Become a Presma Dealer

To become an Authorized Presma Inc dealer, please fill out the application form, attach your business/sales license to the form and click on Submit. You can also print this form, fill it out and fax it together with your business/sales license. The information you provide is confidential and will not be sold or used for any other purpose.

Click here to download Our Agreement [U.S]

A sales representative will contact you either via email, phone call, or fax to establish your dealer account. There is a minimum order amount of US\$300 for each US dealer order, and US\$3,000 for each international order. Order processing will be handled offline. (Additional international requirement may apply depending on country and products).

NOTE: Include with Your Application a Copy of Your Business License and any other documents you deem appropriate. In regions where a business license is not available, please provide documentation certifying that you are a business operating legally within your area.

Business Legal Name: *		
DBA Name:		
Company Website:		
Tax ID: *		
Region *	nternational	
Billing Name: * First, Middle, Last		
Billing Address * Street, Cit	y, Sate, Zip, Country	
Shipping Address if different		
Contact Person Name: * First, Middle, Last		
Contact Person Phone * Enter Phone Number		
Contact Person Email * Enter Email Address		
Check here to receive email updates		
Years in Business *		
Wish to purchase between (monthly):		
Product Interest (Select all that apply Hunting Products Binoculars Flashlights Mounts Scope Rings	(/): Targeting Solutions BiPods Grips Prismatic Scopes Sights	○ Accessories○ Bore Sights○ Laser Sights○ Red Dot Scopes
Your Market (Select all that apply): Firearm Dealer Firearm Accessories Paintball Products Hunting Supply Law Enforcement Training	Outdoor Retailer Range/Targeting Solutions Online Sales Archery Military Training	Personal Tactical TrainingSporting GoodsAirsoft ProductsBB or Pellet Guns
Agreement Terms: * OI have read the agreement and accept.		