

Glock Sport Shooting Foundation (GSSF)

Mission Statement

GSSF was founded to enhance and improve the image of competitive Stock Gun sport shooting among firearms owners and the general public. To this end, the GSSF has outlined the following objectives:

1. Promote safe, active participation in the shooting sports among new, intermediate, and experienced competitors by hosting special civilian and law enforcement GSSF Stock Glock Pistol Shooting Matches throughout the country.
2. Promote Stock Pistol competitive shooting as a legitimate, challenging sport to encourage more mainstream participation.
3. Promote firearms safety and safety awareness by instructing firearms owners in safety and handling techniques.
4. Promote the positive aspects of firearms ownership and sport shooting.
5. Encourage participation in competitive sport shooting.
6. Inform and educate firearms owners and the general public about issues that might affect the rights of individuals to own firearms.

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**GLOCK SPORT SHOOTING FOUNDATION INDOOR LEAGUE
GENERAL INFORMATION**

GSSF Membership is required of all competitors. Membership options are as described in Section 90.10 of the GSSF Rule Book. Memberships may be obtained from GLOCK Professional, by mail, publication and/or online at the GSSF website “gssfonline.com”, or at the match with cash, check, money order, Visa, MasterCard, or Discover credit cards.

The participating Range will conduct three separate League match events over a time period chosen by the participating Range. The usual time period is one match event per month for 3 consecutive months. The time period can vary at the option of the participating Range. The participating Range will charge each competitor from \$10 - \$20 per match event which the participating Range will retain. Competitors must compete in at least 2 of 3 match events to qualify for awards.

There are three Divisions – Stock, Pocket GLOCKS, and Unlimited.

The Lewis Prize Allocation System will be used for all Stock scores. Plaques will be awarded to the top competitor of each Stock class. Plaques will also be awarded to the best eligible Stock scores in Senior, Junior, and High Lady.

A First Place Plaque will be provided for the top scores in the Pocket GLOCKS and Unlimited Divisions.

Stock Division

GLOCK Firearms are considered to be “Stock” if in compliance with Section 40.00 of the GSSF Rule Book. Stock Division entries qualify for the “500 Club” special recognition patch.

Pocket GLOCKS Division.

The Pocket GLOCKS Division is for the GLOCK models G28 (if one of these rare models were to appear) and the G42 and G43 that are “stock” within the definitions of GSSF Rule Book section 40.30. Pocket GLOCKS Division entries qualify for the “250 Club” special recognition patch.

Unlimited Division

“Unlimited” firearms are as generally defined in Section 40.40 and further discussed in Section 170.130 of the GSSF Rule Book. Stock firearms may be used in the “Unlimited” Division.

Unlimited Division entries do not qualify for the “500” or “250” Club special recognition patches.

STOCK DIVISION LEWIS PRIZE ALLOCATION SYSTEM

The GSSF League uses the “Lewis” prize allocation system to distribute Stock awards as equitably as possible.

During a League competition series there will usually be three match events per series. Scores are totaled at the end of the 3-match series. If a competitor shoots in only 2 of the 3 match events their scores are totaled and divided by 2. If a competitor shoots in all 3 match events their highest 2 scores are totaled and divided by 2. Do not round-off divided scores.

The result is one aggregate Stock score for each eligible competitor. The aggregate Stock scores are placed highest to lowest. The overall placement list is then divided into thirds (i.e., the top one-third is “A” class, the second one-third is “B” class, and the third one-third is “C” class). As numbers divide evenly by threes every third number, for those totals that do not divide evenly by 3 the additional scores will be placed in the “B” and “C” classes as per the following example:

Total Scores	14	15	16	17	18
Number in Class A	4	5	5	5	6
Number in Class B	5	5	5	6	6
Number in Class C	5	5	6	6	6
Number Range, Class A	1-4	1-5	1-5	1-5	1-6
Number Range, Class B	5-9	6-10	6-10	6-11	7-12
Number Range, Class C	10-14	11-15	11-16	12-17	13-18
1st place, Class A	1	1	1	1	1
1st place, Class B	5	6	6	6	7
1st place, Class C	10	11	11	12	13

POCKET GLOCKS PRIZE ALLOCATION

Unlimited division is based entirely on performance with one Plaque awarded to first place.

UNLIMITED DIVISION PRIZE ALLOCATION

Unlimited division is based entirely on performance with one Plaque awarded to first place.

ADDITIONAL AWARDS

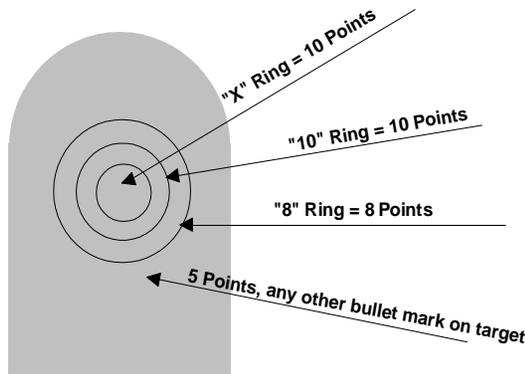
Additional awards may be awarded to competitors at the discretion of the participating Range.

RANDOM FIREARM AWARD

The award firearm will be awarded randomly by drawing, raffle or other means from among all eligible match entries.

SCORING FOR INDOOR LEAGUE MATCH SERIES

1. Competitors may shoot more than 1 firearm at each event. The course of fire may be shot more than once per firearm. For each Division ONLY the first course of fire will be placed in the rankings and ONLY the first course of fire will be eligible for the 500/250 Club ranking.



- 2.
3. Points are awarded for each shot as follows:
 10 points = 4" "X" Ring
 10 points = 8" Ring
 8 points = 12" Ring
 5 points = any other bullet mark on the target
 If a shot cuts the line, the higher point value is given.
 There is a maximum of 500 points.

There is no penalty for missing or unfired shots.

4. All strings of fire are fixed time as detailed below.

Overtime shots are shots fired at the targets after the signal to cease fire has been given. If disappearing targets are used, there will be no penalty for overtime shots.

If static targets are used, a shot (or shots) fired more than 0.30 seconds over the set time will be considered overtime.

For example, if the time is 15.00 seconds, a shot (or shots) recorded at or after 15.31 seconds will be considered to be an over-time shot.

Overtime shots will be penalized 15 points per overtime shot.

If the overtime shot results in extra hits on the target, only the specified number of shots may be scored.

INDOOR LEAGUE COURSES OF FIRE

STOCK AND/OR UNLIMITED ORIGINAL COURSE OF FIRE

Competitor faces NRA "D1" paper targets at distances of 15, 25, 50, and 75 Feet **OR** 5, 7, 15 and 25 yards with firing timed as follows:

****500 CLUB qualifying course of fire****

D-1	5 rounds	21 feet (7 Yards) OR 25 feet	15 seconds
D-1	5 rounds	45 feet (15 yards) OR 50 feet	15 seconds
D-1	10 rounds	15 feet (5 yards)	15 seconds

CHANGE TARGETS NOW			
D-1	10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds
D-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
D-1	10 rounds	75 feet (25 yards) 30 seconds	

STOCK AND/OR UNLIMITED ALTERNATIVE COURSE OF FIRE OPTION A

EASE AND EFFICIENCY FOR RANGE OFFICER

Competitor faces NRA "D1" paper targets at distances of 15, 25, 30, 50, and 75 Feet **OR** 5, 7, 10, 15 and 25 yards, with firing timed as follows:

****500 CLUB qualifying course of fire****

D-1 10 rounds	15 feet (5 yards)	15 seconds
D-1 10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds

CHANGE TARGETS NOW

D-1 10 rounds	30 feet (10 yards)	15 seconds
D-1 10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
D-1 10 rounds	75 feet (25 yards)	15 seconds

STOCK AND/OR UNLIMITED ALTERNATIVE COURSE OF FIRE OPTION B

FOR BEGINNER COMPETITORS OR FOR SHORT RANGES

Competitor faces NRA "D1" paper targets at distances of 9, 15, 25, 30 and 50 feet **OR** 3, 5, 7, 10, and 15 yards, with firing timed as follows:

****NOT 500 CLUB qualifying course of fire** - NO 25 Yard Line COF**

D-1 10 rounds	9 feet (3 yards)	15 seconds
D-1 10 rounds	15 feet (5 yards)	15 seconds

CHANGE TARGETS NOW

D-1 10 rounds	21 feet (7 yards) OR 25 feet	15 seconds
D-1 10 rounds	30 feet (10 yards)	15 seconds
D-1 10 rounds	45 feet (15 yards) OR 50 feet	15 seconds

STOCK AND/OR UNLIMITED ALTERNATIVE COURSE OF FIRE OPTION C

EXPERIENCED COMPETITORS

Competitor faces NRA "D1" paper targets at distances of 25, 30, 50, and 75 Feet **OR** 7, 10, 15 and 25 yards, with firing timed as follows:

****500 CLUB qualifying course of fire****

D-1 10 rounds	30 feet (10 yards)	15 seconds
D-1 10 rounds	75 feet (25 yards)	15 seconds

CHANGE TARGETS NOW

D-1 10 rounds	75 feet (25 yards)	15 seconds
D-1 10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
D-1 10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds

STOCK AND/OR UNLIMITED ALTERNATIVE COURSE OF FIRE OPTION D

SUPPORT and DOMINANT HAND

Competitor faces NRA "D1" paper targets at distances of 9, 15, 25, 30 and 50 feet **OR** 3, 5, 7, 10, and 15 yards, with firing timed as follows:

****NOT 500 CLUB qualifying course of fire** - NO 25 Yard Line COF**

D-1 10 rounds	9 feet (3 yards)	15 seconds
D-1 SUPPORT 10 rounds	15 feet (5 yards)	15 seconds

CHANGE TARGETS NOW

D-1 DOMINANT 10 rounds	21 feet (7 yards) OR 25 feet	15 seconds
D-1 10 rounds	30 feet (10 yards)	15 seconds
D-1 10 rounds	45 feet (15 yards) OR 50 feet	15 seconds

*****"DOMINANT" AND "SUPPORT" MUST BE SHOT UNSUPPORTED****

POCKET GLOCKS COURSE OF FIRE

POCKET GLOCKS (Does not qualify for 500 Club) ****250 CLUB ****

Competitor faces NRA "D1" paper targets at distances of 9, 15, 25, 30 and 50 feet **OR** 3, 5, 7, 10, and 15 yards, with firing timed as follows:

D-1 5 rounds	9 feet (3 yards)	15 seconds
D-1 5 rounds	15 feet (5 yards)	15 seconds

HANGE TARGETS NOW

D-1 5 rounds	21 feet (7 yards) OR 25 feet	15 seconds
D-1 5 rounds	30 feet (10 yards)	15 seconds
D-1 5 rounds	45 feet (15 yards) OR 50 feet	15 seconds

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. Signup sheets on the individual match stages are closed ½ hour after registration closes. 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, two, three and five year membership options as well. Join GSSF as a family and save even more! There are also discounted Law Enforcement memberships available for multiple members of the same Law Enforcement agency. 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, a Gun Pouch, and a personalized membership card and 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.

GLOCK Firearms may also be available to members at better than normal retail prices through GLOCK's network of Subdistributors.

GSSF members are also eligible to attend GLOCK Armorer and Operator schools that are either new or formerly available only to Law Enforcement officers and professional Gunsmiths.

The GLOCK Report details the GSSF program for upcoming time periods. Please read each GLOCK Report closely to stay informed of new changes to the GSSF program. Editions of The GLOCK Report may be the only “match announcements” you will receive by mail. Be sure to mark your calendar for great GSSF matches. If you happen to misplace your Rule Book or the current 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 Rule Book and the current editions of the GLOCK Report 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, e-mail 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, and 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 to attend and observe or participate as well. All spectators and competitors will be required to sign a simple liability waiver and wear proper eye and ear protection.

