

Official Extreme GM Provisional Rule Book 2021

for

Pro-Am, Action Steel, Steel Madness & Knock Down Steel matches

Extreme GM Steel League consists of the following disciplines

Pro-Am / Action Steel / knock down Steel / Steel Madness

NOTE: *this rule book is still being enhanced, any unique situations that happen at the match that are not covered in the rule book will be evaluated & possibly added to the rule book by the Extreme GM Range Master on site at the 2021 Pro-Am.*

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.

The name, rule book and classification system are intellectual property of EGM, and may not be used for any purpose other than promoting the disciplined sports associated with EGM. without written authority of EGM

1 Course Design

Each course of fire is recommended to have up to 8 rounds from a static position, no more than 10 rounds from a static position is permitted, unless the same targets can be engaged from another position.

1.1 Boundaries

1.1.1 Side or forward Stage boundaries or fault lines must consist of a definitive barrier between the shooter and the targets, not allowing to fault forward if closer than 23'. a clearly marked material at least .75" high minimum is recommended to be used when defining the shooting area with a fault line and be at least 26' from a steel target to allow for a possible fault w/o a DQ resulting. Shooting boxes or off limit lines can also be used in a stage. Side fault lines should be 3' minimum if no back fault line is used, paint can be used for the back fault line if need be.

1.1.2 **Rear Boundaries**, also known as a rear fault line of a course of fire is recommended, but not mandatory at level 1 matches, side fault lines can be deemed to extend rearward to infinity, level 2 and above matches must be marked by paint or safety tape.

1.2 Safety.

Course Design Safety in regards to setting up the stage is mandatory. Careful consideration should be used to make sure everyone on the range is protected. At no time should any piece of steel be able to splatter 90 degrees and not strike a berm, unless A splatter guard to restrict the splatter is put in place, "barrel, plywood, etc." a competitor must not be required to reholster their gun during a course of fire.

1.2.1 if a competitor loses their eye or ear protection during a course of fire, The competitor or RO may stop them immediately, and allow a reshoot, if this happens purposely, a DQ for unsportsmanlike conduct may be implemented.

1.2.1 PCC Transportation

PCC's must be transported in a case, or sleeve, unless in the safe area, or if the competitor is preparing for his time to shoot. PCC's if uncased must be transported with the muzzle reasonably vertical, either up or down. To case/uncase, remove/replace a PCC on a cart, it must be within 2 yards of a side berm or backstop when doing so, Or under the supervision of a RO. Failure to do so may result in a Match DQ, the Range Master must be notified, and if will make the ultimate decision of what to do.

1.2.2 Steel Placement

Placement of steel is the key to having rounds safely impact the berm. All rounds fired at any piece of steel in the course of fire must at least impact the base of a side or front berm if missed. Steel should be placed a minimum of 23' from the closest point of engagement. If the target is made fully of plastic material, there is no minimum distance, so long as the round impacts the berm.

1.3 **Responsibility.** Course design and safety are ultimately the responsibility of the host organization & match staff. EGM does not dictate exact design and therefore does not assume any liability for course design.

1.5 Walls, Barriers, Obstacles

All walls are considered to be impenetrable and extend from ground to infinity unless otherwise stated in the stage briefing. A competitor shooting through, over or under a wall shall incur one procedural per shot fired. Any obstacles placed in the course of fire must have considerations. Maximum port or obstacle height is 4', any shooting port over 3' should have the availability to provide a step if needed. Rope can also be used to guide a person through the stage as well, but must be at least 10 yards from the closest steel and used in a manner to not give an advantage to someone riding the ropes! (LOL)

Targets pro-am / knock down steel

1.6

Falling steel targets

A Falling target is defined as any target designed to fall when hit. Minimum target size recommendation is at least 4 inches across. There is no maximum size for steel, as long as it can fall when hit in the scoring area.

A competitor who is unable to finish a course of fire due to range equipment failure, must be required to reshoot the stage after corrective action is made. (a steel that doesn't fall does not constitute a reshoot unless it is an activator for another target.

If after the start signal a steel falls for whatever reason, it will be counted for score.

Physical Course Changes

1.7 Once a match has started, no physical changes may be made to a stage. Unless for safety reasons only. The Range Master will decide if the change allowed a significant advantage, if so, he can grant reshoots to any prior competitors who shot the stage.

1.7.1 **Forbidden Action** may be initially put into a stage briefing, and also added by the Range Master if deemed necessary to keep the integrity of the stage as originally designed, or for competitor or

Range Officer safety, penalty for a non safety Forbidden Action is a stage -0- (pro-am means 0 steel will count for the stage, knock down steel means max time for the stage will be issued). Or match DQ if it is safety related. If at any time during the match, the RM deems a forbidden action be put in place, then the persons committing it up to that point will be issued a reshoot for the stage. If competitors from a previous day completed the match and left the range, and a reshoot is not possible, then the stage must be thrown out.

