

Welcome to the GLOCK Sport Shooting Foundation!

10.00 Introduction

Congratulations on taking aim at becoming a better shooter and a more knowledgeable, safer firearm owner. In GSSF you will have a blast with firearm owners who share your same interests. We are happy to have you as a member of a group dedicated to the basic principles of firearm handling skills and safety. GSSF members have an active role in the future of sport shooting and firearm ownership. Your comments and suggestions will help us keep our goals and direction on target.

GSSF members are eligible to compete in any GSSF match throughout the country. Regardless of your ability, you can compete for prizes and cash at every match. You may choose to shoot on either Saturday, Sunday or both days. Matches consist of three "stages of fire" with both paper and steel targets. (Please see stage description section.) Competitors can usually complete all stages of the match in one day. Registration opens at about 9:00AM each day and closes at either 2:00PM or 3:00PM depending on the time of year. Shooting begins after 9:00AM and continues until all registered entries have completed their stages or we run out of daylight, whichever happens first.

GSSF membership is required of all competitors. Initial annual memberships remain \$35, renewals are \$25, and lifetime memberships are \$350. We also have one, three and five year membership options as well. Join GSSF as a family and save even more! You may join GSSF by mail or at a match by paying with cash, check, money order or credit card (Visa, MasterCard, or Discover). You also have the option to fax your membership application, paying with one of the credit cards listed above.

Your initial membership package includes a GLOCK decal, The GLOCK Annual magazine, a GSSF cap and a personalized membership card. You will also receive information about GSSF matches in this and future editions of The GLOCK Report. The GLOCK Report is issued periodically to keep you up to date on upcoming GSSF events and to provide you with the latest news and information for GLOCK owners. You must be a current member in order to compete in GSSF matches.

This edition, volume I of The GLOCK Report, details the GSSF program for 2009 and into 2010. Even if you are a long-time GSSF member, **you will want to read this edition closely** to stay informed of new changes to the GSSF program. Please be aware that this edition of The GLOCK Report may be the only "match announcement" you will receive by mail for the upcoming season. Be sure to mark your calendar for great GSSF matches and keep this edition handy for future reference. If you happen to misplace your GLOCK Report, please write or fax us with your name and current address. We will be happy to send you another copy. We ask that you read this edition carefully before contacting GSSF with any questions you may have. If you find that you still cannot find the answers you need, please feel free to write or fax us.

The latest information on GSSF can always be found at www.gssfonline.com. There you can find previous and current editions of The GLOCK Report, get match information and registration forms for upcoming matches. Check it out!

We hope you will want to participate in our matches. Remember you do not need to be a competitive shooter to belong to GSSF. GSSF matches are a great place to safely shoot and have fun with your GLOCK pistol. At most matches, a factory certified GLOCK armorer will be glad to examine your firearm and perform free field maintenance work. You are welcome to come and watch a match at no charge. Family members and friends are always encouraged as well. All spectators and competitors will be required to sign a simple liability waiver and wear proper eye and ear protection.

GSSF would like to thank our volunteer range officers who help to make GSSF matches fun and safe. Their dedication is key to making our program a success. Please take the time to thank our range officers when you see them at the range. Do your part in helping set steel and paste targets. Welcome once again, and we'll see you at a GSSF match soon!

For more information about GSSF, write or fax us at:

GSSF
P.O. Box 1254
Smyrna, GA 30081
Fax (770) 437-4719

Remember to visit our website, www.gssfonline.com!

20.00 Safety Considerations

20.05 The fundamental mission of GSSF is to introduce new shooters into the world of competitive shooting. The rules and procedures necessary for everyone to safely and enjoyably attend a competitive shooting event may be somewhat different from what you are used to at your local shooting range, local shooting club, or the back pasture back home where you plink tin cans. We therefore must insist that you follow the safety and match rules and procedures detailed here and not those that you may be used to elsewhere.

20.10 As a firearms owner and user, you must take responsibility for the safe handling and storage of your firearms. **WE DO NOT ALLOW MEMBERS WHO DO NOT FOLLOW PROPER SAFETY PROCEDURES TO COMPETE IN GSSF MATCHES.** Anyone not following safety rules will be required to leave the range. GSSF stresses the following basic rules of firearm safety.

20.20 Safety Rules

1. Handle all firearms as if they were loaded.
2. Always keep the firearm pointed in a safe direction.
3. Keep your finger out of the firearm's trigger guard and off the trigger until you have aligned the firearm's sights on a safe target and you have made the decision to fire.
4. Always be certain that your target and the surrounding area are safe before firing.

In addition,

5. Whenever you handle a firearm, the first thing you should do (while keeping it pointed in a safe direction with your finger outside the trigger guard) is to determine whether or not the firearm is loaded. If the firearm is a semi-automatic pistol first check to see that no magazine is inserted in the magazine well. Secondly, open the action and check that no round is loaded in the firing chamber.
6. Thoroughly read the instruction manual supplied with your firearm.
7. Before firing your firearm, you should routinely make sure your firearm is in good working order and the barrel is clear of dirt and obstructions.
8. Use only ammunition recommended by the firearm manufacturer, and always be certain the ammunition matches the caliber of your firearm.
9. Always wear quality ear and eye protection when shooting or observing shooting.
10. Never use firearms while under the influence of drugs or alcohol.
11. Store all firearms unloaded and secured in a safe storage case, inaccessible to children and untrained adults.
12. Federal, state and local laws regulate the transportation of firearms. Always transport your firearms in a safe, unloaded condition and in accordance with applicable laws.

20.30 Please remember your firearm is your responsibility. Failure to follow safety rules will result in disqualification and removal from the range.

20.40 Competitors who are not able to safely handle and fire a GLOCK firearm will not be allowed to compete in GSSF matches. If a competitor is unable to compete safely, as determined by the range officers and Range Master, the competitor will be refunded their entries at the match.

20.50 **Eye and Ear Protection.** Everyone must wear eye and ear protection at GSSF matches (glasses and ear plugs/muffs).

20.60 **Drugs and Alcohol.** At no time will anyone under the influence of drugs or alcohol be allowed to participate in a GSSF match.

20.70 **Safety Zones.** Unloaded firearms may be handled in designated safety zones. **ABSOLUTELY NO AMMUNITION IS TO BE HANDLED IN SAFETY ZONES.** You may handle ammunition and load your magazines elsewhere on the range, but NOT in designated safety zones.

20.80 **Unsportsmanlike Conduct.** It is GSSF's mission to ensure all have a safe and fun time at GSSF matches. At no time will the GSSF staff, range officers and Range Master tolerate gross, unsportsmanlike conduct by anyone attending GSSF matches. Anyone acting in such a manner will be required to leave the range.

20.90 **Negligent Discharge.** A negligent discharge is unsafe and will result in disqualification.

30.00 **Advice for Beginners**

30.10 If you are a new shooter it is best to seek the advice and instruction of a professional firearms instructor in your area. The type of class or classes you attend depends upon your intended use of your firearm.

30.20 Once you have learned the basics of safely handling and firing your firearm you can improve your firearm skills before shooting any match by setting goals for yourself and practicing. Practice dry firing (manipulating the firearm with no ammunition) to help you achieve this goal.

30.30 Only perform dry firing with an unloaded firearm. You should not have any magazines with ammunition in the same room with you. Stand in a position that will support a steady hold. Grip the firearm firmly with both hands. Point the empty firearm in a safe direction with the sights in correct alignment with your target. Focus your dominant eye on the front sight and keep the front sight in line with the rear sight notch and target. Press the trigger until the striker falls, always keeping the sights aligned with the target. Your goal is to be able to drop the striker while your sights remain unwaveringly fixed upon your aiming point. Draw back the slide slightly, just enough to reset the trigger mechanism and resume your normal shooting grip. Repeat as necessary until the sights remain on target every time you pull the trigger and drop the striker.

30.40 When you feel confident, practice live firing at a shooting range. Use the techniques you practiced dry firing. Remember that stages of fire and targets may change, but the techniques for shooting both accurately and quickly are always the same.

30.50 A new shooter should concentrate on accuracy more than speed. Shoot at your own speed to the best of your ability and have fun!

40.0 **The Stock GLOCK and Modifications**

40.10 **Stock GLOCK Philosophy.** It is our intention to keep Amateur-Stock and Master-Stock divisions on a "level playing field" by ensuring the use of stock GLOCK firearms in all divisions except for the Unlimited division. We want to avoid an equipment race in our sport and will not allow firearm modifications that provide an artificial and mechanical competitive advantage. The goal is to test individual skill where everyone is using comparable equipment.

40.20 **Stock GLOCK Definition.** For the Amateur-Civilian, Amateur-Guardian, Amateur and Master-Subcompact, Amateur and Master-MajorSub, Amateur and Master-Competition, and Amateur and Master-Stock divisions:

GLOCK FIREARMS ARE CONSIDERED TO BE "STOCK" IF ALL FIREARM COMPONENTS ARE OR EVER HAVE BEEN AVAILABLE FROM GLOCK, INC. EXCEPT AS OTHERWISE SPECIFICALLY PROVIDED BELOW.

If any component is not or has never been available from GLOCK, Inc. or if the firearm has been physically modified except as otherwise specifically noted below, it is not "stock" and is therefore restricted to use in the Master-Unlimited division only.

