



PRO-AM RULE BOOK

Official Rules & Guidelines
Adapted for Dansk Sportsskytte Forbund



Original Sanctioning Body:
Extreme GM (EGM)
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OFFICIAL AUTHORISATION & LIABILITY DISCLAIMER

Extreme GM (EGM) formally grants permission to **Dansk Sportsskytte Forbund** to utilize this rulebook and its guidelines for sanctioned competitions and training events within their jurisdiction. The rules may be altered to the Danish gun law.

Limitation of Liability: Extreme GM (EGM) assumes no liability and cannot be held responsible for any rule violations, accidents, personal injuries, or equipment damage that competitors, staff, or spectators may sustain during Pro-Am matches, events, or training sessions. The host organization and match staff assume full responsibility for range safety and course design implementation.

Extreme GM is the sanctioning body which will be referred to as EGM in the rule book. EGM provides a standardized rule book and guidelines by which matches must adhere so that competitors may have consistency while traveling to any EGM sanctioned match. EGM provides a consistent platform for ranges and clubs to promote the safe and competitive sport of steel shooting.

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1. Course Design

A stage must consist of one or more shooting positions. Each position must include 8 and no more than 10 targets. The competitors may have a 3 min walkthrough before any stage

Shooting Boxes and Movement

Each shooting box must be clearly marked using wood, or other hard material. If no additional boundaries are defined, competitors may move freely between shooting boxes along safe and clearly designated paths.

Competitors must have both feet fully inside the shooting box while engaging targets assigned to that position. A competitor will be disqualified if they engage targets while both feet are outside the designated shooting box. A fault occurs if any part of the competitor's foot touches the ground outside the shooting box while engaging targets from that position.

Movement shall only occur directly between shooting boxes. Forward or sideways movement downrange is Permitted, up range movement is prohibited. Any shooting while moving between boxes shall result in a match DQ.

Once a competitor has exited a shooting box with both feet, that position is considered complete. The competitor may not re-enter the box or re-engage any targets assigned to it.

For safety reasons, shooting boxes shall be placed at a minimum distance of 7 meters from any steel target.

Safety

- Course designers shall ensure that all persons on the range are protected at all times.
- Steel targets shall not be positioned in a manner that allows bullet splatter at a 90-degree angle to leave the bay without impacting a berm, unless an approved splatter containment device (e.g., barrel, plywood, or equivalent barrier) is installed.
- Competitors shall not be required to reholster a firearm during the course of fire.
- Competitors shall draw their firearm only while inside the designated start box.



Eye and ear protection

If a competitor loses eye or ear protection during a course of fire, the competitor or RO shall immediately stop the course of fire, and the competitor shall be granted a reshoot. Intentional removal may result in disqualification for unsportsmanlike conduct.

Target Placement

Proper placement of steel targets is critical to ensure safety. All rounds fired at any steel target during a course of fire shall, if missed, impact the base of a side or front berm. Steel targets shall be positioned at a minimum distance of 7 meters from the nearest point of engagement. Targets constructed entirely of plastic material are exempt from minimum distance requirements, provided that all rounds impact the berm. Note that if the targets are placed on a metal foot/holder from the nearest point of engagement it will be necessary to uphold 7 meters distance to the targets.

Responsibility

Course design and safety remain the sole responsibility of the host organization and match staff. EGM does not mandate specific course designs and accepts no liability for any aspect of course, design or execution.

Walls, Barriers, Obstacles

All walls are considered impenetrable and extend from ground level to infinity unless otherwise specified in the stage briefing. A competitor who shoots through, over, or under a wall shall incur one procedural penalty per shot fired.

No obstacles shall be placed in the competitor's direct path of movement between shooting boxes.

Fault lines may be used to guide competitors through the stage; however, they must be positioned at least 7 meters from the nearest steel target

Targets pro-am / knock down targets.

Falling targets

A falling target is defined as any target designed to fall when hit. The recommended minimum target size is 10 cm in diameter (or equivalent dimension). No maximum size is specified for steel/plastic targets.

If a competitor is unable to complete a course of fire due to range equipment failure, the competitor shall be required to reshoot the stage after corrective action has been taken.

If, after the start signal, a steel/plastic target falls for any reason, it shall be scored as hit.

Physical Course Changes

Once a match has commenced, no physical changes shall be made to a stage except for safety reasons. Only the Range Master is authorized to make such changes. The Range Master shall determine whether any modification has created a significant advantage and may grant reshoots to competitors who completed the stage prior to the change.