Please be aware that if you are a Junior (less than 18 years of age) competitor, Range Officer, or spectator you may not participate nor observe a GSSF match without a specific written document executed on your behalf by a parent or legal guardian. Other adults who may accompany you to a GSSF match who are not your parent or legal guardian may not execute such documents on your behalf at the match itself. Please contact GSSF well in advance of the match date so that the necessary document can be forwarded to you and properly executed by a parent or legal guardian prior to your attendance at the Match. Should you arrive at the Match without the necessary document you may not be present during the live firing of firearms.

GSSF would like to thank our Host Clubs and 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 Hosts and 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. The GSSF Range Masters will make final decisions regarding inappropriate actions or behavior.

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.

20.85 **Emotional Displays.** Displays of ill temper and/or other displays of emotions not compatible with the environment of a shooting competition may lead to the individual being asked to leave the range, and/or possible termination of GSSF Membership.

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 or Master-Subcompact, Amateur or Master-Heavy Metal, Amateur or Master-Competition, Amateur or Master-Major Subcompact, Amateur and Master-Master Stock, Amateur or Master Pocket GLOCK and GLOCK Girl Side Match 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 Amateur or Master-Unlimited division only.

40.30 Allowable Modifications to “Stock”

1. “Hogue Grip”-type sleeves, “A-Grip” panels, “skateboard tape” or other non-permanent 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, G39, G42 and G43 magazines
4. Aftermarket replacement non-metallic base plates on magazines
5. Post and notch sights (“patridge” sights) excluding any sight requiring slide modifications. Please note that fiber-optic and “express” sights are approved.
6. Aftermarket “Beavertail” grip extensions for Pre-GLOCK Gen 4/Gen 5 (Gen 3 & prior) models that are similar in dimensions, appearance and function to those now available for certain GLOCK Gen 4 and later generation models. Necessary usage of permanent adhesives to affix such Beavertail units is permitted.
7. Aftermarket “Magazine Funnels” made from polymers or aluminum only. Such Magazine Funnels made from Brass or other heavier metals may only be used in the “Unlimited” Division.

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 Non-Compliant 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 “magazine sleeves” on magazines.
3. Aftermarket component parts to be used in the Amateur-Civilian, Amateur-Guardian, Amateur or Master Subcompact, Amateur or Master Heavy Metal, Amateur and Master Master-Stock, Amateur or Master Competition, Amateur or Master Pocket GLOCKS, Amateur or Master Major Subcompact, and GLOCK Girl Side Match divisions except as otherwise provided for in Section 40.30.
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. Non-Polymer or non-Aluminum metallic magazine well “funnels” or “grip filling slugs” of any kind.
10. Lights or other barrel weights including GLOCK-produced light/laser units.
11. Aftermarket frames.
12. Any modification deemed by the Range Master to create an unfair competitive advantage
13. Non-factory “stippling”.(Stippling that is burned or cut into the polymer frame)
14. Grip enhancing materials affixed by permanent means, such as epoxy glues, which constitute a permanent modification to the firearm.

40.50 All firearms are subject to inspection at the matches for appropriate classification. **Random inspections may occur at GSSF matches. If a GLOCK pistol is deemed illegal for a Stock division, if possible the competitor’s entry will be moved to the Amateur or 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 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 as of the date of publication of this Rule Book.

<i>GLOCK Model</i>	Ammunition
G25, 28, 42	.380 Auto (9mm Short, 9mm Kurz)
G17, 17L, 19, 26, 34, or 43 (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, 29, or 40 (including applicable “C” models)	10mm Auto
G21, 30, 36 or 41 (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.

50.35 **New Jersey.** Be aware that in the State of New Jersey those who do not hold the appropriate license from the State of New Jersey cannot legally purchase nor even legally borrow nor loan ammunition to another person. Such licenses are effectively only available to residents of New Jersey. Therefore any non-residents of New Jersey

who attend a GSSF match held in New Jersey will NOT be able to legally purchase ammunition while in New Jersey. Nor will they be able to legally borrow from nor loan ammunition to others attending the match. The only way to legally exchange ammunition will be if an appropriately licensed New Jersey resident provides the ammunition to another appropriately licensed New Jersey resident. If you do not hold the appropriate license it will behoove you to bring sufficient ammunition to shoot all of your chosen match Divisions and not run short. You will not be able to look to others to legally obtain such ammunition if you do run short nor will you be able to provide ammunition to others who may run short.

50.37 While traveling through the State of New Jersey, do not transport ammunition that it is loaded into magazines. This is a violation of New Jersey State Law. Keep all ammunition in a container separated from your empty magazines.

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 or from 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.** 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.

1. **You are under direct command and supervision of a Range Officer (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, postpone, 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

Firearms can only be handled when:

will be covered or “bagged” and “unbagged.” Every effort will be made to ensure stages are run consistently.

80.30 The standard method to set steel targets on “GLOCK ‘M” will be what has in the past been referred to as “Wind Rules” and/or “ring and paint”. There will be one “hard set” steel target on each setup of “GLOCK ‘M”. This steel target must be struck once per string of fire, and repainted between match entries. For those GSSF host clubs with sufficient steel targets of a “knock down” nature, 3 such “knock down” targets may be erected. If “knock down” steel is erected, such steel must be knocked down to score, unless circumstances are such that “wind rules/ring & paint” should be used. For the “Pocket GLOCKS” Division entries utilizing the GLOCK G42 .380 Auto model, “ring and paint” scoring will apply to both the GLOCK ‘M and GLOCK the Plates stages at all times.

90.00 Membership and Registration

90.10 **GSSF membership.** GSSF Membership is required of all competitors who participate in a GSSF Match. Your initial membership package may include but is not limited to, a GLOCK decal, The GLOCK Report, The GLOCK Annual magazine, a GSSF cap or small gun bag, and a personalized membership card.

Membership Payment Options:

	<u>Initial Individual</u>	<u>Initial Guardian</u>	<u>Individual Renewal</u>	<u>Initial Family</u>	<u>Family Renewal</u>	<u>Agency Membership</u>
1 year	\$35	\$25	\$25	\$90	\$70	\$45*
2 year	\$60	\$50	\$50	\$160	\$140	
3 year	\$80	\$60	\$60	\$230	\$170	
5 year	\$125	\$95	\$95	\$350	\$255	
Life	\$350	\$350	---	\$900	---	

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

*Agency Memberships are open to officers in the same agency. For the first three (3) officers, the fee is \$45 and an additional \$15 for each officer over the original three.

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.

90.15 Match Entry fees

Match Entry fees are \$30 per division.:

90.20 Range Officer fees:

Initial Membership \$25 Renewals \$25 Entry per Division \$30

One of several options available to Range Officers who help staff a given GSSF match is the option to join GSSF and/or to shoot one no-charge match entry, waiving the normal \$30 fees, depending on how many match days the Range Officer works the Match. The Membership requirement is never waived and the membership fee is NOT waived except by working as a Range Officer. 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 current GSSF season may be found in current 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, e-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 and/or GSSF-issued vouchers for fees. Applications that are e-mailed or 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. 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

90.45 Due to the phenomenal growth in GSSF participation, many GSSF Host Clubs are approaching the maximum number of GSSF match entries that their facilities can accommodate. In such cases it may be necessary to restrict certain designated matches to “Pre-Registration only”, or “Pre-Registration with “Walk Up” entries restricted to those joining GSSF at the match itself” or “Pre-Registration with a limited number of “Walk Up” entries permitted depending upon prevailing conditions at that time and place” or whatever arrangement makes the most sense at that time or place.. To ensure your own participation at the GSSF matches you wish to attend, we again strongly recommend our pre-registration option at the earliest opportunity you have to make such pre-registered entries.

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 at the time that the final match results and awards are processed. 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, renewals, 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.
- 90.85 If you are a Junior (less than 18 years of age) competitor, Range Officer, or spectator you may not participate nor observe a GSSF match without a specific written document executed on your behalf by a parent or legal guardian. Other adults who may accompany you to a GSSF match who are not your parent or legal guardian may not execute such documents on your behalf at the match itself. Please contact GSSF well in advance of the match date so that the necessary document can be forwarded to you and properly executed by a parent or legal guardian prior to your attendance at the Match. Should you arrive at the Match without the necessary document you may not be present during the live firing of firearms.
- 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. For those competitors who begin to shoot a division entry but are unable to complete all three stages (DNF- "Did Not

Finish") any unfired "string" times will be assigned a time of "99.99" seconds and any unfired target scores will be scored as "misses". This will cause the competitor's score to be listed at or near the bottom of the Division scores, but the DNF entry will remain eligible for random awards. 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 places your labels on scoresheets and squads you.

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 the Range Officer places a single label from each of your entries on each of the appropriate scoresheets. If the Range Officer inadvertently places two labels from the same entry on two of the same stage scoresheets GSSF may not be able to tell which scoresheet actually reflects which entry. If you find that a Range Officer has made this error either seek out the Range Officers from that stage to make appropriate written clarifications 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, functionally identical, 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 "99.99" or "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 for the Range Officers to form the next “squad” of shooters. By following the sign-in & squadding procedures detailed below 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 any time.

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. Write your name, entry number, and importantly, the time you signed the sheet. The time you signed the sheet should go on the right side of the page. Leave the left side column blank unless you intend to stay and shoot the stage at that time. If there are multiple bays set up with identical stage setups, be sure to return to the same stage location where you signed the sheet to shoot that stage.
2. Please note that Registration closes each day at either 2PM or 3PM depending upon the time of year. If you arrive and register towards the end of the open Registration period, please proceed directly to the stage bays of your choice and sign in without delay. Sign-up sheet books within the shooting bays will be closed for new match entries approximately ½ hour after Registration closes for the day (2:30PM or 3:30PM depending on what time Registration closes). If you have not signed up within the various bays in a timely fashion after you finish with Registration you run the risk of not being allowed to shoot at all that day.
3. Once a competitor has returned to shoot a stage where they previously signed in, **the competitor should mark an “X” to the left of 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 mark an “X” to the left of 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.
4. **DO NOT** mark an “X” to the left of 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 “X”s marked to the left of competitor’s names indicates which competitors are present and waiting to be squadded.

5. The Range Officer will squad those competitors marked with an “X” to the left of their names and will mark the time that the competitor was squadded to the left of the competitor’s line(s) on the sign-up sheet. New squads will be formed once the previous squad is down to their last few entries. Range Officers should avoid squadding an excessive number of entries at a time per available stage setup. If excessive numbers of entries are squadded at one time, unacceptable delays may occur for competitors who signed in at an earlier time of day when they return to shoot the stage.
6. Have the Range Officer place your labels on the appropriate scoresheet(s) and placed in the squad shooting order. The labeled scoresheets will be kept and administered by the Range Officers to enable them to control the proper shooting order.
7. A device called a “Squadding Tree” consisting of cardboard or plastic strips, “binder” clamps, and usually, target stands may be used to hold the squad scoresheets in the shooting order for all to see.
8. Range Officers should generally fill the then-available slots on the “Squadding Tree”, one sheet, one slot, then stop. This is generally 12 to 16 scoresheets.
9. After being squadded, the Range Officer will cross the competitors’ name off the sign-up list, preferably with a hi-lighter so the underlying information can still be read at need.
10. Once a Squadding Tree order has been established, newly-returning competitors who may have signed up on the sign-up sheets before those who are then squadded will not be inserted into the existing shooting order. Their entries will be given the appropriate priority during the next squadding process conducted after the current squad has completed or is near to completing, their then-squadded entries.
- 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.** With two possible exceptions, Competitors entering more than three divisions will only be allowed to shoot three consecutive entries in succession.