40.30 Allowable Modifications to "Stock"

1. "Hogue Grip"-type sleeves, "A-Grip" panels, "skateboard tape" or other grip-enhancing materials that do not materially alter the function of the stock firearm
2. Slide and barrel stripping and/or refinishing
3. Pearce Grip, Inc. grip extenders only on G26, G27, G29, G30, G33, G36 and G39 magazines
4. Aftermarket replacement non-metallic base plates on magazines
5. Post and notch sights ("partridge" sights) excluding any sight requiring slide modifications. Please note that fiber-optic and "express" sights are approved.

You may use any combination of GLOCK-produced firearms parts that do not result in a significant competitive advantage in the Stock divisions and that are, in the sole opinion of the match armorer, safe to utilize.

40.40 Specific Illegal Modifications in the "Stock" Divisions:

1. Any non-post and notch sight. This includes "Ghost Ring" or laser, electronic and optical sights. Please note that fiber-optic and express sights are permitted.
2. Wrap-around "grip sleeves" on magazines.
3. Aftermarket component parts to be used in the Amateur-Civilian, Amateur-Guardian, Amateur and Master-Subcompact, Amateur and Master-MajorSub, Amateur and Master-Stock, or Amateur and Master-Competition divisions.
4. Aftermarket barrels.
5. Aftermarket recoil spring guide/recoil reducer assemblies.
6. Aftermarket extended slide stop levers.
7. Firing pins (modified/aftermarket).
8. Connectors (modified/aftermarket).
9. Metallic magazine well "funnels" or "slugs".
10. Lights or other barrel weights including GLOCK-produced light/laser units.
11. Aftermarket metallic replacement frames.
12. Any modification deemed by the Range Master to create an unfair competitive advantage

40.50 All firearms are subject to inspection at the matches for appropriate classification. Random inspections may occur at GSSF matches. In the event a GLOCK pistol is deemed illegal for a Stock division, if possible the competitor's entry will be moved to the Amateur and Master Unlimited division. Refunds will not be given to those who fail inspection.

45.0 Illegal parts in the "Unlimited" Division:

1. "Carbine Conversion" units (no shoulder stocks)
2. Aftermarket metallic replacement frames.
3. Any conversion kit that does not fire a round for which GLOCK manufactures a firearm (see section 50.)

50.00 Ammunition

50.10 GLOCK, Inc. strongly recommends the use of high quality commercially manufactured ammunition. Make sure ammunition is in serviceable condition and matches the caliber of your firearm. Here is a guide to the proper ammunition to use in your GLOCK firearm:

GLOCK Model	Ammunition
G17, 17L, 19, 26 or 34 (including applicable "C" models)	9 x 19mm, (9mm Luger, 9mm Parabellum)
G31, 32 or 33 (including applicable "C" models)	.357 Auto

G22, 23, 24, 27 or 35 (including applicable "C" models)	.40 Auto
G20 or 29 (including applicable "C" models)	10mm Auto
G21, 30, or 36 (including applicable "C" models)	.45 Auto
G37, 38, 39	.45 G.A.P.

50.20 **Reloaded or commercially remanufactured ammunition may not meet Small Arms Ammunition and Manufacturers Institute (SAAMI) specifications and may be extremely dangerous.** The warranty on your GLOCK firearm is void if you use reloaded ammunition. With reloaded ammunition, there is no way to verify the standards used by the reloader. Be aware that many brands of imported ammunition are not manufactured to SAAMI specifications. The quality of such ammunition can vary widely.

50.30 Be aware that you almost certainly will not be able to purchase ammunition at GSSF matches. Please ensure that you obtain sufficient ammunition prior to attending the match and transport it in accordance with the laws of the states in which you are traveling.

50.40 **Suggested Ammunition Amounts.** We recommend you bring a minimum of 150 rounds for each division you intend to shoot.

50.50 GSSF matches are "lost brass" matches. You will not be allowed to pick up spent cases at any time.

60.00 Transport of Firearms to and from the Range

60.10 Check applicable state laws to ensure that you are traveling legally with your firearm and ammunition. Some states require you to lock your ammunition, firearm, or both separately.

60.20 If you plan to travel by air, contact your airline, obtain their requirements for transport of firearms and ammunition, and pack accordingly. Penalties for transporting firearms and ammunition not in accordance with airline or federal requirements can be severe.

60.30 Carry this brochure with you as verification that you are on your way to a GSSF match.

70.00 Transport of Firearms and Equipment at the Range.

70.10 **GSSF matches are conducted as "cold" ranges. No participants, including law enforcement officers and civilians with concealed carry permits, may carry loaded firearms.** Except when actually on the firing line and under the direct supervision of a range officer or while being transported in a suitable container, all firearms must be unloaded with the magazine out and the chamber empty. While carrying in a holster, the magazine must be out, the chamber must be empty and the slide must be locked to the rear. As a basic safety precaution we require that all GSSF competitors refrain from handling their firearms any more than is absolutely necessary to compete in the match.

Firearms can only be handled when:

1. You are under range officer supervision (usually, on the firing line itself while no one is downrange of you).
2. You are dealing with the GLOCK Armorer.
3. You are in a designated Safety Zone. Handling ammunition is not allowed in safety zones.

If you handle your firearm at any other time or anywhere other than a designated safety area, you risk being disqualified from any further participation in the match due to unsafe gun handling practices.

Acceptable means to transport your firearm:

1. Unloaded, *with the slide locked to the rear* in a holster that safely retains your GLOCK pistol
2. Unloaded in a closed GLOCK box
3. Unloaded in a shooting bag, box, briefcase, backpack, or similar container.

At GSSF matches it is never appropriate to carry a firearm from one place to another in your hand. It must be in one of the acceptable means of transport listed above.

70.20 Even though the GSSF courses of fire do not require that you either holster a loaded firearm or draw a loaded firearm from a holster, we recommend that you use a holster during the match. You can use any *belt* holster if the firearm stays firmly in the holster with the slide locked to the rear. We recommend holsters that cover the trigger and have a retaining device that holds the firearm firmly in place. We do not allow the use of shoulder holsters due to the difficulties in drawing or reinserting the firearm without pointing the firearm in an unsafe direction in a match environment.

70.30 When you have completed the match please refrain from handling or loading and holstering your firearm until you have left the premises of the match host club. Please contact the Range Master if you have any questions.

80.00 Weather & Emergencies

80.10 **Weather & Emergencies.** In the case of severe weather and emergencies, GSSF reserves the right to suspend or cancel competitions at any time.

80.20 **Weather and Bagging Targets.** In the case of wet weather, targets may be covered with see-through plastic bags in order to keep GSSF matches running. Bags will only be used in rainy conditions. The GSSF Range Master will decide if and when targets will be covered or "bagged" and "unbagged." Every effort will be made to ensure stages are run consistently.

80.30 **Wind Rules.** In the case of extremely windy conditions, particularly when the steel "Pepper Popper" targets will not remain standing, the GSSF Range Master can place "Wind Rules" in effect on the GLOCK 'M. Two of the steel targets will not be used and the remaining steel popper will be "hard" set so that it will not fall to either the wind or a bullet strike. The GLOCK'M will then be scored in "ring and paint mode." Competitors will shoot the remaining steel popper until it "rings" for a confirmed hit on each string. The remaining steel popper will in most cases be painted after each competitor completes his/her three strings of fire. All other course description stipulations will apply.

90.00 Membership and Registration

90.10 **GSSF membership.** Your initial membership package includes a GLOCK decal, The GLOCK Report, The GLOCK Annual magazine, a GSSF cap and a personalized membership card.

Membership Payment Options:

	<u>Initial Individual</u>	<u>Individual Renewal</u>	<u>Initial Family</u>	<u>Family Renewal</u>
<i>1 year</i>	\$35	\$25	\$90	\$70
<i>3 year</i>	\$90	\$60	\$230	\$170
<i>5 year</i>	\$135	\$95	\$350	\$255
<i>Life</i>	\$350	---	\$900	---

Family Memberships are open to immediate family members only. Grandparents are considered immediate family. Children must be under the age of 21.

- 90.15 The GSSF membership fees have changed several times over the years. There are many irretrievable documents in circulation that reflect obsolete membership fees. GSSF subsequently receives some membership applications that include insufficient fees. If paid in cash, check, or money order the membership application and fees will be returned to the applicant for correction. If paid by credit card GSSF will charge the appropriate then-current membership fees.

GSSF membership is required of all competitors. Entry fees are \$25 per division when you:

1. Pre-register
2. Join GSSF at a match
3. Renew your GSSF membership at a match

Those who register at the match pay \$35 (\$25 entry fee + \$10 administration fee) for the first entry and \$25 for any additional entries.

90.20 **Range officer fees:**

Initial Membership \$35

Renewals \$25

Entry per Division \$25

One of several options available to Range Officers who help staff a given GSSF match is the option to shoot one no-charge match entry, waiving the normal \$25 match fee. The Membership requirement and membership fee is NOT waived. The Range Officer must be a current, paid-up GSSF member in order to compete even if the match fee itself is waived.

- 90.30 Registration/Membership forms for the 2009-10 GSSF season may be found in this and other 2009 editions of The GLOCK Report and on our website, www.gssfonline.com. Do not use forms published in prior years as the information and fees listed on them may be obsolete.