2 Match Structure

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

2.1 Level I matches

A Level I match is designed to provide clubs & ranges with the ability to host EGM sanctioned matches within the confines of their facility. Level I matches may include additional club safety rules.

2.2 Level II

Level II matches are designated as a sanctioned Sectional or Regional match, and must be approved by EGM. Level II matches should be publicly advertised at least 60 days prior to the start of the competition.

2.3 Level III

Level III matches are designated as State Championships, or Area matches, and must be approved by EGM. Level III matches shall allow signup starting minimum 90 days in advance of the start of the match.

2.4 Level IV

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

2.5 Level V

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

2.1 Written Stage Briefings

A written stage briefing for each stage shot should have the number of targets available, minimum number of rounds, and the timing method, (fixed time, real time, visual start, etc.) and start position if other than start position 1.

Range Commands

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

Make Ready/Load & 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 1 is the default (Ready Condition 1 is Standing, facing downrange, Firearm is loaded and holstered safety on, Hand position is wrist below belt, PCC loaded, buttstock touching belt, strong hand "Naturally at side" safety on.)

(Competitors may not move more than 3 feet from their standing start position after the Make Ready Command. If a competitor goes beyond the starting position by more than 3' before the audible start signal, the range officer shall give a verbal warning as to the offense, and make note on the competitors scoresheet. Every offense after the warning on any stages of the match will result in a 1

steel deduction in pro-am, and a 3 second penalty, in knock down steel, for each time the offense happens.

Are you Ready?: This is the command in which the competitor can verbally say no, or by not saying anything agrees that they are ready and the next command will be said momentarily. This is the last point upon which a competitor can say no they are not ready.

Stand By: At the stand by 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 start over.

The start signal may be audible or visual. The start signal shall be given between approximately 1 and 3 seconds of the Stand By 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 your 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. "PCC command is If clear Hammer down, Flag it.

Range is Clear:

This command is given after the RO has verified the competitors gun is unloaded, holstered, bagged, or flagged, and ends the course of fire.

4.0 Scoring

4.3.1

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

4.3.2

Failure to help set and paint steel, can result in a penalty of 1 steel being removed from the competitors overall score, per instance, before this happens, the RM will be alerted and have the ultimate say on the decision.

4.4 Procedurals

4.4.1 Touching outside the fault lines while shooting will result in 1 procedural (-1 Steel) per shot fired, plus the actual value of the steel if it falls. If there is no advantage, then only 1 procedural (-1 Steel) will be assessed.

Failure to help reset and paint steel, may result in a penalty of 1 steel being removed from competitors overall score, "not painting steel, not setting steel" The Range Master has the ultimate say.

4.5 Misses/Overtime Shots

4.5.3 Pro-Am steel

Misses are not counted, only steel that fell count for score, all shots that take place after the par time set, after .30 will deduct 1 steel per shot fired from the competitors score. Even if the steel shot at has a higher steel value, But if the steel falls, then it would subtract the actual steel count value from the score. Any steel that is down counts for score even if it is after the par time, but the late shot penalties will apply, with the appropriate value taken off. there is no failure to engage penalties.

4.6 Calibration

4.6.2 Pro-Am during a course of fire in Pro-Am, if a steel fails to fall, it will be considered to be still standing, And will not count for score.

"note to RO's check steel between squads to help avoid these situations!"

4.7 No Shoots (Knock Down & Action Steel Only)

If a round breaks the perf or goes through a no shoot target, it will be counted as 3 seconds per hit. It WILL also count for score if the target behind it falls.

5.0 Competitor & Equipment

5.1 All competitors, staff & observers must conduct themselves to not interfere with the competitors before or during the match. The Range Master shall have the authority to remove any disruptive person(s) from the match. Eye Protection is Mandatory while on the Range.

5.1.0 Competitors are prohibited from using sighting aids, during walkthroughs,

If a competitor is cited for doing this, a warning will be issued and documented, the next violation, The RM will be called, & has the authority to deduct 1 steel on the competitors overall steel count for the match, per violation.

5.1.1 Competitor Gun Condition & Start Position

Centerfire Handguns

Ready Condition 1, Will be used as the default gun, hand, and body condition, anything other then what is described in Ready Condition 1 must be written out in specific detail of the gun, hand, and body position

Ready Condition 1 definition:

Standing, facing downrange, Firearm is loaded and holstered safety on, Hand position is wrist below belt, PCC loaded, buttstock touching belt, strong hand "Naturally at side" safety on

(Knock Down & Action Steel Only)

a competitor may choose to start with the handgun at low ready but a procedural penalty of 3 seconds will be assessed for not using a holster for each stage shot without a holster,

5.1.2 Competitor FIREARM

3 division are recognized:

Iron Sight Division

any 1911, 2011, production gun (plastic or steel frame) handgun with caliber from 9mm to .45 may be used, single or double action is allowed, if the thumb safety is applied in single action.