Forbidden Action

Forbidden actions may be specified in the stage briefing and may also be introduced by the RM if deemed necessary to preserve the integrity of the stage as originally designed or to ensure the safety of competitors and Range Officers.

Violation of a non-safety-related forbidden action shall result in a stage score of zero. In Pro-Am scoring, no steel targets will be counted for that stage. In Knockdown scoring, the maximum time for the stage shall be assigned.

Violation of a safety-related forbidden action shall result in disqualification from the match. If, at any time during the match, the Range Master determines that a forbidden action must be implemented, any competitors who have already completed the stage prior to its introduction shall be granted a reshoot.

If competitors from a previous day have completed the match and are no longer present, making a reshoot impossible, the stage shall be removed from the match results.



2. Match Structure

All levels can designate specific targets can be engaged from a specific shooting area.

Level I matches.

All levels can designate specific targets that can be engaged from a specific shooting area.

Level I

It is designed to provide clubs & ranges with the ability to make matches within their own club. Level I matches may include additional club safety rules and are not sanctioned.

Level II

It is designated as a sanctioned national match and must be sanctioned and approved by DSF/NROI. Level II matches should be publicly advertised at least 14 days prior to the start of the competition.

Level III

It is designated as a sanctioned international match and must be sanctioned and approved by DSF/NROI. Level III matches should be publicly advertised at least 30 days prior to the start of the competition.

Level IV

Level IV matches are designated as European Championships and must be pre-approved by EGM, 120 days minimum in advance of the start of the match.

Level V

Level V match is designated as the World Championship and must be pre-approved by EGM 1 year in advance.

3. Range Commands & Briefings

Written Stage Briefings

A written stage briefing shall specify the number of targets, the minimum number of rounds, the par time, and the start position.

Range Commands

The course of fire will begin with the command of 'Load & Make Ready', given by the person serving as the RO for the stage.

Load And Make Ready: Signals the beginning of the course of fire. This command allows the competitor to handle the firearm and make ready for the course of fire. Ready Condition is default standing, facing downrange, Firearm is loaded and holstered, hand position is wrist below belt, PCC loaded, buttstock touching belt, strong hand "Naturally at side" safety on.

Are you Ready? This command prompts the competitor to either verbally decline or, by remaining silent, indicate their readiness for the upcoming range instructions. This is the last point upon which a competitor can say no they are not ready.



Stand By: At the standby command, all competitor movement ceases, if there is movement, then the RO must repeat the command once the competitor is ready and not moving. If the competitor performs a false start, they shall be immediately stopped and started over.

The start signal may be audible or visual. The start signal shall be given between 1 and 3 seconds of the Standby command.

Stop: When the Stop command is given, the competitor must cease fire and stop all movement as soon as possible, while keeping the firearm in a safe direction. The range officer will then give additional commands.

If you are finished Unload and Show Clear: When this command is given the competitor has the choice of continue shooting, or they must unload the firearm and show the RO the gun is clear.

If Clear Hammer Down Holster: this command is given after the “if you are finished unload and show clear”, it is a statement to the competitor and if after it is completed by the RO, there is a round fired, a match Disqualification will follow.

Range is Clear: This command is given after the RO has verified the competitor’s gun is unloaded, holstered, bagged, or flagged, and ends the course of fire.

4. Scoring

Pro-Am Steel scoring

Scoring is based on a fixed stage time. All targets that fall during the course of fire shall count, regardless of when they are engaged within the allowed time.

Shots fired after the par time, including a tolerance of +0.50 seconds, shall incur a penalty.

One point shall be deducted for each shot fired beyond this limit, regardless of whether the shot results in a hit or a miss.

The match winner will be the competitor who has knocked down the highest number of targets.

In the event of a tie on the overall match, the competitors time will determine the winner, if the time is equal on multiple competitors a tie-breaker stage - preferably incorporating a mandatory reload - shall be used to determine the winner.

Competitor Responsibility

Each competitor is ultimately responsible to maintain an accurate record of their scores to verify the lists posted, taking a photo of each stage’s score is permitted.

Failure to help reset and paint steel.

May result in a penalty of 1 point to be removed from competitors’ overall score, per instance.

Procedurals

Failure to help set and/or paint steel, may result in a penalty of 1 point to be removed from competitor’s



overall score.

Both feet must be inside the shooting box, before engaging the target array, otherwise it will result in a penalty of 1 point to be removed from competitors overall score, per instance. The Range Master has the final say.