- 90.40 We strongly recommend our pre-registration option. This allows us to have processed all of your paperwork and data entry before you arrive and allows us to have pre-printed your scoresheet labels so they are ready for you when you arrive. This gets you out on the range as fast as possible and you do not have to stand in line for very long. You may do this by mail, or fax. We will not accept pre-registration without proper payment. Mailed applications must either include a check or money order, VISA, Discover, or MasterCard credit card information for fees. Applications that are faxed must include the appropriate credit card information. If payment is by credit card but the applicant has incorrectly calculated the payment amount, GSSF reserves the right to make the appropriate corrections and charge the correct amount. Members who do not submit proper payment will be required to re-register at the match and pay the \$10 administration fee. Please ensure that your pre-registration entry is received at least one week prior to the match. If your pre-registration is not received one full week prior to the match, you will have to register at the match and pay the \$10 administration fee.

- 90.50 GSSF does not issue confirmations for pre-registered competitors. Please do not contact GSSF for confirmation.

- 90.60 For competitors who have pre-registered for a match but were unable to attend, GSSF will issue credit vouchers. Credit vouchers may be used for membership fees and/or registration fees at future matches. **Only original vouchers will be accepted.** GSSF will **not** accept faxes or copies of credit vouchers.

- 90.70 GSSF does **not** accept new memberships or match registrations over the telephone.

- 90.80 At registration you will register (pre-registered or walk-up registration), sign a liability release, obtain your scoresheet labels and read or receive a competitor briefing. Be sure to tell the registration personnel if you are pre-registered for the match. Confirm the accuracy of registration information for the division and any special categories you are eligible for.

90.90 Visit www.gssfonline.com for current match information. Registration is conducted on a "first come, first served" basis. Pre-register to reserve your entry into the match.

100.00 Competitor Briefings

100.10 If this is your first GSSF match you should review a written competitor briefing. Once you have reviewed the competitor briefing package, see the Range Master or Match Registrar if you have any questions.

110.00 Arriving at the Stage

110.10 Squad times are not pre-assigned. You are free to shoot on Saturday and Sunday until all of your entries are complete. Typically, more competitors wish to shoot on Saturday. Be advised, if a majority of competitors show up in the same time frame, you may have longer wait periods before beginning to shoot. Plan to spend the entire day, even if you registered between 9am-12pm. If you arrive Saturday and cannot complete all your entries, you have the option to return on Sunday. Those competitors who did not finish (DNF) will not be refunded or credited their registration fees. (Refer to Rule 120.20)

Competitors will receive labels at Registration with name, entry #, division, category, pistol and match code in the place of scoresheets. The labels will be placed onto scoresheets kept at each individual stage of fire set-up. Keep your labels in a safe place until the range officer at a given stage squads you and gives you your scoresheets.

You will receive three labels for each individual match entry. One label for each of the "Five to GLOCK", "GLOCK the Plates", and "GLOCK 'M'" match stages that you must complete to make up a complete match entry. If you have multiple entries, make sure that you place a single label from each of your entries on each of the appropriate scoresheets. If you inadvertently place two labels from the same entry on two of the same stage scoresheets we may not be able to tell which scoresheet reflects which entry and may have to disqualify either or both entries. If you find that you have done this either seek out the Range Officers from that stage and make appropriate written corrections on the scoresheets or if necessary seek out the Range Master immediately so that we may sort the matter out and avoid problems later when the scores are processed.

Multiple stage setups are often erected to better accommodate large numbers of competitors. You will not necessarily shoot each available stage setup. You must successfully complete all three match stages, "Five to GLOCK", "GLOCK the Plates", and "GLOCK 'M'" in order to have completed a match entry. We have encountered new competitors who shoot one stage twice, one stage once, and the third stage not at all or some similar incomplete combination simply because they did not read and understand the basics of GSSF competition. They shot stage setups in the sequence in which they encountered them as they walked into the range complex. We have no choice but to disqualify ("DNF") such entries with no refund if the error is not caught and corrected before the end of the match.

110.20 **Sign-In & Squadding Procedure:** Determining who has priority on a particular stage is based upon two factors. First, what time you arrived and completed the registration process that day, first come, first served. This is determined by your signing up on the appropriate stage sign-in sheets at each of your chosen stage of fire setups immediately after you have completed the registration process and have received your scoresheet labels. Second, what competitors happen to be handy at a particular stage location when the time comes to form the next "squad" of shooters. This is determined by marking the appropriate space next to your name on the sign-up sheet signifying that you are present and awaiting your turn to be included in a squad and shoot the stage. For this process to work correctly to your advantage you must first follow the sign-in & squadding procedure described below. By following the sign-in & squadding procedures you'll have a more pleasant match experience. Not understanding and not following the organizational procedures will cause unnecessary and frustrating delays for yourself and others.

Competitors and Range Officers must follow this sign-in & squadding procedure:

If at any time these procedures are not being followed, please contact the GSSF Range Master. You may ask any of the volunteer Range Officers where to locate the GSSF Range Master at anytime.

1. To establish your "first come, first served" priority for the day, immediately after you have completed the registration process and have received your scoresheet labels you must sign in at each of the three match stage locations of your choice. At some matches, there will be one sign-in area for each GLOCK 'M, Five to GLOCK and GLOCK the Plates stage setup. Other matches may have a sign-in area at each individual shooting pit containing multiple stage setups. Each match will vary due to the shooting pit lay-out. If you have any questions, feel free to ask range officers or the Range Master. Be advised, there may be several duplicate set-up's for each stage of fire.

- If there is more than one stage set up, be sure to return to the same stage location to shoot that stage. A competitor may choose to sign up for one stage at several stage locations. After completing the stage of fire, the competitor should inform the other stage locations to remove his or her name from the sign-in sheet.
- Multiple entries by an individual should be signed in one after another. However, with one exception only two entries may be fired in succession. The range officer or competitors may arrange the squad scoresheets to comply with this rule AFTER they have been squadded.

If a competitor has three total entries and no one else in the squad objects, that competitor may shoot all three entries back to back to back. If anyone in the squad objects, the competitor will shoot his or her three entries in the normal "shoot two, step off the line for another competitor's entry (or two entries), return and shoot the third entry" order.

2. Once a competitor has returned to shoot a stage where they previously signed in, **the competitor should mark next to his or her name on the sign-in sheet** so the range officers know he or she is there and awaiting his or her turn to shoot. If the competitor does not place a mark next to his or her name, the range officer will have no way to know he or she is present when it is time to squad competitors.

- **DO NOT** place a checkmark near your name if you plan to leave the sign-in area for an extended time period such as, leaving to shoot one or more of the other stages first. The checkmark indicates which competitors are present and waiting to be squadded.
- Competitors should assist the range officer's in pasting targets and resetting steel until being squadded.

3. The range officer will then squad up to eight (8) priority-based entries per stage set-up. No more than (8) entries should be sent to each stage of fire set-up at one time. New squads will be formed once the previous squad is down to their last one or two entries. If more than (8) entries are squadded, unnecessary delays will occur for competitors who signed in at an earlier time of day. In order to do this, we need everyone's help. Please cooperate!

- The scorekeeping range officer may ask someone in the squad to notify the sign-in Range Officer when down to the final one or two entries.
OR
- The scorekeeping range officer may signal to the sign-in area range officer if it is within sight of the stage position.
OR
- The scorekeeping range officer will manage the sign-in area and distribute scoresheets for the next eight priority based entries.

Cycle time should be about 5 or 6 minutes per entry, depending on competitor and range officer efficiency. No one is allowed to "jump" a shooting order once a squad has been established. The exception is for range officials who need to shoot through and return to work their stage set-up.

4. Once your name has been called for inclusion on a squad, place your label(s) on the scoresheet(s) provided by the range officer and return the scoresheet(s) to the Range Officer to be placed in the squad shooting order. At no time is anyone to be given a scoresheet unless and until squadded by the range officer. Labeled scoresheets are not to be left in the possession of the competitors. The labeled scoresheets will be kept by the Range Officers to enable them to control the proper shooting order.

5. At many matches, a device called a "Christmas Tree" consisting of cardboard, "binder" clamps, and usually, target stands may be used to hold the squad scoresheets in the shooting order for all to see.

6. After being squadded, the range officer will cross the competitors' name off the sign-up list, preferably with a hi-lighter.

7. After completing the stage of fire, be sure you stay with the range officer and scorekeeper as the targets are being scored and recorded on your scoresheet. (See 130.85)

8. You are not required to stay with a squad after you complete a stage of fire. However please help the range officer's paste and reset steel when waiting to complete your entries. (See 120.40)

110.30 Range officers have the authority to make reasonable alterations to the shooting order.

110.40 **Exception for range officers.** Range officers may be placed at or near the top of the shooting order upon their request. This will allow them to finish competing as soon as possible and get back to manning their respective stage.

110.50 **Handling multiple competitor entries.** Competitors entering more than two divisions will only be allowed to shoot two consecutive entries in succession, except that a competitor who has no more than three entries may shoot them in succession if no one in the squad objects.

110.60 In order to accommodate all competitors and to finish as quickly as possible for our volunteers, we ask that competitors not take excessive delays to begin shooting. This applies to those not making themselves available when there are no competitors waiting at a stage. We understand that GSSF matches are fun, social events but please begin shooting when the opportunity presents itself as soon as possible. Once you have finished shooting you are free to socialize as much as you like.