One exception, is that a competitor who has no more than four entries may shoot them in succession if no one in the squad objects.
- 110.55 **Multi-Entry Lanes.** The second exception is at particularly large GSSF matches. Certain specifically designated “Multi-Entry” Lanes may be established where the 3-4

gun limitation is specifically waived for competitors shooting more than 3 entries. In such Multi-Entry Lanes, Shooters may still shoot one, two, three or four entries but should be aware that the shooter in front of them is not obliged to relinquish the shooting position until he or she is finished with it.

Shooters who elect to shoot in an "Multi-Entry" Lane may not load or reload magazines while occupying a shooting position. The shooter may shoot as many successive entries as he or she has pre-loaded magazines to finish without reloading magazines.

If the shooter has another person available and willing to reload magazines as the shooter shoots, this is permissible so long as such magazines are reloaded and made available in a timely manner such that the shooting process itself is not appreciably interrupted.

Should the shooter need to reload magazines the shooter must relinquish the shooting position to another shooter and re-load magazines "off the line".

Once the shooter has reloaded the magazines, and the shooter ahead of he or she has completed his or her entries, the shooter may then immediately reclaim the shooting position and finish his or her remaining match entries.

Conditions vary from one GSSF Host Club to another. Some clubs may be able to run Multi-Entry Lanes whereas other GSSF Host Clubs cannot. Circumstances may change at a given match such that it is advisable to run Multi-Entry Lanes at one point of the match but not advisable to run them at other times during the match.

The decision whether to run Multi-Entry Lanes or not will be between GSSF and the Host Club. Multi-Entry Lanes cannot be promised at every match and may change without notice at any given match as circumstances warrant.

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 "99.99" or "DNF" (did not finish) for any stages you did not complete. 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. For those competitors who begin to shoot a division entry but are unable to complete all three courses of fire (DNF), any uncompleted times will be assigned a time of "99.99" seconds and any missing target scores will be scored as "Misses". This will cause the competitor's score to be listed at or near the bottom of the division scores, but the DNF entry will remain eligible for random awards.

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 resetting and/or repainting steel targets and 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 3 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 so long as all setups of a given stage are as dimensionally identical as is practical to make them.

130.20 You are expected to read and understand the stage description before you are called to the firing line. 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. 130.21 When called to the firing line, always bring the container with the firearm inside to the firing position with you. You will remove the firearm from the container at the firing position. Never remove the firearm from the container at any appreciable distance behind the firing position. You will remove it from the container at the firing position itself only when directed to do so by the Range Officer.

130.22 Be sure to load your magazines **before** you are called to the line. If you have fewer magazines available than the number of strings of fire that the stage calls for, prearrange for a bystander to reload your expended magazines as you proceed through

your strings of fire. This will limit delays in running the stage. This will also help you to concentrate on your shooting.

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”. This is often shortened to “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 and stage procedures.

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 (“Make Ready”), you will start in one of the two acceptable “ready” positions.

Both “ready” positions begin with your firearm pointing at a mark on the ground placed approximately eight (8’) to ten (10’) feet from the shooting position. The marks may vary somewhat even within a given match. They may consist of orange “traffic” cones, bowling pins, wire and plastic “utility marker” flags, or some other visible marker as may be available for use.

- “Low Ready”. Hold your firearm in your hands, arms more or less straight, GLOCK firearm pointing at the marker. On the start signal, bring the gun up from the shoulders (not up from the wrists) to eye level and engage your targets.
- “Tucked in Ready”. Hold your firearm in your hands, with your forearms, anywhere from the elbows to the wrists, touching your torso, forearms angled slightly down such that the GLOCK firearm points at or near the marker. On the start signal, straighten your arms bringing the gun up to eye level and engage your targets
- Finger(s) must be outside of the firearm’s trigger guard until the “start” buzzer sounds..

130.70 Make sure you keep the firearm pointed in a safe direction (towards the targets/inside the berms) at all times especially when loading, reloading and unloading.

In particular when unloading, do not swing the muzzle 90 degrees to the left (for right handers) or 90 degrees to the right (for left handers). This may cause the muzzle to point in the direction of those on adjacent stage setups. Always keep the muzzle pointed in the direction of the targets as you manipulate the firearm. Failure to maintain safe muzzle direction 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.**

130.82 As a courtesy to the shooter who is to follow you on the stage. When you have finished shooting your immediate entry or entries at a given stage pack up and remove all of your equipment and paraphernalia from the shooting position, or at least place it off to one side and out of the way, so that the next shooter may begin laying out his or her magazines or otherwise prepare to shoot. Do not let your paraphernalia “just sit” at the shooting position while the scoring and stage reset process is going on unless you are going to shoot another entry immediately.

130.85 (See also Section 160.20) **PAY ATTENTION TO THE SCORING PROCESS! We strongly suggest that you “look over the Range Officer’s shoulder” as the Range Officer 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. If a Range Officer knew he or she was making an error, he or she would not make it in the first place!

You may initial your scoresheet after it has been scored. The specific purpose of initialing 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.

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. The later an error is detected, the more difficult it is to correct.

If a carbon copy is available take your copy of the scoresheet from the Range Officer. Once the targets are posted, no changes will be permitted on your scoresheet unless the cognizant Range Officer(s) concur with a correction.

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 Range Officers at the stage setup where you shot that stage, and/or the GSSF Personnel in attendance so that proper remedial action may be taken.

- 130.90 Even if your scoresheets are recorded correctly, “Garbage In, Garbage Out” data entry errors may occur 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.

The best way to notify GSSF to check and possibly correct a score is via e-mail at gssf@glock.us. Give GSSF your name, which match it was, the entry number, which stage is in question, and the specific time or target line in question if you can identify it. GSSF personnel will retrieve the original scoresheet in question, compare it against the data entered, make any required correction, and will rerun and repost the preliminary results periodically until no more corrections are received. After a suitable interval, results will be finalized, awards awarded, and thereafter no further corrections will be

entertained. Scoresheets from finalized matches will be discarded immediately upon finalization of the match.

Remember, at GSSF matches it is as important to have fun as it is to compete.

Please relax and have a good time!

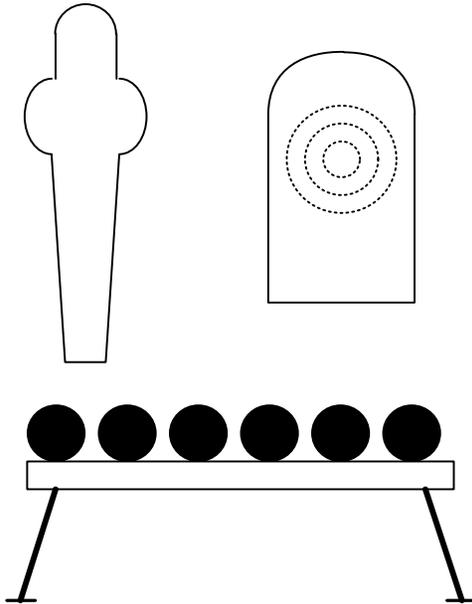
140.00 Warm-up Events

- 140.10 When range conditions permit you may participate in warm-up events. These are separate events not included in the main scoring of the GSSF match. Warm up events are subject to the availability of the necessary range space and equipment to conduct them and Range Officers to man them.

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, suitably modified IPSC/USPSA or IDPA targets, or other target, or possibly a proprietary target



Steel targets sometimes depend upon what the individual host club has available for use. Shapes, sizes, and layouts of steel targets may vary from match to match but will be reasonably identical within a given match.

150.20 Official NRA D-1 target sources 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 suppliers by GLOCK, Professional or GSSF.

LE Targets, Inc.

8802 West 35W Service Drive NE

Blaine, MN 55449-6740

888-489-7830

Fax 651-645-5360

www.letargets.com

150.30 **Target Replacement.** Targets will be replaced at the discretion of the Range Officers and Range Master when the “B” scoring ring on the targets are obscured by pasters 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 a given zone of the target may or may not 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 = +1 seconds

D Hit = +3 seconds

Miss = +10 seconds

Normal steel target setup on “GLOCK ‘M” will be what is known as “Wind Rules” and/or “Ring and Paint. A single steel target will be set on each setup of “GLOCK ‘M” that must be successfully hit once per string of fire. In scoring “edge” hits, the “streak” of the bullet glancing off the edge of the target must touch the face edge of the target in order to score. Range Officers should be mindful to paint the edges of steel targets in order to judge any such edge hits.

This target will be repainted between entries.

As an option, three steel targets may be installed per “GLOCK ‘M” stage setup in “knock down” mode. When used, Steel must fall to score. Calibration is performed by the

Range Master with factory 9x19mm ammunition, with a low (below the circle on a standard Pepper Popper) 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. When operating in “knock down” mode, when targets will be painted is at the discretion of the Range Officers.

“Wind Rules” and “Knock down” scoring may be used alternately within the same match if the situation calls for it.

“Pocket GLOCK” match entries utilizing the GLOCK model G-42 in .380 Auto will always be operated in “Ring and Paint” mode for “GLOCK the Plates” as well as “GLOCK ‘M’”. Plate Racks will be re-painted before every “Pocket GLOCK” entry utilizing the GLOCK model G-42 in .380 Auto is shot. “GLOCK The Plates” “Pocket GLOCK” entries utilizing the GLOCK G-43 in 9x19mm will be shot in the same manner as any other Division that utilizes GLOCKS chambered in the 9x19mm-cartridge. Again, in scoring “edge” hits, the “streak” of the bullet glancing off the edge of the target must touch the face edge of the target in order to score. Range Officers should be mindful to paint the edges of steel targets in order to judge any such edge hits.

160.15 Ties will be broken by (1) the lower aggregate time of all 4 strings of fire in “GLOCK the Plates”. Should a tie still not be resolved by (1) the tie shall be resolved by (2) 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 if 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 initialed 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,

preferably before you leave the stage location, but in any case 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)
- Heavy Metal (open to both Amateur and Master competitors with separate prizes for each)
- Major-Subcompact (open to both Amateur and Master competitors with separate prizes for each)
- Unlimited (open to both Amateur and Master competitors with separate prizes for each)
- Master-Stock (open to both Amateur and Master competitors with one set of prizes for both)
- Pocket GLOCKS (open to both Amateur and Master competitors with separate prizes for each)
- GLOCK Girl Side Match (open to both Amateur and Master female competitors with one set of prizes for both)

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, ICORE, IPSC/USPSA, Cowboy Action or similar shooting disciplines. GSSF reserves the authority to determine what is the equivalent of “Master” for GSSF’s purposes in other disciplines or not.
 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.
- 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 within a match wherein he or she also would have “won” another firearm or other awards in another Division or Subdivision, GSSF will award 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.
 5. “Master” ranking in IDPA shall no longer count towards “Master” status in GSSF.
 6. The competitor is a member of an armed forces pistol shooting team.
7. The competitor is a member of a (non-GSSF) law enforcement organization-sponsored pistol shooting team.
 8. Some shooting disciplines do not have a formal “Master” or similar ranking system. GSSF reserves the authority to adjudge the relative Amateur versus Master skill level of any shooter in question and classify them accordingly.
- 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.
- If you reached “Master” status by means of winning three GLOCK firearms awards as “High Overall”, reversions to “Amateur” status will not be considered.
- 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 GSSF Award distribution system whereby it was often to a Guardian’s advantage to shoot in the Civilian category instead. 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**
- Generally speaking, those who are in a “hazardous public service” position, their equivalents in private industry, or eligible retirees thereof.
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, 40 or 41) to shoot in the Civilian or Master-Stock divisions. GSSF reserves the right to add at any time any new GLOCK firearm to these Divisions should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included.

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 Major Subcompact and Pocket GLOCKS. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc.

introduce such a firearm whose characteristics are comparable to those models presently included..