Optic Sight/Open Division

Most Any handgun with a single optic sight is allowed, with calibers from 9mm to .45, compensators are also allowed.

PCC

any rifle with an attached buttstock, optics are allowed, compensators are allowed, laser sights are also allowed, suppressors are not allowed. The RM will make the determination if there is a question about anything not covered in the rulebook, and will be incorporated into it. the PCC must have a attached stock, be fully legal to the competitor, and must be fired from the shoulder position, the Sig Brace or variant is not allowed. Handgun to carbine conversions are allowed, as long as they meet the above criteria. No suppressors are permitted. No side by side magazine couplers are allowed. Short Barreled Rifles are permitted if the competitor can possess it legally, and it is in Complete compliance with all laws and regulations.

5.1.5 Holsters Any outside the pant holster is allowed for all centerfire handgun divisions, but must be securely attached to the belt. No inside the pant holster or cross draw holsters are allowed. A leg tie down is prohibited, at level 2 matches and above. if a RO sees one, they will report it to the Range Master, and they will ask the competitor to rectify it. No restrictions as to the placement of the holster, but The grip of the gun when holstered, must be at least even with the top of the shooters belt, and can be no more then a credit card distance away from the inside of the inner belt to the grip of the gun. If a Range Officer finds someone with one of these infractions, they will have the competitor correct it immediately and tell the Range Master, which will make note for the rest of the match. If a second offense in the same match occurs, the Range Master will deem the competitors scores void, due to a equipment violation on all the previous stages shot.

5.1.1.2 Mag Pouches regardless of the division must be no more then a credit card from the inside of the inner belt to touching the inside part of the magazine. There is no mandatory placement of the mag pouches in any of the divisions.

5.1.1.3 (Knock Down & Action Steel only) in the event a firearm cannot be corrected after a malfunction within 2 Minutes, a stop command will be given and will signal the termination of the course of fire, and scored at that point.

5.1.1.4

Competitors confined to a wheel chair, or unique disabilities may be given special considerations, for mobility, That is reasonable, The range master has ultimate and final say.

5.2 Magazine & Gun Capacities

5.2.1 Pro-Am Optic/Open & iron sight handgun divisions are limited to **10** rounds in the magazine each, PCC is limited to **15** rounds per magazine

5.3 Ammunition

5.3.1 any handgun caliber above 9 mm to .45 caliber may be used in competition,

(**knock down & action steel only**) maximum power factor to be used for any of the EGM matches is 185 power factor, any power factor above 185.0 will be deemed as unsafe ammunition, and pulled from the match. metal piercing, incendiary, or tracer ammunition may not be used.

9.0 Disqualifications Stage & Match

180

Reloading

Sweeping

AD

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.

9.1 Unsafe Gun Handling

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

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

9.1.2 At any time during the course of fire, a competitor allows a firearm to point beyond the plane of 180 degrees based on the back berm. Or the 180 degree plane must be designated by clear marking or within the stage briefing.

9.1.3 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 if it hits the ground.

9.1.4 At any time, a competitor accidentally or negligently discharges a firearm and the projectile leaves the range or contacts the ground within 10' of the competitors feet.

9.1.5 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.

9.1.6 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 a firearm,

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

9.1.8 Drawing a firearm while facing uprange.

9.1.9 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.

9.1.10 Handling ammunition or dummy rounds inside the safe area.

9.1.11 Unsportsmanlike Conduct

9.2.1 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.

9.3 Match disqualifications will only remain valid for the match in which the DQ occurred, if a competitor is shooting multiple divisions, the DQ only applies to the division the competitor was competing in.

9.4 Holstering a single action gun or a double action gun in single action mode w/o the safety applied.

10 Miscellaneous

10.1 Level I may be conducted with stationary steel targets as long as they are painted between competitors. All targets must be placed or mounted in a manner that is equal for all competitors and that can be replaced exactly in the same place in the event of movement.

10.2 For Level II & III matches, all targets must be of knock down material whereby the target must fall to score without being penetrated.