120.00 How long will it take to shoot the match?

120.10 GSSF matches are held on weekends throughout the country. Check out www.gssfonline.com for a complete schedule. Members have the option to choose when they wish to compete, on either Saturday, Sunday or both days.

120.20 GSSF gives competitors the option to register and complete their entries over a two day period as they choose within the registration hours and daylight conditions. Conditions vary from match to match. There are many variables involved such as time of day you arrive, how many competitors have signed in, how many stage setups are available, and weather conditions. **We suggest that you plan to spend the entire day at the range.** It may take the entire day(s) to complete your entry(s). Every attempt will be made to run shooters through as quickly as possible. Under most circumstances if you have to leave before completing all of your stages you will be declared "DNF" (did not finish) for any stages you did not complete. There will be **no** refund of your match entry fee. If you were not able to finish all of your match stages on Saturday, you may return on Sunday to finish. Please plan your attendance accordingly.

120.30 We will not allow non-range officer competitors any special consideration (no "shoot-through's") in shooting the match quickly and leaving for any personal reasons.

120.40 Unless you are the "up," "on deck," or "in the hole" competitor, we encourage you to help the range officers as much as possible, especially with respect to taping targets after they have been scored. If you are in any doubt as to whether a particular target has been scored or not, ask the range officers first before you tape it. Your help is greatly appreciated!

130.00 Stage Procedures

130.10 Each host club range has its own safety considerations, range design and range construction constraints. At all matches you will shoot targets at distances ranging from 5 to 25 yards. Steel targets are a minimum distance of 10 yards from the shooter for safety. The Range Master may change target distances, target spacing, and target heights above ground based on range conditions.

130.20 You are expected to read and understand the stage description before you are called to the firing line. The descriptions are published later in this document and are usually posted at the stage locations. Discuss the stage with your fellow competitors and watch how other competitors shoot the stage ahead of you. Please decide how you will shoot the stage before you are called to the line.

130.25 **UNDER NO CIRCUMSTANCES ARE YOU TO TOUCH YOUR FIREARM UNTIL EVERYONE HAS RETURNED BEHIND THE FIRING LINE AND THE RANGE OFFICER DIRECTS YOU TO HANDLE YOUR FIREARM.**

130.30 When you are the "on deck" competitor and the "up" competitor in front of you has finished shooting, has secured their equipment and has moved downrange with the range officers to witness scoring, feel free to step up to the shooting position and lay out your magazines. Wait for the range officers to return from scoring, pasting, and resetting the targets so they may give you instructions to handle your firearm at the appropriate time.

130.40 **REPEAT: UNDER NO CIRCUMSTANCES ARE YOU TO TOUCH YOUR FIREARM UNTIL EVERYONE HAS RETURNED BEHIND THE FIRING LINE AND THE RANGE OFFICER DIRECTS YOU TO HANDLE YOUR FIREARM.** The traditional command that allows you to handle your firearm is "Load and make ready".

130.50 Please listen to the range officer's explanations carefully. The range officers are there to safely assist you and make your experience more enjoyable. They welcome your questions. You may also call the Range Master for a review and clarification of the rules.

130.55 To avoid confusion, check that the scorer is about to start scoring YOUR scoresheet and not someone else's. If you have multiple entries, make sure that the scorer is scoring the entry you are actually shooting at that time and not scoring on one of your other scoresheets.

130.60 **Start position.** Follow range officer instructions at all times at each stage. After the range officer has directed you to handle and load your firearm, you will start in the "ready" position. Hold your firearm in your hands, with your forearms touching your torso. The GLOCK muzzle is pointed into the impact berm behind the targets, parallel to the ground or lower, at the ground between you and the targets. Finger(s) must be outside of the firearm's trigger guard.

130.70 Make sure you keep the firearm pointed in a safe direction (towards the targets) at all times especially when reloading and unloading. Failure to do so will disqualify you from the match.

130.80 When you have completed shooting your entry, the range officer will instruct you to unload and show clear. Regardless of whether you plan to shoot another entry, your firearm must be holstered or secured in a suitable container (see Transport of Firearms and Equipment at the Range, 70.10) before anyone can proceed downrange. **UNDER NO CIRCUMSTANCES ARE FIREARMS TO BE LEFT OUT IN THE OPEN**

AND UNATTENDED AT THE SHOOTING POSITION WHEN ANYONE IS DOWN RANGE EVEN IF THE FIREARM WAS JUST USED TO SHOOT THE LAST ENTRY AND WILL BE USED AGAIN TO SHOOT THE NEXT ENTRY.

- 130.85 (See also Section 160.xx) **PAY ATTENTION TO THE SCORING PROCESS!** We strongly suggest that you "look over the Range Officer's shoulder" as he calls out the hits on your targets and as they are recorded on your scoresheet!

Although the Range Officers do the scoring YOU, NOT THE RANGE OFFICER, are responsible for the accuracy or inaccuracy, as the case may be, of the score entered on your scoresheet. Even if it was actually the Range Officer who made a scoring error it is YOUR responsibility to recognize or find it and alert the Range Officers or GSSF Personnel to it in a timely manner so they may take the proper remedial action while it can still be corrected.

You may initial your scoresheet after it has been scored. The specific purpose of initialling your scoresheet is to allow you the time and opportunity to review your scoresheet and confirm that it is complete and correct BEFORE you initial it.

If a carbon copy is available take your copy of the scoresheet from the range officer. Once the targets are pasted, no changes will be permitted on your scoresheet. The original scoresheets always stay with the range officers and are eventually passed on to the Match Registrar to be tallied.

We strongly suggest that you calculate your score from your carbon copies BEFORE you leave the match. If you thereby identify a scoring error, seek out the GSSF Personnel and discuss it with them so that remedial action can be taken.

- 130.90 Even if your scoresheets are recorded correctly, "Garbage In, Garbage Out" data entry errors are always possible and may go undetected when GSSF processes the scores. Therefore, compare the carbon copies of your scoresheets against the interim match results posted on www.gssfonline.com as soon as possible after they are posted. If there is any discrepancy you do not understand contact GSSF immediately so they may recheck your scores and data entry and make any required corrections before the scores are finalized and awards are posted. Once scores are finalized and awards are posted there will be no further corrections under any circumstances.

Remember, at GSSF matches it is as important to have fun as it is to compete. Please relax and have a good time!

140.00 Side Events

- 140.10 When range conditions permit you may participate in side or warmup events. These are separate events not included in the main scoring of the GSSF match. You can use these events as warm-ups or one-on-one competitions. Side events are subject to the availability of the necessary range space, equipment to conduct them and available range officers.

150.00 Targets

- 150.10 You will shoot several different types of targets at GSSF matches. These will most often be:
NRA D-1 Target, any similar NRA target, or possibly a proprietary target (insert picture of D-1)
8" Steel Plates (insert picture of plate rack)
Steel Pepper Poppers (insert picture)

Steel targets sometimes depend upon what the individual host club has available for use. Shapes and sizes of steel targets may vary.

- 150.20 Official NRA D-1 target sources (updated as of January, 2007) are subject to change without notice. This information is for the use of our members only and is not to be construed as an endorsement of these suppliers by GLOCK, Professional or GSSF.

The Target Barn
PO Box 352454
Toledo, OH 43635-2454
(419) 829-2242
(419)829-2107 fax
www.targetbarn.com

Speedwell Targets
136 Lincoln Blvd
Middlesex, NJ 08846
(800) 243-8274
(732) 560-7171
(732) 560-7475 fax
www.speedwelltargets.com

- 150.30 **Target Replacement.** Targets will be replaced at the discretion of the range officers and Range Master when the "A" or "B" scoring rings, as the case may be, on D-1 targets cannot be defined and shots cannot be accurately scored.
- 150.40 **Weather and Bagging Targets.** In the case of wet weather, targets may be covered with see-through plastic bags in order to keep GSSF matches running. The Range Master will decide if and when targets will be covered or "bagged" and "unbagged."

160.00 Scoring

- 160.10 **GLOCK Scoring.** Each individual string of fire is timed. Hits in each zone of the target add additional seconds to your total time. The lowest aggregate time for all stages wins the division.

Steel Hit	=	0 seconds
A or B Hit	=	0 seconds. Hit in either zone is scored "B". See 160.15
C Hit	=	+1seconds
D Hit	=	+3 seconds
Miss	=	+10 seconds
Procedural	=	+10 seconds (Earned by the competitor if he or she commits course of fire infractions, attempts to gain an unfair competitive advantage, or causes unnecessary delay.)

(Insert pictorial of the "D-1" target)

Steel must fall to score. (Exception: During windy "Wind Rules" conditions as deemed by the Range Master.) Calibration is performed by the Range Master with factory 9x19mm ammunition, with a low center hit on steel targets. If steel fails to fall after a defined hit, the target may be re-shot by the range staff to test calibration.