BOTH COMPETITORS AND RANGE OFFICERS SHOULD NOTE THAT A GREAT DEAL OF CONFUSION ARISES BETWEEN THE SUBCOMPACT AND MAJOR SUBCOMPACT DIVISIONS. BE SURE YOU UNDERSTAND BOTH THE SIMILARITIES AS WELL AS THE DIFFERENCES BETWEEN THEM ESPECIALLY IF YOU ARE ACTING AS A RANGE OFFICER AND/OR SHOOT BOTH DIVISIONS AT THE SAME MATCH.

MAJOR SUBCOMPACT

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 subcompact firearms (G29, 30, 39) those GLOCK models may also be used. 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 the "Pocket GLOCKS" Division, you will shoot every available cardboard target with one (1) round only per string. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included.

HEAVY METAL

170.111 This Division is for all competitors, both Amateur and Master, who wish to compete with their stock GLOCK Models G20, 21, 29, 30, 37, 38, and 39 GLOCK firearms. Adult (>18) competitors may use stock noncompensated models of these GLOCK firearms. If a competitor possesses a compensated model of one of the above (G20C, 21C) 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 Heavy Metal entry. Junior (<18) competitors may also use "C" models (G20C, 21C) with their standard compensated barrels. Junior (<18) competitors may also use the long-slide GLOCK Model G40 and G41 firearms equipped with sights that are in compliance with rule 40.30.5. If G38 or G39 firearms are used it is required that G37 magazines be used. 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 Major Subcompact and Pocket GLOCKS. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included.

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, 34,35, 40, and 41) model firearms, or any stock firearms used in the Civilian, Guardian, Heavy Metal, or Master-Stock divisions (G17, 19, 20, 21, 22, 23, 26, 27, 29, 30, 31, 32, 33, 37, 38, 39) or any stock factory compensated (G17C, 19C, 20C, 21C, 22C, 23C, 31C, or 32C) firearms. The only stock GLOCK firearm models excluded from this division are the G36, G42, and G43. All competitors compete as either Amateurs or Masters and there are no special category awards. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included.

170.125 In the “Competition” Division the GLOCK MOS models may only be used with “iron” sights as described in rule 40.30.5 installed. If an optical sight is installed these models are restricted to the “Unlimited” Division only.

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, Heavy Metal, or Master-Stock divisions. The only stock GLOCK models specifically excluded from the Unlimited division are the G36, G42, and G43.. Shoulder-stock devices and similar “Carbine Conversion Units” may not be used. All competitors compete as either Amateurs or Masters and there are no special category awards. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included..

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.

GLOCK GIRLS SIDE MATCH

170.150 This Match will run concurrently with all other GSSF matches. It is open to all female competitors, whether Amateur or Master. All will compete equally and there will be no Special Recognition awards. Competitors may freely compete in the concurrent “main” GSSF match as well. Competitors may use stock “long-slide” (G17L/LC, 24/24C, 34, 35, 40 and 41) model firearms, or any stock firearms used in the Civilian, Guardian, Heavy Metal, 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 (G17C, 19C, 20C, 21C, 22C, 23C, 31C, or 32C) firearms. The only stock GLOCK firearm models excluded from this Match are the G36, G42, and G43. GSSF reserves the right to at any time add any new GLOCK firearm to this Match should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included.

POCKET GLOCKS

170.160 This Division was specifically designed to accommodate the GLOCK G42 and G43 which hold a maximum of 7 rounds. Should a GLOCK Model G28 appear at a GSSF match it may be used in this Division. The competitor may only load a total of seven (7) rounds per string of fire regardless of the number of rounds that the G28 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 the “Major Subcompact” Division you will shoot every available cardboard target with one (1) round only per string. GSSF reserves the right to at any time add any new GLOCK firearm to this Division should GLOCK, Inc. introduce such a firearm whose characteristics are comparable to those models presently included..

180.00 Teams

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

- Civilian Teams (3 competitors)
 - Within Civilian Division only, “Junior” Teams (3 Juniors, either or both Male and/or Female)
- Guardian Teams (3 competitors)
- Master Stock Teams (3 competitors)
- GLOCK Girls Side Match Teams (3 competitors)

Cost per Team Entry is \$10.00.

180.20 Team scores may not include scores from the Subcompact, Competition, Heavy Metal, Major Subcompact, Pocket GLOCKS, 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 September, 2017) is subject to change without notice.

Manny Bragg
100 Caspian Cove
Sanford, FL 32773
mannybraggusa@yahoo.com

180.50 \$10 Team fees paid for teams subsequently found to be ineligible will not be refunded.

190.00 Match Results and Awards

190.10 "Preliminary" or "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 preliminary raw scores for accuracy. If any apparent discrepancies are found, competitors finding apparent errors should report them to GSSF as soon as possible. The best way to contact GSSF about scoring discrepancies is to e-mail at gssf@glock.us. The scoring will be reviewed, appropriate corrections made, and corrected preliminary 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. Scoresheets from finalized matches will be discarded immediately upon finalization. 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 exclusive of the GLOCK Girls Side Match which has its own specific Random Awards,.

The number and types of both "Performance" and "Random" awards will directly coincide with the final number of valid match entries completed within each Subdivision, Division, or the Match, as the case may be.

190.22 CHECKS ISSUED FOR CASH AWARDS MUST BE CASHED WITHIN SIX MONTHS OF THE DATE OF THE CHECK. THERE WILL BE NO "GRACE PERIOD" ONCE THE SIX MONTH PERIOD HAS EXPIRED. CHECKS NOT CASHED WITHIN THE ALLOTTED TIME WILL BE VOID AND WILL NOT BE REPLACED.

190.24 FIREARMS AWARD, MATCH COMPENSATION, AND RANGE OFFICER FIREARMS CERTIFICATES MUST BE REDEEMED WITHIN ONE YEAR OF THE DATE OF THE MATCH FOR WHICH THEY WERE ISSUED. THERE WILL BE NO "GRACE PERIOD" ONCE THE ONE YEAR PERIOD HAS EXPIRED.

190.25 MatchMeister. The MatchMeister "Performance" award will continue to go to the single best performance among the Civilian, Guardian, Subcompact, Competition, Heavy Metal, or MasterStock divisions by either an Amateur or Master competitor. The prize will be a GLOCK firearms certificate. The MatchMeister award will supersede any other awards within the Division or Subdivision within which the MatchMeister award was awarded. All other awards within that Division or Subdivision will be awarded to the other participants within that Division or Subdivision.

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 to 65 years old)
Civilian or Guardian	High Super Senior (65 years and older)

Civilian or Guardian

High Challenged (physically handicapped)

Please note that the Special Category Performance awards do not apply to the GLOCK Girls Side Match or, Subcompact, Competition, Heavy Metal, Master-Stock, Major Subcompact, Pocket GLOCKS, 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)	1st Place Award	2nd Place Award	3rd 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
	>17	Pistol	\$100	\$75
Guardian (Amateur only)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Competition (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Competition (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	Pistol	\$100	\$75
Subcompact (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75

Subcompact (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	Pistol	\$100	\$75
Major Subcompact (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Major Subcompact (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	Pistol	\$100	\$75
Heavy Metal (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Heavy Metal (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	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
	>17	Pistol	\$100	\$75
Pocket GLOCKS (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Pocket GLOCKS (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	Pistol	\$100	\$75

Unlimited (Amateur)	<10	\$100	\$75	E-Tool
	10-14	Pistol	E-Tool	Knife
	15-17	Pistol	\$100	E-Tool
	>17	Pistol	\$100	\$75
Unlimited (Master)	<10	\$100	---	---
	10-14	Pistol	---	---
	15-17	Pistol	\$100	---
	>17	Pistol	\$100	\$75
GLOCK Girls Side Match	All	\$100	---	---
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, <65) (Civilian or Guardian)	All	\$75		
High Super Senior (>, = 65) (Civilian or Guardian)	All	\$75		
+ 1 GLOCK Firearm and 19 GLOCK Knives at random	< 175 Match entries			
Random awards per Section 190.60	=, > 175 match entries.			

190.34 GSSF Match Coordinators may shoot a GSSF match for practice but are not eligible for awards. Should a GSSF Match Coordinator’s match entry prove to be the 10th, 14th, or 18th entry within a given Division or Subdivision, or is the 10th, 20th, etc. entry in the GLOCK Girls Side Match their entry will not count towards “upgrading” the “Performance” match awards within that Subdivision, Division, or Side Match. Their entries will be included in the overall count for “Random” award purposes.

190.40 GLOCK Girl Side Match Performance and Random Awards.

< 10 entries	\$100 1st place Performance award	No Random Pistol
10-19 entries	\$100 1st place Performance award +	1 Random pistol
20-29 entries	\$100 1st place Performance award +	2 Random pistols
...	Continuing in the same pattern should a GGSM exceed this size	...

190.60 Random Awards. As the GLOCK Girls Side Match has its own stand-alone Random awards per Section 190.40 above GLOCK Girl Side Match entries will not be included in the total of match entries for Random award purposes below.

190.60.5 For all matches 174 net entries or less, a total of one GLOCK Firearm and nineteen (19) GLOCK Field Knives will be awarded at random among the non-GLOCK Girls Side Match entries.

190.60.8 Beginning with the 175th match entry, three cash awards of \$50 or as appropriate, a 2 year GSSF membership extension will be randomly awarded across the entire match for every subsequent ten match entries. For every such \$50/2 year membership extension awarded one less knife award will be awarded. At the 225th match entry and at every 30th 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 net number of total match entries.

Performance Awards are as detailed in Sections 190.30 and 190.32 plus the following Random Awards:

Total Match Entries	Knives	\$50/2yr	Pistols
< or = 174	19	0	1
175-184	16	3	1
185-194	13	6	1
195-204	10	9	1

205-214	7	12	1
215-224	4	15	1

No Random knife awards beyond this point.

Total Match Entries	\$50/2yr	Pistols
225-234	18	2
235-244	21	2
245-254	24	2
255-264	24	3
265-274	27	3
275-284	30	3
285-294	30	4
295-304	33	4
305-314	36	4
315-324	36	5
325-334	39	5
335-344	42	5
345-354	42	6
355-364	45	6
365-374	48	6
375-384	48	7
385-394	51	7
395-404	54	7
405-414	54	8
415-424	57	8
425-434	60	8
435-444	60	9
445-454	63	9
455-464	66	9
465-474	66	10
475-484	69	10
485-494	72	10
495-504	72	11
505-514	75	11
515-524	78	11
525-534	78	12
535-544	81	12
545-554	84	12

555-564	84	13
565-574	87	13
575-584	90	13
585-594	90	14
595-604	93	14
605-614	96	14
615-624	96	15
625-634	99	15
635-644	102	15
645-654	102	16
655-664	105	16
665-674	108	16
675-684	108	17
685-694	111	17
695-704	114	17
705-714	114	18
715-724	117	18
725-734	120	18
735-744	120	19
745-754	123	19
755-764	126	19
765-774	126	20
775-784	129	20
785-794	132	20
795-804	132	21
805-814	135	21
815-824	138	21
825-834	138	22
835-844	141	22
845-854	144	22
855-864	144	23
865-874	147	23
875-884	150	23
885-894	150	24
895-904	153	24
905-914	156	24
915-924	156	25
925-934	159	25
935-944	162	25

945-954	162	26
955-964	165	26
965-974	168	26
975-984	168	27
985-994	171	27
995-1004	174	27
1005-1014	174	28
1015-1024	177	28
1025-1034	180	28
1035-1044	180	29
1045-1054	183	29
1055-1064	186	29
1065-1074	186	30
1075-1084	189	30
1085-1094	192	30
1095-1104	192	31
1105-1114	195	31
1115-1124	198	31
1125-1134	198	32
1135-1144	201	32
1145-1154	204	32
1155-1164	204	33
1165-1174	207	33
1175-1184	210	33
1185-1194	210	34
1195-1204	213	34
1205-1214	216	34
1215-1224	216	35
1225-1234	219	35
1235-1244	222	35
1245-1254	222	36
1255-1264	225	36
1265-1274	228	36
1275-1284	228	37
1285-1294	231	37
1295-1304	234	37
1305-1314	234	38
1315-1324	237	38
1325-1334	240	38

1335-1344	240	39
1345-1354	243	39
1355-1364	246	39
1365-1374	246	40
1375-1384	249	40
1385-1394	252	40
1395-1404	252	41
1405-1414	255	41
1415-1424	258	41
1425-1434	258	42
1435-1444	261	42
1445-1454	264	42
1455-1464	264	43
1465-1474	267	43
1475-1484	270	43
1485-1494	270	44
1495-1504	273	44
1505-1514	276	44
1515-1524	276	45
1525-1534	279	45
1535-1544	282	45
1545-1554	282	46
1555-1564	285	46
1565-1574	288	46
1575-1584	288	47
1585-1594	291	47
1595-1604	294	47
1605-1614	294	48
1615-1624	297	48
1625-1634	300	48
1635-1644	300	49
1645-1654	303	49
1655-1664	306	49
1665-1674	306	50
1675-1684	309	50
1685-1694	312	50
1695-1704	312	51
1705-1714	315	51

And continuing in this pattern if a match should exceed this size.

