

ProAm #SHOOTING

RULES AND REGULATIONS

www.ProAmShooting.com

THE MATCH

- Competitors can enter and compete either as a PROFESSIONAL or an AMATEUR
- Competitors who have finished in the **Top 10** of any USPSA Open, Limited, or Production Nationals in the last three years are **NOT** eligible to compete as an amateur.
- If a competitor registers as an **amateur** and later finishes in the Top 10 at a qualifying National Championship held the same year, they will be required to re-register as a **professional**.
- The match will consist of eight (8) PAR TIME stages and one (1) TIE-BREAKER/SHOOT-OFF stage.
- Amateur competitors will compete against others in their respective classes - GM through D. The shooter's USPSA Open or Limited classification will be used. IDPA shooters will be classified as follows:

IDPA	PRO-AM
Master	A
Expert	B
Sharpshooter	C
Marksman	D

Competitors who are classified in both IDPA and USPSA **will use the higher of the two**. Competitors who win their class in a Pro-Am Championship will be automatically bumped to the next higher class in the next year's competition. Competitors who are not classified in either USPSA or IDPA will be UNCLASSIFIED. "Unclassified" will NOT be recognized as a classification for prize table purposes, and will visit the table by order of overall finish.

AMATEUR 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.
- In the event of a MATCH SCORE tie, the fastest total time on the tie-breaker stage will determine the winner. See example (*all shooters are B Class*):

	Comp.	Stage Score 1	Stage Score 2	Stage Score 3	Stage Score 4	Stage Score 5	MATCH SCORE	Tie-Breaker
1	John	9	11	10	7	6	43	13.10 sec
2	Steve	8	9	11	8	5	41	11.74 sec
3	Brad	11	10	8	6	6	41	12.85 sec

PRO 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 professional with the highest STAGE SCORE will win that respective stage.
- If there is a STAGE SCORE TIE among any shooter registered as a professional, the prize money will carry over to the next stage, and so on.
- In the event of a STAGE SCORE TIE on the *last stage*, the tied competitors will decide the winner of the remaining prize money on the TIE-BREAKER/SHOOT-OFF STAGE. They will shoot Man-On-Man format, best 2 out of 3.
- In the event of an odd number of ties on the last stage, the professional with the highest MATCH SCORE will earn a bye to the next round.
- In the event of a tied MATCH SCORE, the competitors will draw straws to decide who earns the bye.

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 (white targets from a blue box, 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."

EQUIPMENT

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).

Open

- Any pistol legal in USPSA Open Division
- 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 or cross-draw holsters allowed.
- Mag pouches may be placed anywhere on belt.

PRIZE TABLE

- **Only Amateurs are eligible to visit the prize table.**
- Those eligible will visit the prize table in order of finish within their class, depending on the number of shooters in that class.
- In other words, the order of visit to the table will be: Amateur Champion, 1st GM-D, 2nd GM-D, 3rd GM-D, etc. Below are the numbers needed to recognize places within classes:
 - 1st – Minimum of 3 in class
 - 2nd – Minimum of 7 in class
 - 3rd – Minimum of 11 in class
 - 4th – Minimum of 15 in class
 - 5th – 19 or more
- After class awards are finished, overall order of finish will be used for the remainder of competitors (minus the previous class winners).