- 160.15 "A" and "B" hits are both scored "Zero" seconds and historically were only differentiated for very rare tie-breaking purposes. To facilitate scoring and target pasting all hits within either or both the "A" and/or "B" zones will be scored as "B" hits. Should a tie occur under such circumstances the tie will be resolved by (1) the lower aggregate "C" hit count between both "Five to GLOCK" and "GLOCK 'M". Should a tie not be resolved by (1) the tie will be resolved by (2) the lower aggregate time of all 4 strings of fire in "GLOCK the Plates". Should a tie still not be resolved by (2) the tie shall be resolved by (3) the lower aggregate time of all seven strings of fire in "GLOCK the Plates" and "GLOCK 'M".

160.20 (See also Sections 130.8x and 130.9x) Review your scores behind the firing line with the range officer. Check your scoresheets to ensure correct information is complete before initialing your scoresheet. By initialing your scoresheet you are agreeing that your scores are correct as they are written on the scoresheet.

160.30 **If you do not initial your scoresheet, GSSF will assume you accept your scores as written.**

160.40 Range officers may grant reshoots in the case a non-recoverable scoring error is detected at the time you review and initial your scoresheet. .

160.45 If you failed to detect a scoring error at the time you initialled your scoresheet but find it later as you review your carbon copy AND before you have left the range and while the match is still in progress and an appropriate stage setup is still available, you may reshoot the stage. See the Range Officers at the stage where you shot and where the error occurred, or see the Range Master or Match Registrar if necessary. In such instances Range Officers may place the competitor near the top of the then-current shooting order so they may reshoot their score without excessive delay.

160.50 Once all of each respective stage setups have been torn down, it is too late to reshoot any erroneous scores. Be sure to verify the correctness of each of your scores before you leave the match.

170.00 **COMPETITOR DIVISIONS, CATEGORIES & CLASSES**

170.10 GSSF offers the following competition divisions:

- Civilian (open to amateur competitors only)
- Guardian (open to amateur competitors only)
- Subcompact (open to both amateur and master competitors with separate prizes for each)
- Competition (open to both amateur and master competitors with separate prizes for each)
- MajorSub (open to both amateur and master competitors with separate prizes for each)
- Unlimited (open to both amateur and master competitors)
- Master-Stock (open to both amateur and master competitors)

170.20 You may shoot any of the above divisions that you are eligible to compete in only once per match. If a competitor mistakenly enters one division twice and the error is not caught and corrected at the time, the competitor's first entry in that division will stand. The second such entry will, at the sole option of GSSF, be reclassified to whatever other division is judged to be most suitable under the circumstances.

170.30 **Definition of "Amateur"**

1. The competitor is not a professional shooter.
2. The competitor has not won three (3) GLOCK firearms as "high overall" at previous GSSF matches.
3. The competitor has not finished in the top 25 percentile of a non-GSSF major shooting competition. (A major competition is a state championship or higher level match.)
4. The competitor is not classified "master" or above in NRA, PPC, IDPA, ICORE, IPSC/USPSA, Cowboy Action or similar shooting disciplines.
5. The competitor is not a member of an armed forces pistol shooting team.
6. The competitor is not a member of a (non-GSSF) law enforcement organization-sponsored pistol shooting team.

170.40 Amateur competitors who win firearm awards other than as "high overall" are not included in determining master class status. An amateur who wins three (3) GLOCK pistols will be awarded the next available cash award, if any, for those additional wins after they are awarded master class status.

170.45 Under no circumstances of match scheduling or attendance, or the timing of the issuance of match awards, or any other factor or combination of factors, will any competitor be awarded more than three (3) GLOCK pistols as an Amateur. Should a competitor win his or her third such GLOCK pistol at a match wherein he or she also would have "won" another in another Division or Division, GSSF will issue the appropriate awards at its own discretion.

170.50 **Definition of "Master"**

1. The competitor is a professional shooter.
2. The competitor has won three (3) GLOCK firearms as "high overall" in any division at previous GSSF matches.
3. The competitor has finished in the top 25 percentile of a non- GSSF major shooting competition (State-level championship or above. At least three Master or above shooters must have shot the same competition against whom the GSSF member's relative performance can be compared).
4. The competitor is classified "master" or above in NRA, PPC, ICORE IPSC/USPSA, Cowboy Action or similar shooting disciplines. "Master" ranking in IDPA shall no longer count towards "Master" status in GSSF.
5. The competitor is a member of an armed forces pistol shooting team.
6. The competitor is a member of a (non-GSSF) law enforcement organization-sponsored pistol shooting team.

170.60 Should it come to the attention of GSSF that a master class competitor has inadvertently entered and shot in any of the amateur divisions GSSF reserves the right to change the respective competitor's entries to another appropriate Division as can best be done at the time. Any such entries that cannot be properly reclassified will be declared "DNF" and the competitor's entry fee(s) will be credited appropriately.

170.65 If you have competed as a "Master" in the past under GSSF's then existent rules and believe you no longer qualify as a "Master" in GSSF as now defined above, make your case to GSSF for return to "Amateur" status and it will be considered on an individual basis.

170.70 **Guardian to Civilian "Cross over"**. Those eligible for the Guardian division are defined below (170.80). All others compete as civilians. Competitors in the Guardian division may, at their option, choose to "cross over" and compete in the Amateur-Civilian division at a particular match. If they do so, they may not compete in Amateur-Guardian at that same match.

Guardian competitors should be aware that this rule is a relic of an obsolete Award distribution system whereby it was often to a Guardian's advantage to shoot in the Civilian category. This is no longer the case and in most instances it is now to the advantage of an eligible Guardian competitor to remain in Guardian.

170.80 **Definition of Guardian**

1. The competitor is a full-time law enforcement officer of a duly constituted agency of a municipal, county, state or federal government, or is a full-time firearms instructor in a law enforcement agency or police academy. The competitor must provide official, current identification from their agency if he or she is a full-time civilian firearm instructor.
2. The competitor is an officer of a reserve or auxiliary unit of a law enforcement agency named above. The appointing authority must authorize the competitor to carry arms while on duty and authorizes the competitor to perform the same law enforcement functions and duties as full-time officers of the agency. (Unarmed auxiliary members of law enforcement agencies are not included.)
3. The competitor is a member of any of the United States Armed Services (Army, National Guard, Navy, Marines, Air Force and Coast Guard) serving active duty or in the reserves.

4. The competitor is a full-time salaried railroad police officer, penal institution guard, industrial police officer, bank guard or armored/express company guard who is armed while on duty.
 5. The competitor is a full-time or volunteer firefighter or paramedic.
 6. The competitor is retired from any of the above positions and receiving benefits from the organization.
- 170.90 **Firearms used in the Civilian, Guardian, and Master-Stock divisions.** Adult (>18) competitors may use stock noncompensated G17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38 and 39 GLOCK firearms. If G38 or G39 firearms are used it is recommended that G37 magazines be used. If a competitor possesses a compensated model of one of the above (G17C, 19C, 20C, 21C, 22C, 23C, 31C, or 32C) and a GLOCK-produced non-compensated barrel for that firearm model, the competitor may use their "C" model firearm combined with the GLOCK-produced non-compensated barrel to shoot their Civilian, Guardian, or Master-Stock entries. Junior (<18) competitors may also use "C" and "long-slide" models (G-17C, 17L, 19C, 20C, 21C, 22C, 23C, 24, 24C, 31C, 32C, 34, 35) to shoot in the Civilian or Master-Stock divisions.

Subcompact

170.100 This division is for all competitors, both amateur and master, who wish to compete with their stock subcompact model (G26, 27, 29, 30, 33 and 39) GLOCK firearms. All competitors compete as either amateurs or masters and there are no special category awards. Please note that in this Division you may load up to eleven rounds and will shoot every available cardboard target with two (2) rounds per string as is the case with every other Division EXCEPT MajorSub.

BOTH COMPETITORS AND RANGE OFFICERS SHOULD NOTE THAT A GREAT DEAL OF CONFUSION ARISES BETWEEN THE SUBCOMPACT AND MAJORSUB CLASSES. BE SURE YOU UNDERSTAND BOTH THE SIMILARITIES AS WELL AS THE DIFFERENCES BETWEEN THEM ESPECIALLY IF YOU INTEND TO SHOOT BOTH DIVISIONS AT THE SAME MATCH.

MajorSub

170.110 This Division was specifically designed to accommodate the GLOCK G36 which holds a maximum of 7 rounds. To allow more competitors who do not happen to own the G36 but who do own comparable "apples to apples" stock major caliber subcompact firearms (G29, 30, 39) those three GLOCK models may also be used but must be limited to no more than seven loaded rounds per string of fire. This division is therefore for both master and amateur competitors who wish to compete with their stock major caliber subcompact firearms (G29, 30, 36 and 39). You may only load a total of seven (7) rounds per string of fire no matter how many rounds your particular firearm was designed to hold. All competitors compete as either amateurs or masters and there are no special category awards. Please note that in this Division, and in this Division ONLY, you will shoot every available cardboard target with one (1) round only per string.

Competition

170.120 This division is for all competitors, both amateur and master who wish to compete with stock competition GLOCK firearms. Competitors may use stock "long-slide" (G17L/LC, 24/24C, 34 and 35) model firearms, or any stock firearms used in the Civilian, Guardian, or Master-Stock divisions (G17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38 and 39), or any stock factory compensated (both basic and Competition-package G17C, 19C, 20C, 21C, 22C, 23C, 31C, or 32C) firearms. The only stock GLOCK firearm model excluded from this division is the G36 (due to its relatively limited magazine capacity). All competitors compete as either amateurs or masters and there are no special category awards.