190.60.2 Random firearms awards will be awarded across the board of all non-GLOCK Girls Side Match entries. A Random firearms award will not supersede a Performance firearms award.

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

190.60.6 Random cash awards will be awarded across the board of all non-GLOCK Girls Side 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. 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 a \$50 random award.

190.70 **Firearm Awards.** Except as otherwise provided herein, basic no-charge firearm awards are the winner’s choice of an available GLOCK Gen 3 (as are still available from GLOCK) G17, 19, 22, 23, 26, 27, 31, 32, 33, or Post-Gen 3 G42, or 43 firearm equipped with standard fixed polymer sights. Other GLOCK firearm models 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 available basic GLOCK Gen 3 (as are still available from GLOCK) G17, 19, 22, 23, 26, 27, 31, 32, 33, or Post-Gen 3 G42, or 43 with fixed polymer sights. If the winner wishes to upgrade their award firearm 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 levied on upgrade fees.

190.80 **Membership Promotion – New Member Drawing.** GSSF will award one firearm award certificate per match as follows. For each new GSSF member who shoots the match a new or existing GSSF member who also shoots the match brings to the match, he or she will receive one entry in the New Member Drawing. New members who bring themselves to the match and who shoot the match are also eligible for this Drawing. GSSF members bringing a new competitor must notify the Match Registrar if they are participating in the Drawing with the new member during Registration hours, at the match. **If a current member wishes to "claim" a new member they must do so at**

Registration in the company of the new member who can verify that the current member did indeed bring him or her to the match. No exceptions. If two new members attend a match together, they can "claim" each other; however they must be present together at registration. No “New Member” may be claimed twice by two other new or current GSSF members. 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 previous 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). The “priority” order of such firearms awards will be “MatchMeister”, then “MasterStock”, then “Unlimited”, then “Competition” then “Subcompact” then “Heavy Metal” then “MajorSub” then “Pocket GLOCKS” (Upgraded awards). “Random” firearms awards are not subject to this rule.

190.125 **Amateur Class Firearms Award Distribution.** Should a priority order be necessary for Amateur firearms awards, the order will be “MatchMeister” if won by an Amateur, “MasterStock” if won by an Amateur, then “Civilian” or “Guardian” as the case may be, then “Unlimited”, then “Competition” then “Subcompact” then “Heavy Metal” then “MajorSub” then “Pocket GLOCKS”

190.130 **Non-Firearm 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/calendar year. GLOCK Professional’s fiscal year always closes as of December 31.

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.

GSSF no longer issues Bonds. Junior Competitors will receive a lifetime membership and \$100 check in lieu of a GLOCK firearms certificate. If the junior already has a lifetime membership, GSSF will award \$200 cash and eight (8) \$25 vouchers (\$200 value) redeemable for entries to future GSSF matches.

190.140 Non-Firearm awards to competitors residing outside the United States of America or in states with laws or regulations that preclude the award of firearms, or certain firearms, to their residents. In recent years some state governments (Massachusetts in particular) have created or may create laws, regulations, or other conditions whereby GLOCK, Inc. may not deliver GLOCK firearms, or certain models of GLOCK firearms (California, in particular) 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. GSSF no longer issues Bonds. In such instances GSSF will award a lifetime membership and \$100 check in lieu of a GLOCK firearms certificate. If the member already has a lifetime membership, GSSF will award \$200 cash and eight (8) \$25 vouchers (\$200 value) redeemable for entries to future GSSF matches. If these awards are not appropriate to a particular award situation GSSF reserves the right to make a suitable alternate award on a case by case basis.

190.150 Firearm Awards to California Residents. Residents of California may only receive GLOCK firearms that have been “approved” by the state. 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 Non-Firearm 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. California residents should also be aware that Federally Licensed dealers within California must also be licensed as a “California Firearms Dealer”. When submitting an award certificate for redemption in accordance with Section 190.160 below, the Dealer must include both a copy of his Federal Firearms License as well as a copy of his letter from the California Department of Justice acknowledging his status as a California Firearms Dealer. (CFD).

190.160 Firearm Award Deliveries. Competitors receiving firearm award certificates must redeem their certificates by mail within one year of the Match date for which the award was issued. Please follow the detailed instructions included with the certificate. In order to process award certificates, GLOCK, Inc. must be mailed an acceptable copy of the current Federal Firearms License (FFL) of the FFL holder to whom the competitor wishes the GLOCK firearm award be sent. Award submissions will not be accepted without a current copy of the relevant FFL 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 20 weeks upon their arrival at GLOCK Professional. Please inquire about the status of an award firearm only **after** the 20-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 20-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 20 weeks.

Please be aware that the FFL must remain in force and not be expired as of the date that the GLOCK firearm is to be shipped to the FFL. Due to the multi-week processing period the expiration date stated on the accompanying FFL certificate must therefore be at least 6 months after the date that GSSF receives the firearm award certificate for redemption.

190.170 Taxes. GSSF is 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 Non-Firearm awards 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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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 impact

berm at the back of the range. Under no circumstance is the muzzle of the firearm to point behind 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. Subject to the overriding work and travel requirements of GLOCK personnel, so presence of an Armorer at any given GSSF match cannot be guaranteed.
- Bagged / Unbagged:** Targets covered or uncovered with clear plastic bags in wet conditions.
- Barney round/magazine** To chamber a “Barney” round utilizing a “Barney” magazine, then remove the magazine and replace it with a full magazine. Primarily used when the stage calls for 6 rounds in the magazine plus one round in the chamber for a total of 7 rounds loaded, or 10 rounds in the magazine plus one round in the chamber for a total of 11 rounds loaded. Primarily required where 6-round G36, 42, or 43 magazines are utilized, or 9-10-round magazines for all other GLOCK models are being utilized.
- Barrel:** Component of the GLOCK pistol that fits into the slide.
- Brass:** Cartridge case ejected from the firearm.
- Calibrate:** Test of 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.
- Squadding Tree** An assemblage of plastic and/or cardboard strips, “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 (NRA) targets with scoring rings used at GSSF matches.
- Division:** Civilian, Guardian, Subcompact, Heavy Metal, Competition, Major Subcompact, Master-Stock,, Unlimited, GLOCK Girl Side Match, and Pocket GLOCKS Divisions. Amateurs may compete in up to eight (nine if female) divisions at GSSF matches. Master class shooters may compete in up to seven (eight if female) 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 warning 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 and keep it out of the trigger guard until the start signal is given.

“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.	Negligent Discharge:	Unintended and inherently unsafe discharge of the firearm. Grounds for ejection from match.
Frame:	Lower grip portion of the GLOCK pistol.	“On deck”:	As in Baseball, the shooter second in line to shoot the stage.
“Hot”:	Describes the status of the range. “Going Hot” 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.	Overhand Method:	Support hand used to pull the slide to the rear by pulling back on the rear slide serrations.
“In the hole”:	As in Baseball, the shooter third in line to shoot the stage.	Pasters:	Tan colored stickers used to cover holes made by shots fired on target.
Labels:	Peel-off 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.	Plates:	Steel discs used in GLOCK the Plates. Usually 8” in diameter but can vary from club to club.
Lewis Prize Distribution:	Quasi-random method of distributing awards based on number of division entries divided to create award classes. No longer used at GSSF matches.	Pepper Popper:	See “Popper”
“Limp-wrist”:	Failing to hold the pistol firmly usually resulting in malfunctions.	Popper:	Steel target used in the GLOCK’M.
“Load and make ready”		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.
or “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.	Pre-registered:	Competitor who has registered for the match in advance by e-mail, fax, mail. Forms may be found online at www.gssfonline.com . E-mail address is gssf@glock.us .
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.	Range Master:	GSSF employee in charge who oversees Range Officers and all procedural and safety issues on the range. Final judge of any disputes.
Mags:	Magazine	Range Officer:	Host club person who immediately supervises range safety and the competitor as he or she shoots the stage.
Mike:	Miss on a target	Raw Scores:	Interim scores posted without awards.
“Muzzle”:	Warning, usually shouted by the Range Officer, to watch the direction your muzzle is pointed. That your muzzle is approaching the “180”. Usually an indication that you are not properly watching your muzzle direction.	“Ready?”	
		or “Are you Ready”?	Question asked by Range Officer before “standby” command. If <u>not</u> ready, the shooter should clearly <u>say</u> “Not Ready”. If ready, the shooter should either say so, nod, or otherwise indicate to the Range Officer that he or she <u>is</u> ready to shoot. If shooter does not respond to the question at all, Range Officer will assume that the shooter <u>is</u> ready and proceed to the “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, cycle the slide so as to chamber a round.	Steel:	Pepper Poppers and Plates.
Reloads:	Non-factory ammunition that reuses a cartridge case that has been fired before.	Stacking:	Firing more than the allowed number of shots per target per string to reduce or eliminate target transitions. Not permitted at GSSF matches. “Allowed number of shots” is one shot per paper target in “MajorSub” and “Pocket GLOCKS” and 2 Shots per paper target for all other Divisions.
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.	“Standby”:	The LAST Range Officer command before the audible start signal to begin shooting.
Rounds:	Ammunition.	“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.
Safety Zone:	Designated area where firearms can be handled. NO AMMUNITION HANDLING ALLOWED.	Strong Hand:	Primary shooting hand.
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. Subject to availability.	“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.
Seat (Magazine):	Inserting magazine fully into a GLOCK pistol until it locks into place.	Support Hand:	Often referred to as “weak” hand, non-primary shooting hand.
Shoot Through’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 designed and/or erected stage setup whereby a bullet passing through one target can hit another target further downrange.	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. In GSSF matches, malfunctions usually result in re-shoots so malfunction clearances under time are somewhat moot.
Sight Black:	Removable carbon-black spray used to temporarily “blacken” sights in order to provide a sharper sight picture.	“Tapers” or “Pasters”:	Shouted request for competitors to assist with taping the targets AFTER they have been scored.
Sight Picture:	Front sight centered and flush “between” the sides and top of the rear sight notch.	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.
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.	Tombstone:	Shape description of NRA D-1 target.
Slide-lock:	Occurs when there is no ammunition remaining in the magazine and the slide locks to the rear.	“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
Squad:	Group of 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”.		

Officer that the firearm is unloaded. The unloaded firearm is then holstered with the slide back or stored unloaded 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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FIVE TO GLOCK

Start Position: Standing on the centerline of the target array, facing downrange in the “ready” or “low ready” position. (Ready: Firearm held in hands with muzzle pointed generally at the “starting mark” placed about 8’ to 10’ in front of the shooting position with competitor’s forearms touching the torso. On start signal, Firearm is “punched” out at the targets and the targets are engaged. Low Ready; Arms extended, Firearm pointed at the “starting mark”. On start signal, Firearm is swung up from the shoulders, wrists locked.) Finger(s) must be outside the firearm’s trigger guard until start signal sounds and the targets are engaged).