10.3 Alcohol shall not be present in any shooting area during the course of a match.

11 Disagreements/Arbitration

1.6.1 Action Steel Targets

Static, non-falling targets are used for action steel, minimum size recommendation is 3 inches, and no more than 4 steel smaller than 8 inches is recommended in a course of fire. Round targets can be of any size up to 15 inches, and can only be required to be struck once, without movement or a mandatory reload. Square targets can be of any size up to 25" X 25", unless otherwise authorized by EGM, and can only be required to be struck twice. 1 uniquely shaped different steel " diamond, stop sign, octagon etc. may be used throughout the match as the wild card steel target and be appointed a minimum Round count of 3 rounds & up to 8 rounds maximum. Without movement, or a mandatory reload after 8 rounds. No more than 1 uniquely shaped target is allowed in a course of fire, but multiples of the same are allowed.

1.6.1.1 Bonus Plate Action Steel

The bonus plate can consist of any of the 3 sizes approved for the match. The bonus plate must be painted a color "preferably red, but must be different " from any of the other steel in the course of fire. The bonus plate has to be the last shots fired to count. Round, square, or the unique target can be used, up to 2 bonus targets can be used in the course of fire. If a competitor shoots and misses, a round bonus plate, it will not count, even if hit with a follow up shot. If a competitor shoots 3 rounds at a square bonus plate, only the first 2 will be able to be counted for a bonus. Same with the unique target, only the designated number of shots required for it can be shot for possible bonus hits. If there are two bonus plates, the number of rounds possible for all bonus plates combined can be shot at one if missed, but will only count for the maximum number of hits allowed for the shape of the target.

example: a round and square bonus plate are in the same course of fire, so the competitor has 3 possible bonus hits available. if the competitor fires at the round plate first and misses, he has 2 additional shots that can be used on the round, or the square target, if all 3 rounds are used on the round target, then the square target is now void to any hits even if shot at, as the 3 bonus shots were fired at the round plate.

Time will still be counted with the last shot fired regardless.

4.1 Action Steel scoring will be based on the total time with the last shot fired, plus any misses, procedural, no shoots, and minus any bonuses. If the steel is not painted between shooters, then the call from the Range Officer is the final call, no arbitration is possible.

4.2 Knock Down Steel scoring will be based on the total time with the last shot fired, plus any misses, procedural, & no shoots.

4.5.1 Action Steel miss

if a steel is not hit, or not engaged, it will add 3 seconds to the competitors time, there is no failure to engage penalties, only the miss penalty applies.

4.5.2 Knock Down Steel miss

If a steel fails to fall, it will add 3 seconds to the time, there is no failure to engage penalties,

4.6.1 **knock down** If during a course of fire in knock down steel, a full centerfire bullet hits a steel and remains standing, the competitor can call for a calibration, the RM will then be called for the calibration

5.1.2 Shotguns are allowed in Knock down steel matches only, 2 divisions are recognized, Optic, & Open Divisions

5.1.3 Optic Shotgun Optics are allowed, you can start with up to 9 rounds in the gun before the start signal, unless stated otherwise in the Written Stage Briefing. All rounds must be loaded w/o a speed loader, drum, or magazine. no slugs can be used at any time. or it will result in a stage -0-

5.1.4 Open Shotgun Optics are allowed, 18" minimum barrel length, you can start with up to 9 rounds in the gun before the start signal unless stated otherwise in the Written Stage Briefing. no slugs can be used at any time. or it will result in a stage -0-

Knock Down & Action Steel magazine capacities

5.2.2.0 Open Division magazine capacity is limited by the overall magazine length 171.25 mm maximum.

5.2.2.1 Production Division magazine capacity is limited to 10 rounds in the magazine plus one in the chamber on a loaded start, all magazines used in the course of fire must have a maximum of 10 rounds, failure to do so will result in a Division bump to Limited Division.

5.2.2.2 Limited & Carry Optics Division magazine capacity is limited to a magazine length of 141.25 mm maximum. Failure to adhere to this magazine limit will result in a bump into Open Division.

5.2.2.3 Revolver Division has no limitation to the number of rounds it can start with.

5.2.2.4

PCC & Rimfire Rifle & Pistol Divisions

6.0 Classifications “not yet Implemented”

The **EGM** classification system is designed to adjust to a competitors skill set.

6.1 A competitors EGM classification will be determined by using a previous class from another shooting discipline, or by shooting 1 level 2 or higher EGM steel match. An average of up to the last 4 level 2 or higher matches will be used for current classification.

6.1.1 a Match must have a minimum of 3 GM competitors in a division for the % to be used.

6.1.2 A competitors current classification shall be determined by the EGM master database.

6.1.3 class conversion from USPSA/IPSC/IDPA classifications

IDPA

	DM	Master	Expert	Sharpshter	Marksman	Novice
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USPSA/IPSC

	GM	M	A	B	C	D
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EGM conversion

EGM	GM	M	A	B	C	D
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EGM is a distinguished classification unique only to Pro-Am, any competitor that has won a Pro-Am overall since its start receives a EGM ranking.