may be enforced in addition to the Precision Gas Gun ruleset. Such rules shall be advertised prior to the commencement of the competition (e.g., if it is determined a competitor's optic is a full revolution off during the course of fire).
- 9.2.11. Cheating.
- 9.2.12. The Match Director is the final authority on all Match Disqualifications.