Stage Procedure:

3 Strings of Fire:

All Divisions except MajorSub and Pocket GLOCKS:

Competitor may load a maximum of 11 rounds per string.

Of these only 10 rounds are intended to be fired per string. An 11th round left in the chamber after a string has been fired is intended to facilitate reloading between strings only.

At the signal, engage each target with only 2 rounds each, in any order. No “stacking” allowed.

Best six hits will be scored per each of five targets, 30 rounds total scored.

Major Sub and Pocket GLOCKS only:

Competitor may load a maximum of 7 rounds per string of which only 5 rounds are intended to be fired per string. A round left in the chamber after a string has been fired is intended to facilitate reloading between strings only.

At the signal, engage each target with only 1 round each, in any order.

Best three hits will be scored per target, 15 scored rounds total.

Between Strings:

Competitor may at will and/or may be instructed to reload the GLOCK firearm between each string.

Competitor may not reload during a string of fire.

GLOCK Scoring:

Scoring: 30 scored rounds maximum. (15 scored rounds for MajorSub and Pocket GLOCKS).

Targets: 5, NRA D-1 Targets (or other comparable target).

Scored hits: Best 6 hits per paper target. (Best 3 hits per paper target for MajorSub and Pocket GLOCKS).

A/B hit: 0 seconds

C hit: +1 Second

D hit: +3 Seconds

Miss: + 10 seconds

Start-Stop: Audible – Last Shot.

Penalties: Procedural: + 10 seconds

Extra Shot: + 10 seconds

Setup Notes:

Establish a shooting position and centerline on the range extending from the shooting position. Set targets at appropriate distances from the shooting position and centerline.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety. Distances shown in stage setup diagrams should be considered to be approximate, not mandatory. If altered from stage setup diagrams, target distances should be the same amongst multiple stage setups within a given GSSF match.

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets.

RO Notes:

“MajorSub and Pocket GLOCKS” match entries use their own unique scoresheet. Different in color from the “main” scoresheet used for all other match Divisions and having a “3” in the “Total” columns for the Paper targets as contrasted with a “6” in the “Total” columns on the “main” scoresheets. If an incorrect label is attached to a particular scoresheet, do not bother to peel labels off and restick it to the “right” scoresheet. Simply cross off the “3”s or “6”s as the case may be, in the “Totals” columns and write in the “correct” per-target totals for that particular entry and move on.

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub and Pocket GLOCKS. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

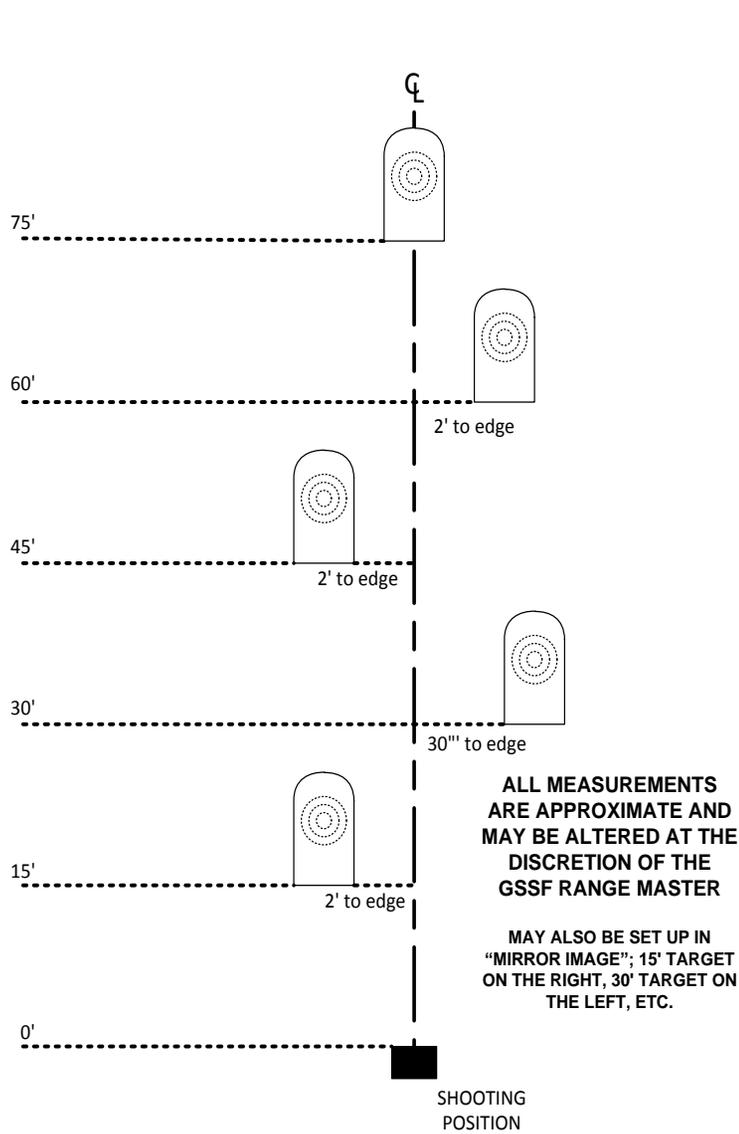
Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure or due to scoring errors or omissions. If competitor has an equipment or ammunition failure, competitor may have one re-shoot attempt at a “clean” run.

If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is allowed to reshoot the Course of Fire to obtain a “clean” run for final score.

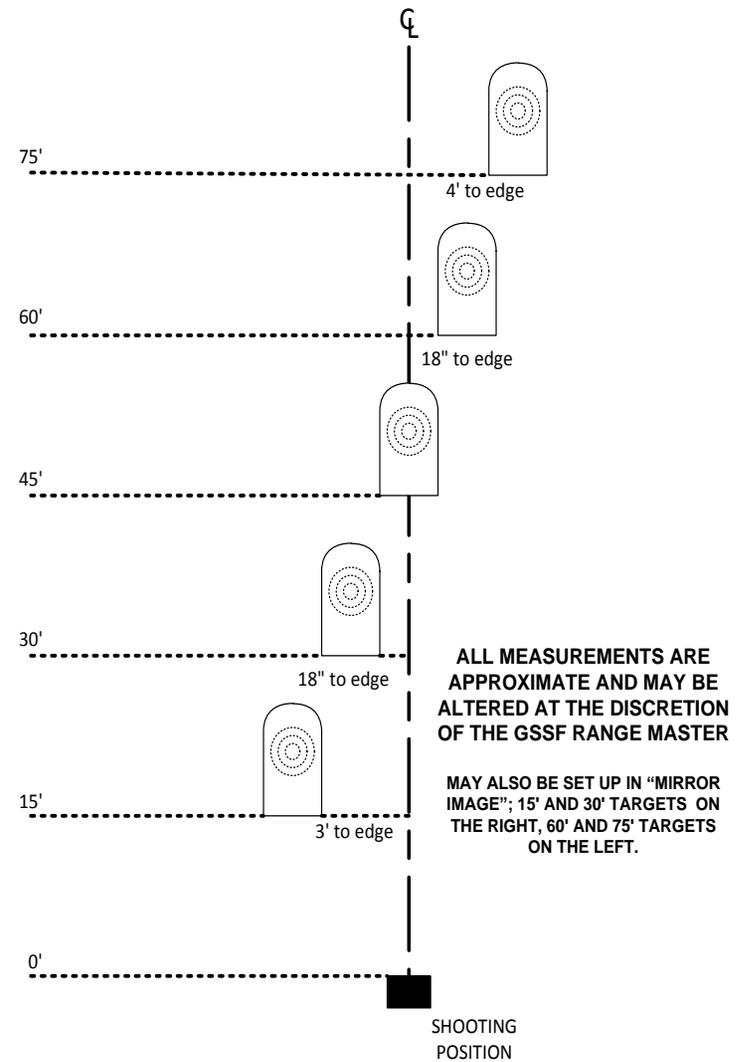
When competitors complete the course of fire, have them unload and show clear. All firearms must be properly holstered or

secured in a GLOCK box, bag, or suitable container before the shooter leaves the shooting position and/or anyone is allowed downrange. Unloaded firearms secured in holsters will have the slide locked to the rear.