Miss/Calibration/NS

Misses

Misses are not counted.

Calibration

No calibration will be performed. Any steel target that fails to fall shall be scored as standing. Range Officers (ROs) shall verify the target array between squads to reduce the likelihood of such issues.

No Shoots

A hit on a no-shoot target shall result in a penalty of one point per hit. If a target behind the no-shoot is struck and falls, it shall be scored as a hit. No shot targets must be a red color target.

5. Competitor & Equipment

All competitors, staff & observers must conduct themselves to not interfere with the competitors before or during the course of fire. The Range Master shall have the authority to remove any disruptive person(s) from the match.

Competitors are prohibited from using sighting aids, during walkthroughs, one warning will be issued, each additional violation will result in 1 point being removed on the overall score.

Start Position & Competitor Gun Condition

All starting positions shall be standing and facing downrange. The firearm shall be loaded and holstered. The competitor's wrists must be positioned below the belt. in accordance with the current IPSC rulebook.

For PCC, Option 1 shall apply in accordance with the current IPSC rulebook.

Divisions

In accordance with the current IPSC rulebook.

Holsters and magazines

Shooter's equipment in accordance with the current IPSC rulebook

Malfunction

If a malfunction cannot be corrected within the par time, a stop command will be given, and the stage is scored as it is.



Special mobility

Competitors using wheelchairs or with other disabilities may be granted reasonable accommodations for mobility. The Range Master shall determine and approve any such accommodations, and their decision shall be final.

Magazine Capacities

Magazines must not contain more than 10 rounds for handguns and 15 rounds for PCC. Failure will result in a procedure per round.

Ammunition

Caliber from 9 mm to .45 caliber may be used in competition. The maximum power factor permitted is 185. Ammunition exceeding a power factor of 185.0 shall be deemed unsafe and shall not be permitted for use in the match. Armor-piercing, incendiary, or tracer ammunition is prohibited.

6. Competition Categories

Within each division, competitors may compete in multiple categories based on their eligibility. Awards and rankings may be issued for each applicable category.

Standard Categories

Following the current IPSC Categories

Power Factor

Maximum Power Factor: 185

Power factor is calculated by: $\text{Bullet weight (grains)} \times \text{Velocity (fps)} \div 1000$

Any ammunition exceeding 185 power factor will be deemed unsafe and the competitor will be required to use compliant ammunition.

7. Disqualifications

A competitor found to have violated a serious safety infraction shall be disqualified and not allowed to continue the match. A disqualification is not intended to intimidate the competitor and should be treated respectfully as encouragement to improve gun handling skills. This section gives examples of specific violations that require a disqualification from the match.

Unsafe Gun Handling

Unsafe gun handling is considered a safety violation and shall disqualify any person for any of the following reasons.

Handling a firearm anywhere outside of the designated safe area and not under the supervision of a match range official.



At any time during the course of fire, a competitor are not allowed to point the muzzle beyond the plane of 180 degrees up range, or past the default, or specific safe angles

At any time during the course of fire, a competitor unintentionally loses control of a firearm. This includes dropping and/or dropping and catching the firearm regardless of if it hits the ground.

At any time, a competitor accidentally or negligently discharges a firearm, and the projectile leaves the range or contacts the ground within **3 meters** of the competitor's feet.

At any time, a competitor accidentally or negligently discharges while loading, unloading or reloading the firearm. This includes accidentally or negligently discharging the firearm before the "Range is Clear" command.

At any time during the course of fire, a competitor allows a firearm to point at any part of their body. Exception is given while holstering and unholstering a firearm.

Using or firing any metal piercing, incendiary, or tracer ammunition.

Drawing a firearm while facing up range.

Retrieving a dropped firearm. Dropping an unloaded firearm outside the course of fire will not incur a disqualification but retrieving it will incur the disqualification.

Handling ammunition or dummy rounds inside the safe area.

Unsportsmanlike conduct A competitor may be disqualified from a match for conduct that a Range Master or Match Director deems to be unsportsmanlike. Examples include but are not limited to cheating, interfering with other competitors or staff, or intentionally causing the unsafe handling of a firearm.

Match Disqualification Validity

Match disqualifications will only remain valid for the match in which the DQ occurred.