Unlimited

170.130 This division is open to all competitors, both master and amateur, who use a GLOCK firearm that has aftermarket components or modifications that are not allowed in the "stock" divisions (see section 40.00). Competitors may also use the same stock GLOCK firearm they used in firing the Civilian, Guardian, Subcompact, Competition or Master-Stock divisions. The only stock GLOCK model excluded from this division is the G36 (due to its relatively limited magazine capacity). Shoulder-stock devices and similar "Carbine Conversion Units" may not be used. All competitors compete equally and there are no special category awards.

Master-Stock

170.140 This division is open to all competitors, both master and amateur. The following applies:

1. There will be no differentiation between competitors who are Civilians or Guardians.
2. All competitors compete equally and there are no special category awards.

180.00 Teams

180.10 Teams may be formed from 3 competitors in the following respective divisions only:

- Civilian Teams (3 competitors)
- Guardian Teams (3 competitors)
- Master Stock Teams (3 competitors)

Cost per Team Entry is \$10.00.

180.20 Team scores may not include scores from the Subcompact, Competition, MajorSub, or Unlimited divisions, nor may single teams be made up of combinations of Civilian and Guardian competitors. Competitors may register for one such team per division per match only.

180.30 Team registration sheets must be complete to be accepted. This includes contact information, team name and entry numbers for all participants. Team forms (with any changes) will only be accepted at Registration at the match. Team registration is closed when registration closes for the match on Sunday. Team forms mailed or faxed to GSSF will not be accepted.

180.40 Team awards are 1st, 2nd and 3rd place plaques (depending on the number of team entries). Only one plaque is normally awarded per team. If you wish additional plaques, please contact our plaque vendor. The plaque vendor (current as of January 2004) is subject to change without notice.

PRO-TECH
2411 East Illinois
Kirksville, MO 63501
(660) 665-3171
Fax (660) 665-3521

190.00 Match Results and Awards

190.10 "Raw" scores will be posted on GSSF's website, www.gssfonline.com following the match. This initial posting will not include any prize distribution information. Competitors should check their carbon scoresheet copies against the raw scores for accuracy. If any apparent discrepancies are found, competitors finding apparent errors should report them to GSSF as soon as possible. The scoring will be reviewed, appropriate corrections made, and corrected results reposted. Repostings may not take place for several days after

discrepancies have been reported. When there have been no further corrections for a reasonable time the prize information will be added, results and awards posted, and awards issued. Any discrepancies found after that time will not be corrected. Hard copies of match results will only be mailed to those match participants who specifically request by mail or fax that a hard copy be sent to them.

190.20 Prize Allocation. There will be two classes of awards. "Performance" awards based upon each individual competitor's winning performance within each Division he or she shoots and "Random" awards based upon the overall size of the match. Random awards will be distributed across the entire match and will not be Division-specific.

The number and types of both "Performance" and "Random" awards will directly coincide with the final number of valid match entries completed at that match.

190.25 MatchMeister. The MatchMeister "Performance" award will continue to go to the single best performance among the Civilian, Guardian, Subcompact, Competition, or MasterStock divisions by either an Amateur or Master competitor. The prize will be a GLOCK firearms certificate.

190.30 Special Category Performance Awards. GSSF awards \$75 Special Category Performance cash awards within the Civilian and Guardian divisions. These are awarded to the highest-placing competitors who qualify and clearly indicate their eligibility for such when they register. There is no extra fee required to compete for these awards.

<u>Division</u>	<u>Special Category Award</u>
Guardian	High Guardian Female
Civilian	High Adult Female (18 years and over)
Civilian	High Junior Female (under 18 years)
Civilian	High Junior Male (under 18 years)
Civilian or Guardian	High Senior (55 years and over)
Civilian or Guardian	High Challenged (physically handicapped)

Please note that the Special Category Performance awards do not apply to the Subcompact, Competition, MajorSub, Master-Stock, or Unlimited divisions. All competitors who choose to compete within those divisions compete head to head without regard to age, gender, physical handicaps or civilian or guardian status.

190.32 Performance Awards

Division/Category	Entries (within Division or Subdivision)	1 st Place Award	2 nd Place Award	3 rd Place Award
MatchMeister	N/A	Pistol	---	---
Civilian (Amateur only)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75
Guardian (Amateur only)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75
Competition (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75

Competition (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>18	Pistol	\$100	\$75
Subcompact (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75
Subcompact (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>18	Pistol	\$100	\$75
MajorSub (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>18	Pistol	\$100	\$75
MajorSub (Amateur)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>18	Pistol	\$100	\$75
Master Stock (Amateur and Master)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75
Unlimited (Amateur and Master)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>18	Pistol	\$100	\$75
High Junior Male (<18) (Civilian)	All	\$75		
High Junior Female (<18) (Civilian)	All	\$75		
High Adult Female (>18) (Civilian)	All	\$75		
High Guardian Female (Guardian)	All	\$75		
High Challenged (Civilian or Guardian)	All	\$75		
High Senior (>55) (Civilian or Guardian)	All	\$75		
+ 20 GLOCK Knives at random	< 175 Match entries			
Random awards per Section 190.60	=, > 175 match entries.			

190.60 Random Awards. For all matches 174 entries or less, a total of twenty (20) GLOCK Field Knives will be awarded at random.

190.60.1 Beginning with the 175th match entry, two cash awards of \$50 will be randomly awarded across the entire match for every subsequent five match entries. At the 190th match entry and at every 20th match entry thereafter a GLOCK firearms certificate will be awarded at random across the entire match. A number of Random GLOCK Field Knife awards will be issued so that the total number of Random awards equals 20

Random awards per match. The combination of Performance and Random Awards will be awarded as follows, based upon the final number of total match entries.

Total Match Entries	Performance & Random \$50 Awards (or 2 year membership extensions-See rule 190.60.8) & GLOCK Field Knife awards	Random Pistols
< & = 174	Performance @ 190.32 + 20 GLOCK Field Knives	- 0 -
175 – 179	Performance + 2 x \$50 + 18 GLOCK Field Knives	- 0 -
180 – 184	Performance + 4 x \$50 + 16 GLOCK Field Knives	- 0 -
185 -- 189	Performance + 6 x \$50 + 14 GLOCK Field Knives	- 0 -
190 – 194	Performance + 6 x \$50 + 13 GLOCK Field Knives +	1 pistol
195 – 199	Performance + 8 x \$50 + 11 GLOCK Field Knives +	1 pistol
200 – 204	Performance + 10 x \$50 + 9 GLOCK Field Knives +	1 pistol
205 – 209	Performance + 12 x \$50 + 7 GLOCK Field Knives +	1 pistol
210 – 214	Performance + 12 x \$50 + 6 GLOCK Field Knives +	2 pistols
215 – 219	Performance + 14 x \$50 + 4 GLOCK Field Knives +	2 pistols
220 – 224	Performance + 16 x \$50 + 2 GLOCK Field Knives +	2 pistols
225 – 229	Performance + 18 x \$50 +	2 pistols
230 – 234	Performance + 18 x \$50 +	3 pistols
235 – 239	Performance + 20 x \$50 +	3 pistols
240 – 244	Performance + 22 x \$50 +	3 pistols
245 – 249	Performance + 24 x \$50 +	3 pistols
250 – 254	Performance + 24 x \$50 +	4 pistols
255 – 259	Performance + 26 x \$50 +	4 pistols
260 – 264	Performance + 28 x \$50 +	4 pistols
265 – 269	Performance + 30 x \$50 +	4 pistols
270 – 274	Performance + 30 x \$50 +	5 pistols
275 – 279	Performance + 32 x \$50 +	5 pistols
280 – 284	Performance + 34 x \$50 +	5 pistols
285 – 289	Performance + 36 x \$50 +	5 pistols
290 – 294	Performance + 36 x \$50 +	6 pistols
295 – 299	Performance + 38 x \$50 +	6 pistols
300 – 304	Performance + 40 x \$50 +	6 pistols
305 – 309	Performance + 42 x \$50 +	6 pistols
310 – 314	Performance + 42 x \$50 +	7 pistols
315 – 319	Performance + 44 x \$50 +	7 pistols
320 – 324	Performance + 46 x \$50 +	7 pistols
325 – 329	Performance + 48 x \$50 +	7 pistols
330 – 334	Performance + 48 x \$50 +	8 pistols
335 – 339	Performance + 50 x \$50 +	8 pistols
340 – 344	Performance + 52 x \$50 +	8 pistols
345 – 349	Performance + 54 x \$50 +	8 pistols
350 – 354	Performance + 54 x \$50 +	9 pistols
355 – 359	Performance + 56 x \$50 +	9 pistols
360 – 364	Performance + 58 x \$50 +	9 pistols
365 – 369	Performance + 60 x \$50 +	9 pistols
370 -- 374	Performance + 60 x \$50 +	10 pistols
375 – 379	Performance + 62 x \$50 +	10 pistols
380 – 384	Performance + 64 x \$50 +	10 pistols
385 – 389	Performance + 66 x \$50 +	10 pistols
390 – 394	Performance + 66 x \$50 +	11 pistols
395 – 399	Performance + 68 x \$50 +	11 pistols
400 – 404	Performance + 70 x \$50 +	11 pistols
405 -- 409	Performance + 72 x \$50 +	11 pistols
410 – 414	Performance + 72 x \$50 +	12 pistols