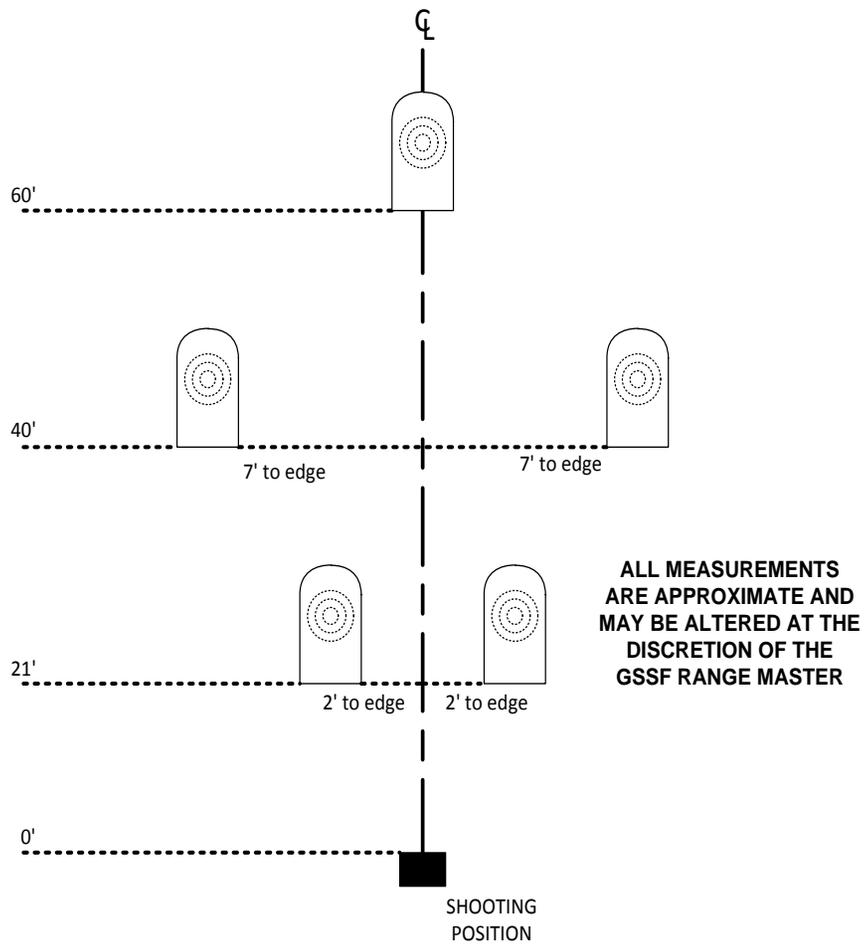
FIVE TO GLOCK - VERSION I



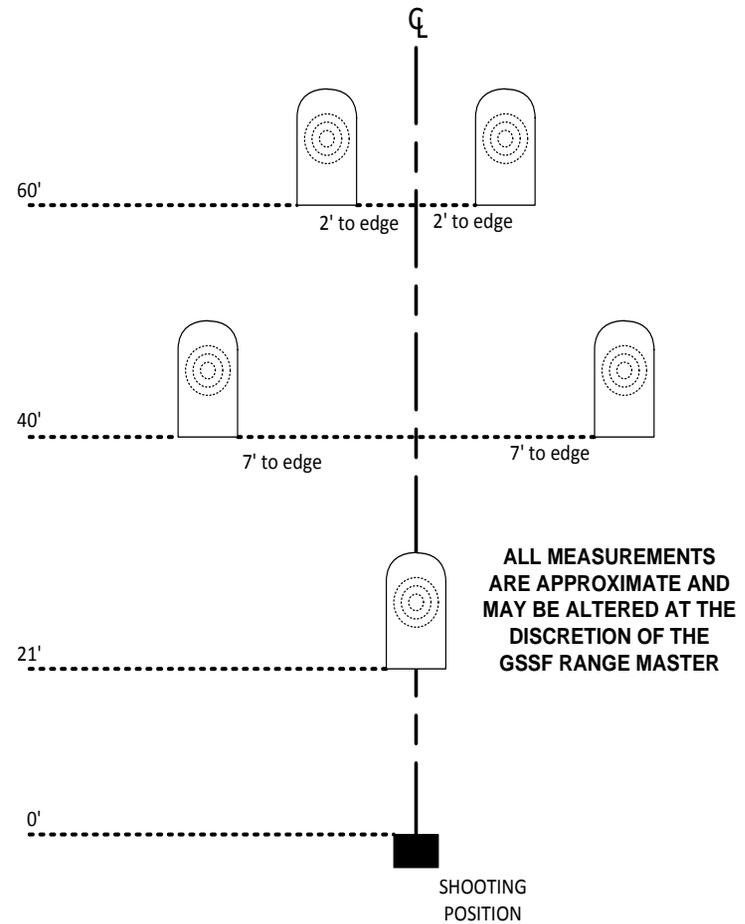
FIVE TO GLOCK - VERSION II



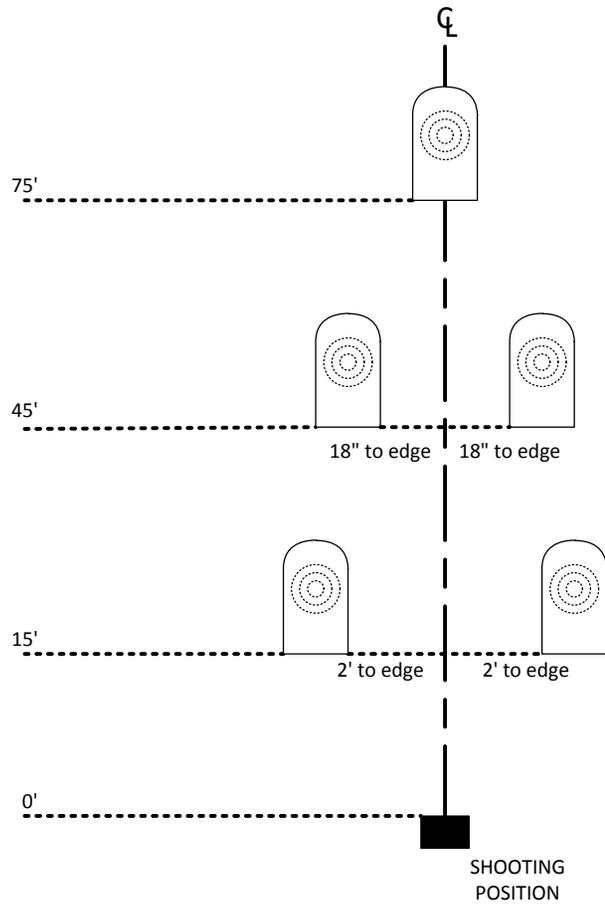
FIVE TO GLOCK - VERSION III



FIVE TO GLOCK - VERSION IV

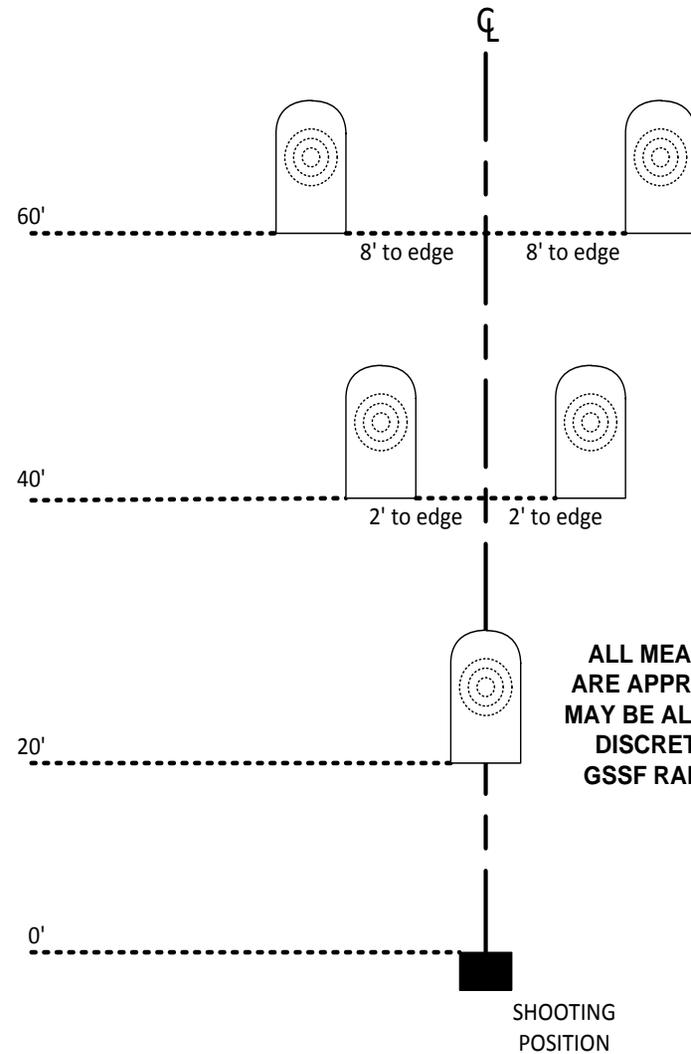


FIVE TO GLOCK - VERSION V



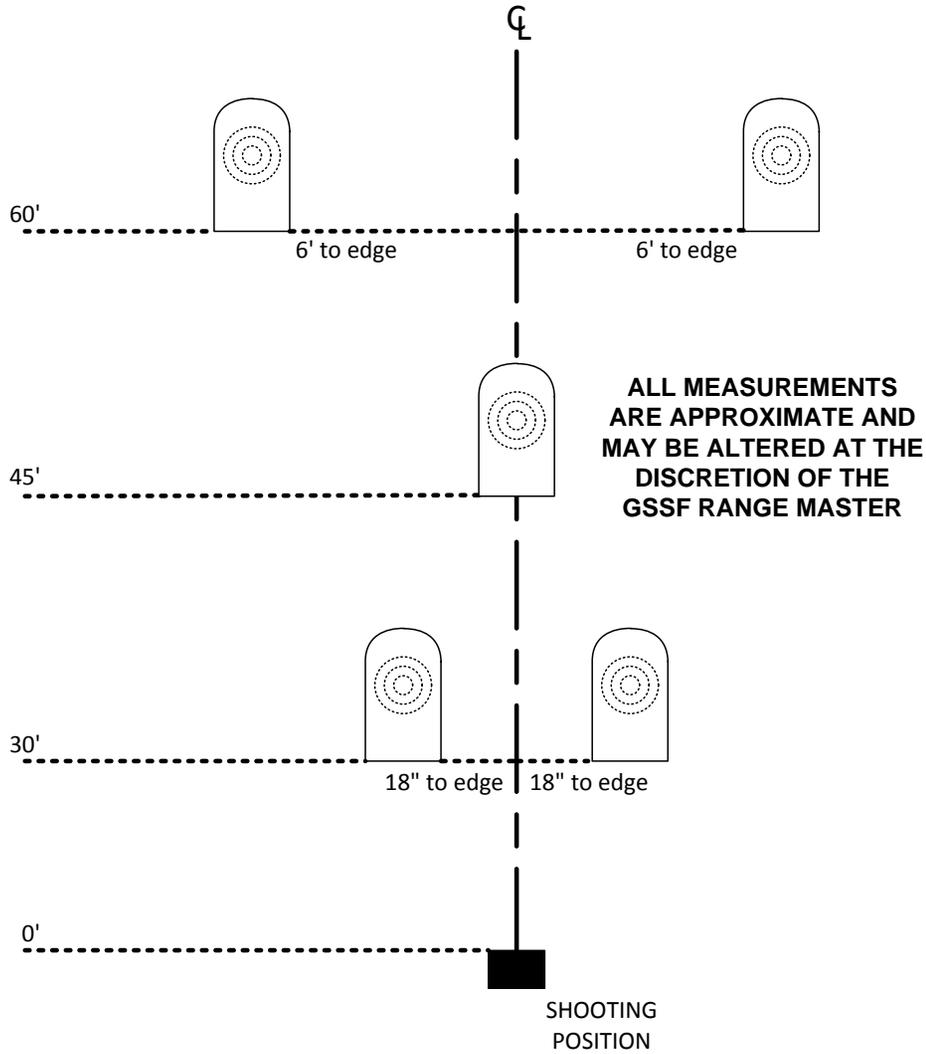
ALL MEASUREMENTS
ARE APPROXIMATE AND
MAY BE ALTERED AT THE
DISCRETION OF THE
GSSF RANGE MASTER

FIVE TO GLOCK - VERSION VI

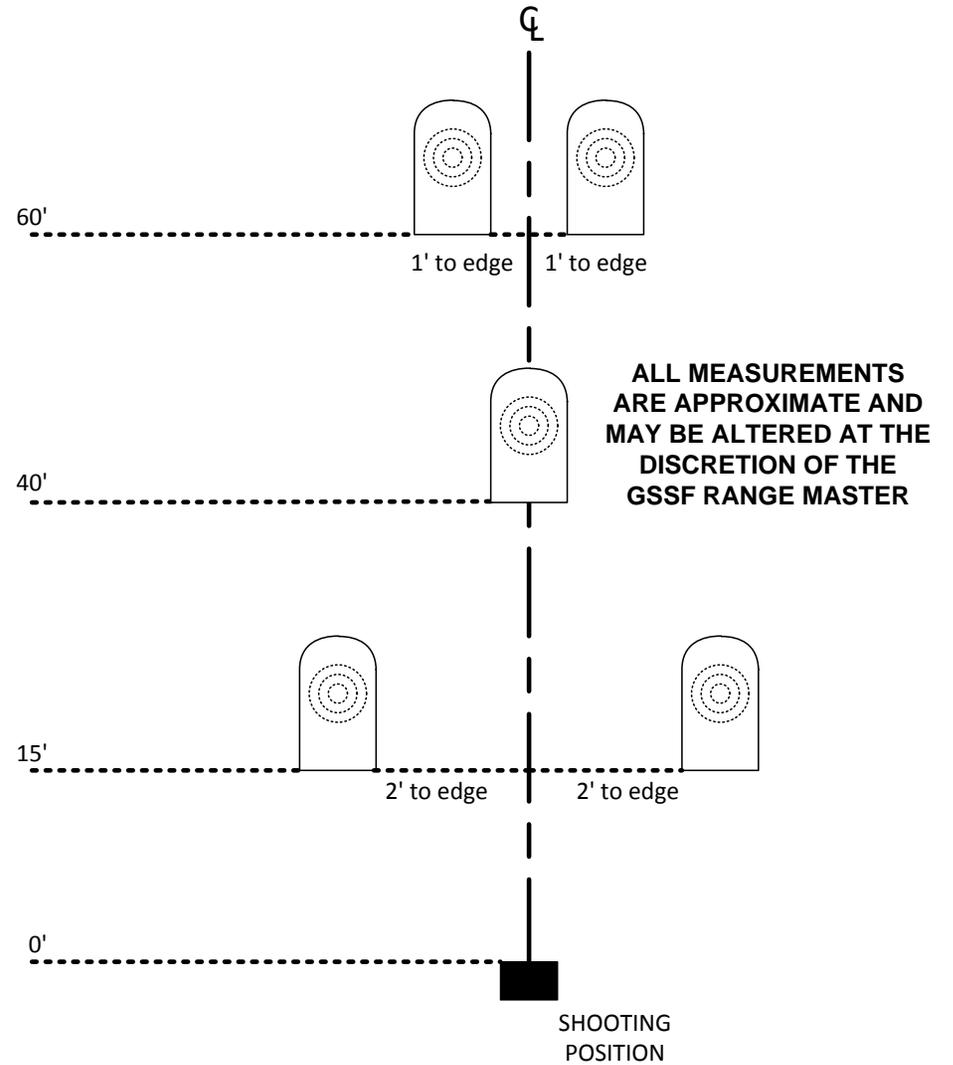


ALL MEASUREMENTS
ARE APPROXIMATE AND
MAY BE ALTERED AT THE
DISCRETION OF THE
GSSF RANGE MASTER

FIVE TO GLOCK - VERSION VII



FIVE TO GLOCK - VERSION VIII



GLOCK 'M

Start Position: Standing on the centerline of the target array, facing downrange in the “ready” or “low ready” position. (Ready: Firearm held in hands with muzzle pointed generally at the “starting mark” placed about 8’ to 10’ in front of the shooting position with competitor’s forearms touching the torso. On start signal, Firearm is “punched” out at the targets and the targets are engaged. Low Ready; Arms extended, Firearm pointed at the “starting mark”. On start signal, Firearm is swung up from the shoulders, wrists locked.) Finger(s) must be outside the firearm’s trigger guard until start signal sounds and the targets are engaged).