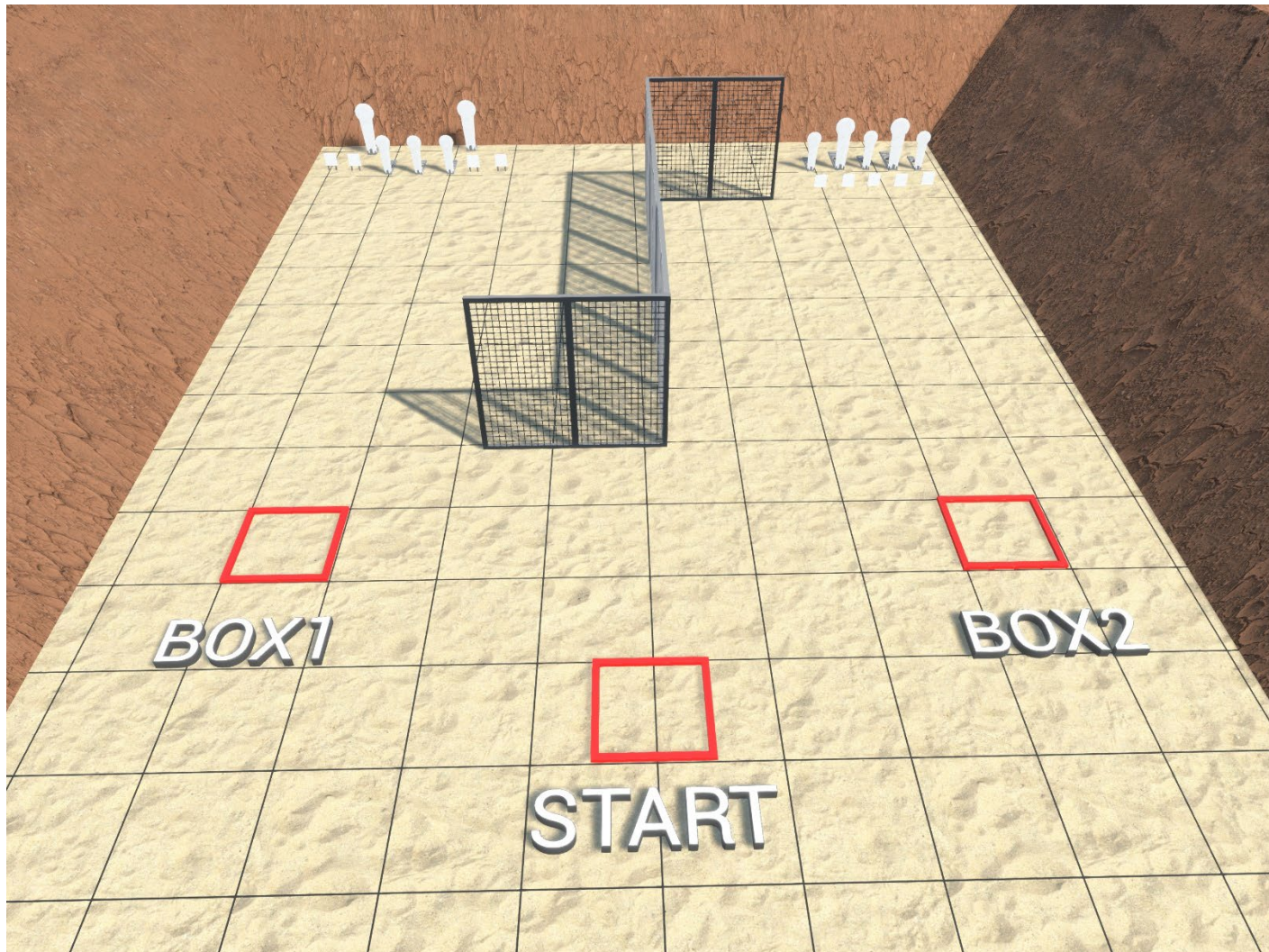


8. Penalties

A competitor can be given a penalty if violations the rules under the course of fire.