415 – 419	Performance + 74 x \$50 +	12 pistols
420 – 424	Performance + 76 x \$50 +	12 pistols
425 – 429	Performance + 78 x \$50 +	12 pistols
430 – 434	Performance + 78 x \$50 +	13 pistols
435 – 439	Performance + 80 x \$50 +	13 pistols
440 – 444	Performance + 82 x \$50 +	13 pistols
445 – 449	Performance + 84 x \$50 +	13 pistols
450 – 454	Performance + 84 x \$50 +	14 pistols
455 – 459	Performance + 86 x \$50 +	14 pistols
460 – 464	Performance + 88 x \$50 +	14 pistols
465 – 469	Performance + 90 x \$50 +	14 pistols
470 – 474	Performance + 90 x \$50 +	15 pistols
475 – 479	Performance + 92 x \$50 +	15 pistols
480 – 484	Performance + 94 x \$50 +	15 pistols
485 – 489	Performance + 96 x \$50 +	15 pistols
490 – 494	Performance + 96 x \$50 +	16 pistols
495 – 499	Performance + 98 x \$50 +	16 pistols
500 – 504	Performance + 100 x \$50 +	16 pistols
505 – 509	Performance + 102 x \$50 +	16 pistols
510 – 514	Performance + 102 x \$50 +	17 pistols
515 – 519	Performance + 104 x \$50 +	17 pistols
520 – 524	Performance + 106 x \$50 +	17 pistols
525 – 529	Performance + 108 x \$50 +	17 pistols
530 – 534	Performance + 108 x \$50 +	18 pistols
535 – 539	Performance + 110 x \$50 +	18 pistols
540 – 544	Performance + 112 x \$50 +	18 pistols
545 – 549	Performance + 114 x \$50 +	18 pistols
550 – 554	Performance + 114 x \$50 +	19 pistols
555 – 559	Performance + 116 x \$50 +	19 pistols
560 – 564	Performance + 118 x \$50 +	19 pistols
565 – 569	Performance + 120 x \$50 +	19 pistols
...	Continuing in the same pattern should a match exceed this size	...

190.60.2 Random firearms awards will be awarded across the board of all match entries. A Random firearms award will not supersede a Performance firearms award.

190.60.4 Random firearms awards are not be subject to “Share the Wealth” rule 190.120.

190.60.6 Random cash awards will be awarded across the board of all match entries. A random cash award will not supersede a larger Performance award.

190.60.8 Membership Extension in lieu of \$50 Random Cash awards. The \$50 random cash awards will only be awarded to those winning members whose membership expiration dates are more than one year from the match date as of the date the match awards are issued. For those winning members whose membership expiration dates are less than one year from the match date the member will receive an automatic two-year extension of his or her GSSF membership in lieu of the \$50 random award.

190.70 **Firearm Awards.** Except as otherwise provided herein, basic no-charge firearm awards are the winner's choice of a GLOCK G17, 19, 22, 23, 26, 27, 31, 32 or 33 firearm equipped with standard fixed polymer sights. Other GLOCK firearm models and sight options are available subject to the winner's payment of the appropriate upgrade fee to GLOCK, Inc. (see Award Firearm Upgrades, 190.75).

190.75 **Award Firearm Upgrades.** There is no upgrade fee involved if the winner of a firearm chooses any of the basic models G17, 19, 22, 23, 26, 27, 31, 32, or 33 firearms with fixed polymer sights. If the winner wishes

to upgrade their award firearm with upgraded sights or to another of GLOCK, Inc.'s available models they may do so by paying the applicable award firearm upgrade fee detailed in the voucher the winner receives. All award firearms are subject to availability. Upgrade fees include applicable federal excise taxes and shipping charges, but do not include any applicable state or local taxes.

190.80 Membership Promotion – New Member Drawing. GSSF will award one firearm award certificate per match as follows. For each new GSSF member an existing GSSF member brings to the match, he or she will receive one entry in the New Member Drawing. Since new members who bring themselves to the match are also eligible for this Drawing all new members will also be eligible for this Drawing including those new members brought to the match by an existing member. All such new members will also receive one entry in the New Member Drawing. Pre-Registered competitors who wish to "claim" a new member and to be entered in the Drawing must send registrations/membership applications together with a note that makes the claim clear to GSSF. Walk-up competitors must notify the Match Registrar if they are participating in the Drawing with a new member during Registration hours, at the match. If a current member wishes to "claim" a new member they must do so at registration **with the new member**. No exceptions. If two or more new members attend a match together, they can "claim" each other; however they must be present together at registration. New Member Drawing registration will be closed when registration closes at GSSF matches. No exceptions. GSSF will not accept phone/mailed membership Drawing entry requests after Registration closes for that given match. For the purposes of this section, "New Member" shall include any GSSF member who joined GSSF within one year prior to the match date, but who has NOT attended any outdoor GSSF match during that prior year.

190.120 Master Class Firearms Award Distribution. In order to "share the wealth" of firearms awards among our master class competitors, any one individual Master-class competitor may win one (1), but only one, "Performance" firearm award per GSSF match. This paragraph shall not be construed as meaning that any one master, through some combination of first, second, or other place finishes, may be awarded more than one "Performance" firearm award per match. If the master-rated competitor is the top finisher in more than one division, he or she will received the firearm awarded under one of the divisions (at GSSF's sole option) and the next available cash award if any in the other division(s). Generally, the "priority" order of such firearms awards will be "MatchMeister", then "MasterStock", then "Unlimited", then equally "Competition or Subcompact or Majorsub" (Upgraded awards). "Random" firearms awards are not subject to this rule.

190.130 Bond Awards to Junior Competitors. Due to federal law, firearms may not be awarded to competitors who will not reach their 21st birthday within the GLOCK Professional then-current fiscal year. For the purposes of the GSSF 2009-2010 season, this date is March 31, 2010.

Where permitted by State law it may be possible for a GSSF competitor who has reached the age of 18 but who is less than 21 years of age to transfer his or her legal interest in a firearms award to a parent or legal guardian. If this is the case, contact GSSF to explore the matter.

For any other competitor who wins a firearm award but whose 21st birthday will fall on any date on or after April 1, 2010 the competitor will instead be awarded a \$500 (maturity value) savings bond in lieu of any firearms award.

The issuance of any Bond award requires that GSSF obtain the Social Security number of the Bond recipient.

190.140 Bond awards to competitors residing outside the United States of America or in states with laws or regulations that preclude the award of firearms to their residents. In recent years some state governments have created laws, regulations, or other conditions whereby GLOCK, Inc. may not deliver firearms to winning GSSF members who reside in those states. It is also not practical to award firearms across international borders, the Canadian border in particular. In such instances GSSF will award the above-described savings bonds in lieu of firearms awards. If and when such obstructions are lifted and/or the situation changes so that firearms are once again deliverable, deliveries to eligible GSSF winners residing in those states will resume. For those recipients who are US residents the issuance of any Bond award requires that GSSF obtain the Social Security number of the Bond recipient.

190.150 **Firearm Awards to California Residents.** Residents of California may only receive GLOCK firearms that have been "approved" by the state. As of November, 2005 California has approved all models of GLOCK firearms that GSSF makes available as firearm awards including the G37, G38 and G39. Such approval is subject to periodic renewal. If such approval has expired at the time any such awards are to be issued, GSSF, at its sole option, may issue the above-described Bond awards in lieu of the normal Firearms Certificate. For the latest information concerning such certifications we suggest you consult the California state internet website at www.caag.state.ca.us.

190.160 **Firearm Award Deliveries.** Competitors receiving firearm award certificates must redeem their certificates by mail. Please follow the detailed instructions included with the certificate. In order to process award certificates, GLOCK, Inc must be mailed a current Federal Firearms License (FFL) with the original ink signature of the FFL holder to whom the competitor wishes the GLOCK firearm award be sent. FFL copies without the original signature will not be accepted regardless whether an FFL holder has an FFL or even multiple FFLs on file with GLOCK, Inc or not. If the FFL holder is hesitant to release a copy of the FFL, complete the award certificate and bring an envelope with appropriate postage to the FFL holder and request that the FFL holder mail the certificate to GLOCK, Inc. along with their FFL copy.

Most Award certificates will be processed within 12 weeks upon their arrival at GLOCK Professional. Please inquire about the status of an award firearm only after the 12-week processing period has lapsed.

GLOCK produces particular models of GLOCK firearms based upon the number of orders that are in hand for that particular model. The less demand there is for a particular model, the longer it will be between production runs for that model. Therefore, the 12-week processing period should be considered as an approximation ONLY and NOT as a commitment as to a specific delivery period. The actual delivery time for any given model may actually be in excess of 12 weeks.

190.170 **Taxes.** We are required to report to the Internal Revenue Service any competitor who wins the aggregate cash equivalent of \$600 or more per calendar year in firearms, cash, and/or bonds at GSSF matches. We are also required to provide a 1099 statement to these competitors. For reporting purposes we will therefore require the Social Security numbers of any competitors who participate in GSSF matches who exceed \$600 in winnings in a calendar year. Social Security numbers will be kept confidential.

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BE SAFE AND HAVE FUN!

