

Pro AM – ENGC Style

Do you like USPSA?

Do you like Steel Challenge?

This is the best of both styles of shooting. It is all steel, no paper like steel challenge. It also has walls, ports, doors, and movement like USPSA. A match will consist of 3 to 5 stages; 15 to 30 targets per stage. One timed stage for tiebreaker and the rest are par time, meaning more targets than you can shoot in the given time.

There is only 2 divisions, Open and Limited. All steel must fall to score, if it does not go down, shoot it again or move on.

No major, no minor, no re-shoots, no wining, just fast and fun steel shooting.

SCORING

- The RAW SCORE is the number of targets down on a stage after the competitor has fired his or her last shot.
- The competitor's STAGE SCORE is the RAW SCORE minus any applicable penalties.
- The competitor's MATCH SCORE is the combined total of all STAGE SCORES.
- The competitor with the highest MATCH SCORE is the winner.
- TIE-BREAKER STAGE: Competitors are required to knock down every piece of steel on the tie-breaker for a total time. Any steel left standing will incur a 3 second penalty per target.
- In the event of a MATCH SCORE tie, the fastest total time on the tie-breaker stage will determine the winner. See example:

Comp. Stage

Score 1StageScore 2StageScore 3StageScore 4StageScore 5MATCHSCORETie-Breaker

1	John	9	11	10	7	6	43	13.10sec
2	Steve	8	9	11	8	5	41	11.74sec
3	Brad	11	10	8	6	6	41	12.85sec

PENALTIES

Par Time Stages

- An OVERTIME SHOT is any shot that is fired 0.30 seconds over the PAR TIME for the stage.
- Each OVERTIME SHOT will incur a one-hit penalty from the RAW SCORE, whether it is a hit or miss.
- Any HIT(S) fired from an illegal position (outside of fault lines for example) will not count towards the competitor's STAGE SCORE. MISSES fired from said position will not incur penalties, unless they are OVERTIME SHOTS.

Tie-Breaker Stage

- In the event a tie-breaker stage requires specific shooting positions/boxes, any HITS (not misses) from the wrong position or box will result in 0.5 seconds PER HIT added to the total time.
- Any targets left standing on the tie-breaker stage will result in 3 seconds PER TARGET added to the total time.

Miscellaneous

- Safety regulations will be based on the most current USPSA Rulebook.
- Since there is no minimum power factor, steel that is left standing will not count for RAW SCORE whether it was hit or not. Struck plates that are edged at 90 degrees will be scored as hits.
- No part of the competitor's feet may touch the ground outside of the shooting box to be considered "inside the shooting box"

There are two divisions at the Pro-Am: Limited & Open.

Limited equipment rules are loosely based on USPSA/Steel Challenge Limited or Production, as well as IDPA SSP, ESP, and CDP. Basically, if you can use it in any of these sports, you can use it here.

Open division is just that. If it's legal in USPSA or IPSC, you can shoot it in the Pro-Am Open Division.

HOWEVER, BOTH DIVISIONS ARE LIMITED TO 10 ROUNDS IN THE MAGAZINES AFTER THE START SIGNAL. That means, if the gun starts with a loaded chamber, it may be loaded with 11 rounds, with 10-rounders in the pouches. AN unloaded start would require ALL magazines to hold 10 rounds...just like Production/Limited 10, ESP, and SSP.

Limited

- Any pistol legal in USPSA Limited/L10/Production/Single Stack or IDPA SSP/ESP/CDP
- Minimum caliber 9x19
- Maximum of 10 rounds loaded in any magazine AFTER THE START SIGNAL.
- Any shooter using more than 10 rounds in a magazine after the start signal will zero the stage (0 hits).
- Power Factor - NONE, but STEEL MUST FALL TO SCORE (125,000 or higher recommended).

Holsters/Belt/Mag Pouches

- Any holster that safely retains the pistol and covers the trigger/trigger guard is legal, i.e. any USPSA or IDPA legal holster, belt, pouches, etc.
- Holsters must be positioned according to USPSA or IDPA rules. No shoulder, thigh or cross-draw holsters allowed.
- Mag pouches may be placed anywhere on belt