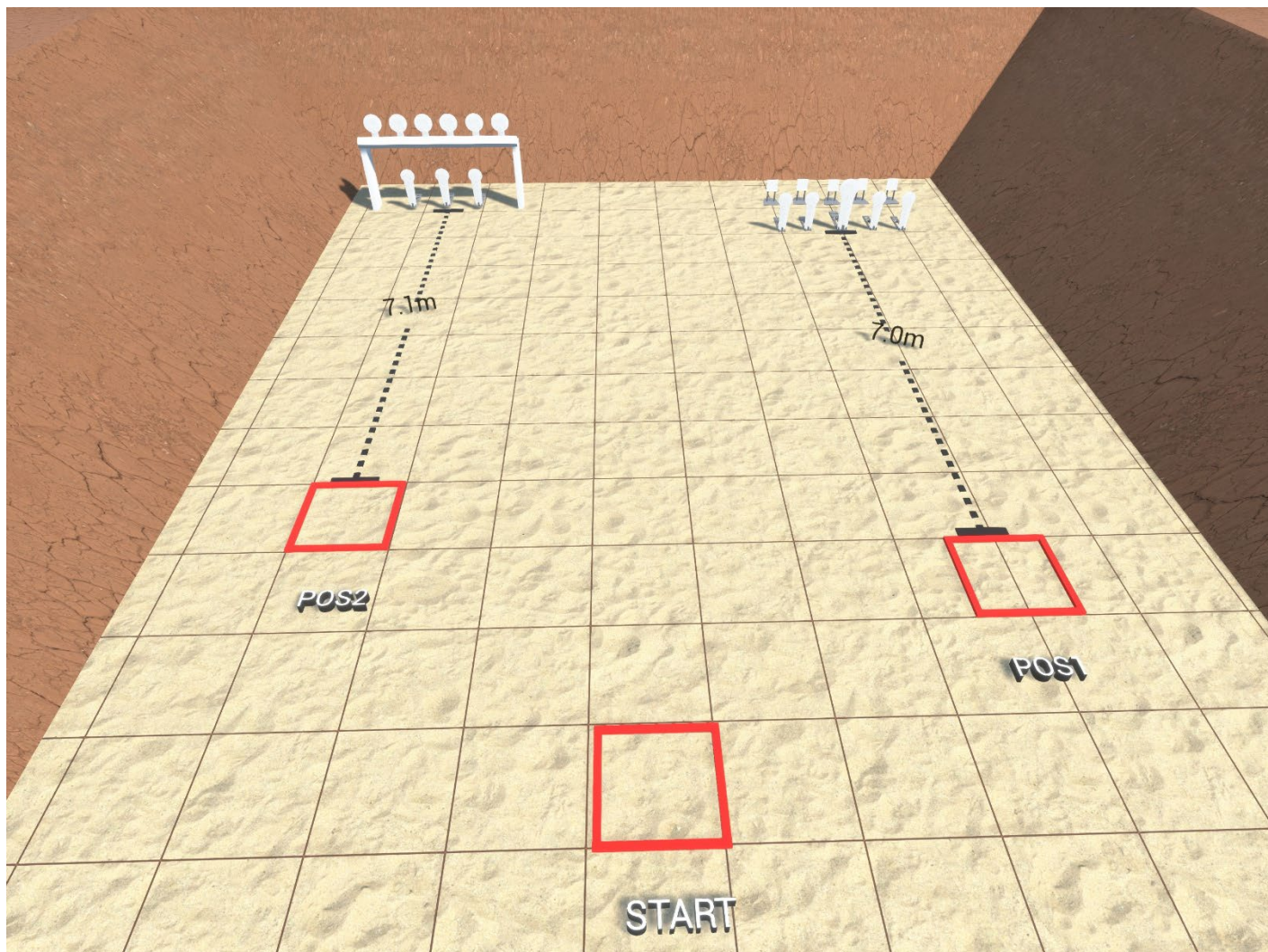
1. Shooting without both feet inside the box, the competitor will incur a penalty of 1 point per shots fired with only one foot inside the box. **Shooting without any feet inside the box will be a disqualification from the match.**
2. Shooting over the par time with a margin of +0,5 sec. will incur a penalty of 1 point per shots fired.
3. More than 10 rounds per magazine will incur a penalty of 1 point per round in the magazine.
4. Drawing the firearm outside the start position will incur a penalty of 1 points and a warning. **If the competitor is given the 3rd warnings it will be a disqualification from the match.**

9. Examples of WSB for Pro Am Shooting



DSF Pro Am Steel - Stage Briefing

Stage nr:	1
Targets:	19 Steel Targets, in various shapes and sizes
Boxes:	2 boxes
Maximum score is:	19
Start position:	Start box.
Time starts:	Audible signal.
Par Time:	25 seconds
Safety angles:	180



DSF Pro Am Steel - Stage Briefing	
Stage nr:	2
Targets:	19 Steel Targets, in various shapes and sizes
Boxes:	2 boxes
Maximum score is:	19
Start position:	Start box.
Time starts:	Audible signal.
Par Time:	20 seconds
Safety angles:	180