GSSF "SHOOTER LINGO"

180 or "One Eighty":	Imagine a line between the shooter and the center of the target array the shooter is to engage. The "180" is an invisible line or plane perpendicular to that center line running directly through the shooter's outstretched hands. Generally parallel to the back of the range. Under no circumstance is the muzzle of the firearm to pass that line or plane for safety reasons.
Ammo:	Ammunition
Armorer:	Person certified by GLOCK to inspect and perform maintenance and repairs on GLOCK pistols. Usually present at every outdoor GSSF match. His presence cannot be guaranteed.
Bagged / Unbagged:	Targets covered or uncovered with clear plastic bags in wet conditions.
Barrel:	Component of the GLOCK pistol that fits into the slide.
Brass:	Cartridge case ejected from the firearm.
Calibrate:	Test on steel targets to ensure they will fall when hit by 9x19 factory ammunition, performed by the Range Master.
Category:	Special recognition within a division at GSSF matches.
Chamber:	Refers to the area of barrel where loaded rounds are fed and are to be fired.
Christmas Tree	An assemblage of cardboard, "binder" clamps, and target stands used to hold the scoresheets of an established "squad" in the proper shooting order for all to see.
Class/Classification:	Designates the ability level of the competitor (amateur or master).
Cold:	Describes the status of the range and means that loaded firearms are not permitted on the range.
Courses of Fire:	GLOCK'M, Five to GLOCK and GLOCK the Plates.
D-1's:	"Tombstone" shaped paper targets with scoring rings used at GSSF matches.
Division:	Civilian, Guardian, Subcompact, MajorSub, Competition, Master-Stock and Unlimited. Amateurs may compete in up to six divisions at GSSF matches. Master class shooters may compete in up to five divisions. Within certain Divisions Amateurs and Masters may be competing for different prize "sets" so that one is not taking prizes away from the other.
Double Tap:	Two shots fired on one target consecutively without reacquiring a separate sight picture before the second shot. Generally a VERY close range tactic that is not recommended for GSSF matches as the target distances are too far for it to be sufficiently accurate, especially for Amateur-rated competitors.
DNF:	Did Not Finish. A competitor who did not finish all three required courses of fire per entry.
Draw:	When a firearm is removed from a holster. To be done with the muzzle pointed in a safe direction at all times.
Engage:	To fire a shot(s) at a target.
Entry:	Payment and registration for one division at GSSF matches.
Eject:	Refers to the action of spent cases or loaded ammunition. Spent cases are "ejected" from the side of the GLOCK pistol after being fired.
"Eyes and Ears":	Range command indicating that live fire is about to commence or recommence and that all in the vicinity should don or already be wearing proper eye and ear protection.
Freestyle:	Method of shooting where it is the shooter's preference on which hand(s) to use. Usually means to shoot using both hands to hold the handgun.
Factory Ammunition:	Ammunition produced commercially using virgin components.
Feed:	Refers to the action of bullets pushed up from the magazine and into the chamber of the barrel before being fired.
"Finger":	Warning to remove your finger from the trigger.
"Frag":	Fragment of a bullet after it has struck a hard, usually steel, surface. Can fly with surprising energy and distance. They are a primary reason why eye protection must be worn by all present at all times while shooting is in progress even if the shooting is taking place in a nearby shooting bay..
Frame:	Lower grip portion of the GLOCK pistol.

“Hot”:	Describes the status of the range. It means that there is or soon will be a loaded firearm on the range, usually further means that firing is imminent, and that all present should ensure that their eye and ear protection are in place.
“In the hole”:	As in Baseball, the shooter third in line to shoot the stage.
Labels:	Sticky labels received at Registration showing competitor’s name, entry number, entry type, gun model, and other entry information. Affixed to scoresheets at the stage when the competitor is squadded to shoot that stage.
Lewis Prize Distribution:	Method of distributing awards based on number of division entries divided to create award classes. No longer used at GSSF matches.
“Limp-wrist”:	Failing to hold the pistol firmly usually resulting in malfunctions.
“Load and make ready”:	Range command to withdraw the firearm from whatever holster or container it may be in, take a “sight picture” with the unloaded firearm if the shooter wishes to do so, insert a loaded magazine into the firearm, feed a round into the chamber and assume the start position.
Low Ready:	Start position for every stage where muzzle is pointed in the direction of the targets, at or parallel to the ground with both arms tucked in so that the forearms touch the torso.
Mag:	Magazine
Mike:	Miss on a target
“Muzzle”:	Warning, usually shouted by the Range Officer, to watch the direction your muzzle is pointed in. That your muzzle is approaching the “180”.
Negligent Discharge:	Unintended and inherently unsafe discharge of the firearm. Grounds for ejection from match.
“On deck”:	As in Baseball, the shooter second in line to shoot the stage.
Overhand Method:	Support hand used to pull the slide to the rear by pulling back on the rear slide serrations.
Pasters:	Tan colored stickers used to cover holes made by shots fired on target.
Plates:	Steel discs used in GLOCK the Plates. Usually 8” in diameter but can vary from club to club.
Pepper Popper:	See “Popper”
Popper:	Steel target used in the GLOCK’M.
Procedural:	Earned by the competitor if he or she commits course of fire infractions or causes unnecessary delay adding 10 seconds to total stage time per occurrence.
Pre-registered:	Competitor who has registered for the match in advance by fax, mail or online at www.gssfonline.com
Range Master:	GSSF employee in charge who oversees range officers and all procedural and safety issues on the range.
Range Officer:	Host club person who immediately supervises range safety and the competitor as he or she shoots the stage.
Raw Scores:	Interim scores posted without awards.
“Ready?”:	Question asked by range officer before “standby” command.
Registration:	Where you pay, receive your scoresheet labels and join or renew at GSSF matches. Any scoring issues that cannot be resolved at the shooting bay where they occurred should be reported to Registration.
Reload:	Remove magazine from firearm and insert a loaded or “fresh” magazine into the firearm. If the chamber is empty, retract the slide so as to chamber a round.
Reloads:	Non-factory ammunition that reuses a cartridge case that has been fired before.
Reshoot:	When a competitor’s score cannot be recorded or a non-shooter induced malfunction occurs, a range officer or the Range Master will allow the competitor to shoot the stage again for score.
Rounds:	Ammunition.
Safety Zone:	Designated area where firearms can be handled. NO AMMUNITION HANDLING ALLOWED.
Scoresheet:	Paper used at the stage location to record your scores at each stage. At GSSF matches, usually a 2-part carbonless form so that the competitor may retain a copy of his or her performance.
Seat (Magazine):	Inserting magazine fully into a GLOCK pistol until it locks into place.

Shoot Thru's:	A shooter not having to wait his or her turn on sign in sheet. Usually a Range Officer who must finish shooting in order to return to manning a stage. Also may refer to an improperly erected stage setup whereby a bullet passing through one target can hit another target further downrange.
Sight Black:	Removable carbon-black spray used to temporarily "blacken" sights in order to provide a sharper sight picture.
Sight Picture:	Front sight centered and flush "between" the sides of the rear sight notch.
Slide:	Often referred to the "top end" of a GLOCK pistol. The slide moves back and forth on top of the frame as the pistol fires.
Slide-lock:	Occurs when there is no ammunition remaining in the magazine and the slide locks to the rear.
Squad:	Group of about 8 competitor entries assigned to shoot a stage by a range officer.
Stage:	One of three courses of fire making up one entry. Also referred to as "Course of Fire".
Steel:	Pepper Poppers and Plates
Stacking:	Firing more than the allowed number of shots per target per string to reduce or eliminate target transitions. Not permitted at GSSF matches.
"Standby":	The LAST Range Officer command before the audible start signal to begin shooting.
"Stop":	Serious warning issued when (usually a) Range Officer, or anyone else present, observes that a safety violation or problem is about to occur. Shooter should instantly "freeze" in position, not shooting any additional rounds, and wait for further direction.
Strong Hand:	Primary shooting hand.
"String":	One continuous series of shots making up a part of one Course of Fire. Five to GLOCK and GLOCK 'M have 3 individual Strings. GLOCK the Plates has 4 individual Strings.
Support Hand:	Often referred to as "weak" hand, non-primary shooting hand.
Tap / Rack:	Method used to recharge your pistol, usually to remedy a malfunction. This usually happens when a competitor fails to seat the magazine fully and thus a round is not chambered. Competitor, with his/her finger off the trigger, "taps" the bottom of the magazine to seat it and pulls/"racks" the slide to the rear to successfully chamber a round.
"Tapers":	Request for competitors to assist with taping the targets AFTER they have been scored.
Timer: Electronic device.	Records elapsed time of a "String". Sounds a buzzer when activated, and shows the elapsed time of the last shot of a string.
Tombstone:	Shape description of NRA D-1 target.
"Unload and show clear":	Range command to remove the magazine from the firearm, lock the slide to the rear, thereby ejecting any chambered round, and prove to the range officer that the firearm is unloaded. The unloaded firearm is then holstered with the slide back or stored in a transport container of some sort.
Unsportsmanlike Conduct:	Inappropriate, gross behavior that will not be tolerated at GSSF matches. Defined as any behavior the Range Master deems to be "Unsportsmanlike".
"Up":	As in Baseball, the shooter called to the line to shoot the stage.
Walk-up:	Competitor who is not pre-registered in the match.

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