Stage Procedure:

3 Strings of Fire:

All Divisions except MajorSub and Pocket GLOCKS:

Competitor may load a maximum of 11 rounds per string of fire.

At the signal, engage each D-1 target with only 2 rounds each, in any order and successfully engage only one steel target of the competitor’s choice. Only one scored steel target per string. No stacking allowed on D-1 targets. Shooter may take extra shots to hit one steel target per string only without penalty.

Best 6 hits will be scored per paper target, 24 paper rounds. Plus 0, 1, 2 or 3 hits on steel targets as the case may be for a total of 27 scored rounds.

MajorSub and Pocket GLOCKS only.

Competitor may load a maximum of 7 rounds per string of fire.

At the signal, engage each D-1 Target with only 1 round each, in any order and successfully engage only one steel target of the competitor’s choice. No stacking allowed on D-1 targets. Only one scored steel target per string. Shooter may take extra shots to hit one steel target per string only without penalty.

Best three hits will be scored per D-1 target for a total of 12 paper rounds. Plus 0, 1, 2 or 3 hits on Steel targets as the case may be for a total of 15 scored rounds.

Between Strings:

Competitor may at will and/or may be instructed to reload GLOCK firearm between each string.

Competitor may not reload during a string of fire.

GLOCK Scoring:

Scoring: 27 Scored rounds (15 scored rounds for MajorSub and Pocket GLOCKS)

Targets: 4, NRA D-1 Targets (or other comparable target).

3 “Pepper Popper” steel targets (or other comparable target)

Scored hits: Best 6 hits per paper target

(Best 3 hits per paper target for MajorSub and Pocket GLOCKS)

A/B hit: +0 seconds

C hit: +1 Second

D hit: +3 Seconds

Miss: +10 Seconds

Successful hit on steel target; +0 seconds

Miss on steel target: +10 seconds.

When set in “Knock down” mode and not “Ring & Paint” mode Steel hit must fall to score except as otherwise noted below.

Ring & Paint mode: This is the standard steel-target setup mode. “Knock down” mode is optional. Even when set in “Knock down” mode, all entries

shot with the G28 or G42 .380 models in “Pocket GLOCKS” will be shot in “Ring & Paint” mode. In “Ring and Paint mode, one steel target is set to not fall. This steel target is engaged on each string. Steel is scored when hit. If the targets have been set up in “Knock down” mode, “Ring and Paint” mode may be used at the discretion of the GSSF Range Master. This is usually due to high winds but sometimes required due to range restrictions involving falling steel targets or to facilitate large matches.

Start-Stop: Audible – Last Shot.

Penalties: Procedural: +10 seconds

Extra Shot: (paper only) + 10 seconds

Setup Notes:

Establish a shooting position and centerline on the range extending from the shooting position. Set targets at appropriate distances from the shooting position and centerline.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety. Distances shown in stage setup diagrams should be considered to be approximate, not mandatory. If altered from stage setup diagrams, target distances should be the same amongst multiple stage setups within a given GSSF match.

Note: Distances between paper targets are measured from the centerline to the inside edge on D-1 targets. Distances between the centerline and steel targets are measured to the center of the steel target.

RO Notes:

“MajorSub and Pocket GLOCKS” match entries use their own unique scoresheet. Different in color from the “main” scoresheet

used for all other match Divisions and having a “3” in the “Total” columns for the Paper targets as contrasted with a “6” in the “Total” columns on the “main” scoresheets. If an incorrect label is attached to a particular scoresheet, do not bother to peel labels off and restick it to the “right” scoresheet. Simply cross off the “3”s or “6”s as the case may be, in the “Totals” columns and write in the “correct” per-target totals for that particular entry and move on.

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub and Pocket GLOCKS. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

A competitor is allowed to hit one Steel target per string. If a competitor hits more than one Steel target on a given string the competitor will be assessed a miss for that Steel target or Steel targets on the subsequent string or strings where that target was no longer available. No procedural penalties will be assessed.

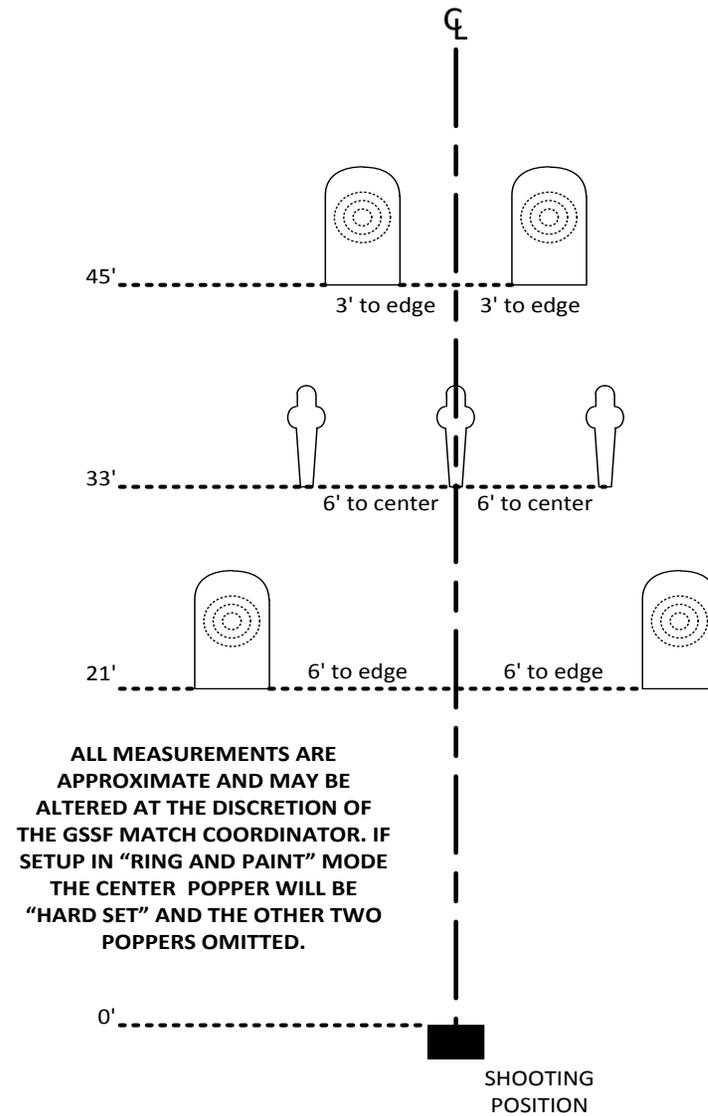
Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure or due to scoring errors or omissions. If competitor has an equipment or ammunition failure, competitor may have one re-shoot attempt at a “clean” run.

If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is allowed to reshoot the Course of Fire to obtain a “clean” run for final score.

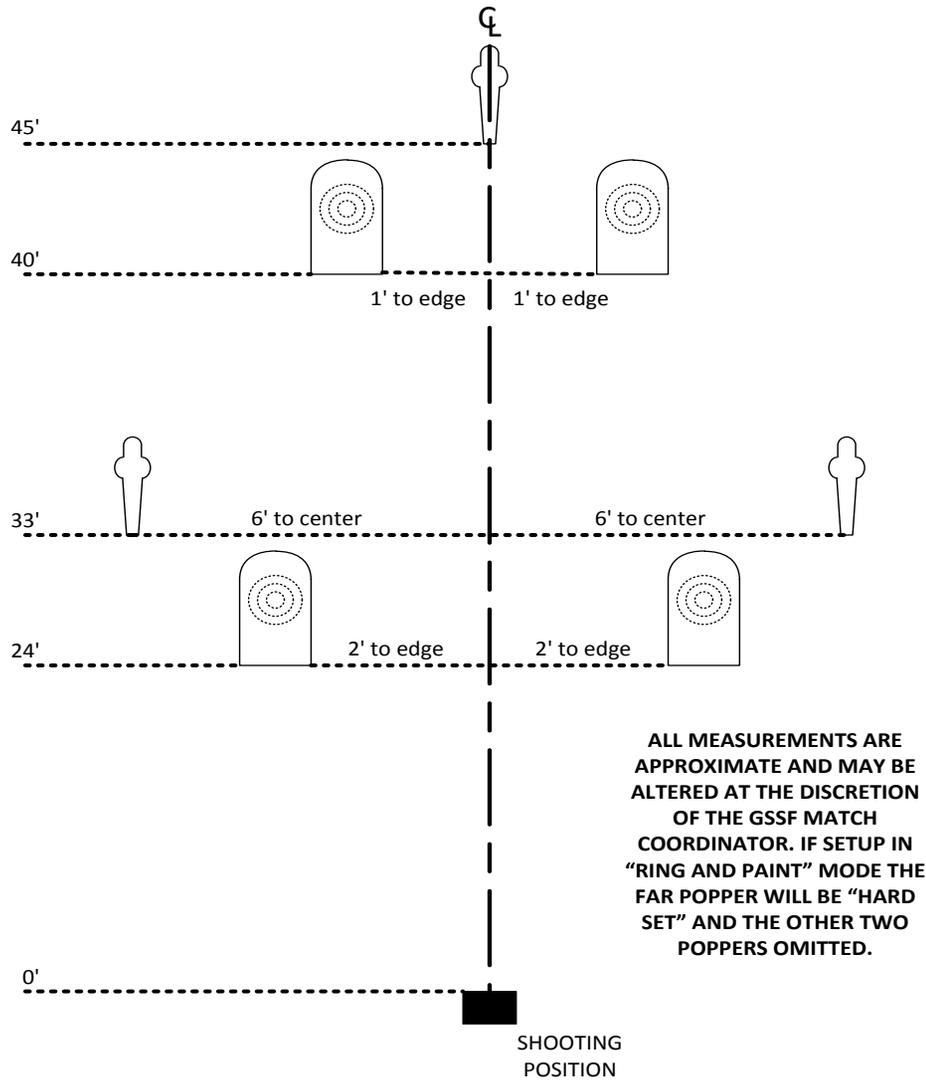
When competitors complete the course of fire, have them unload and show clear. All firearms must be properly holstered or secured in a GLOCK box, bag, or suitable container before the

shooter leaves the shooting position and/or anyone is allowed downrange. Unloaded firearms secured in holsters will have the slide locked to the rear.

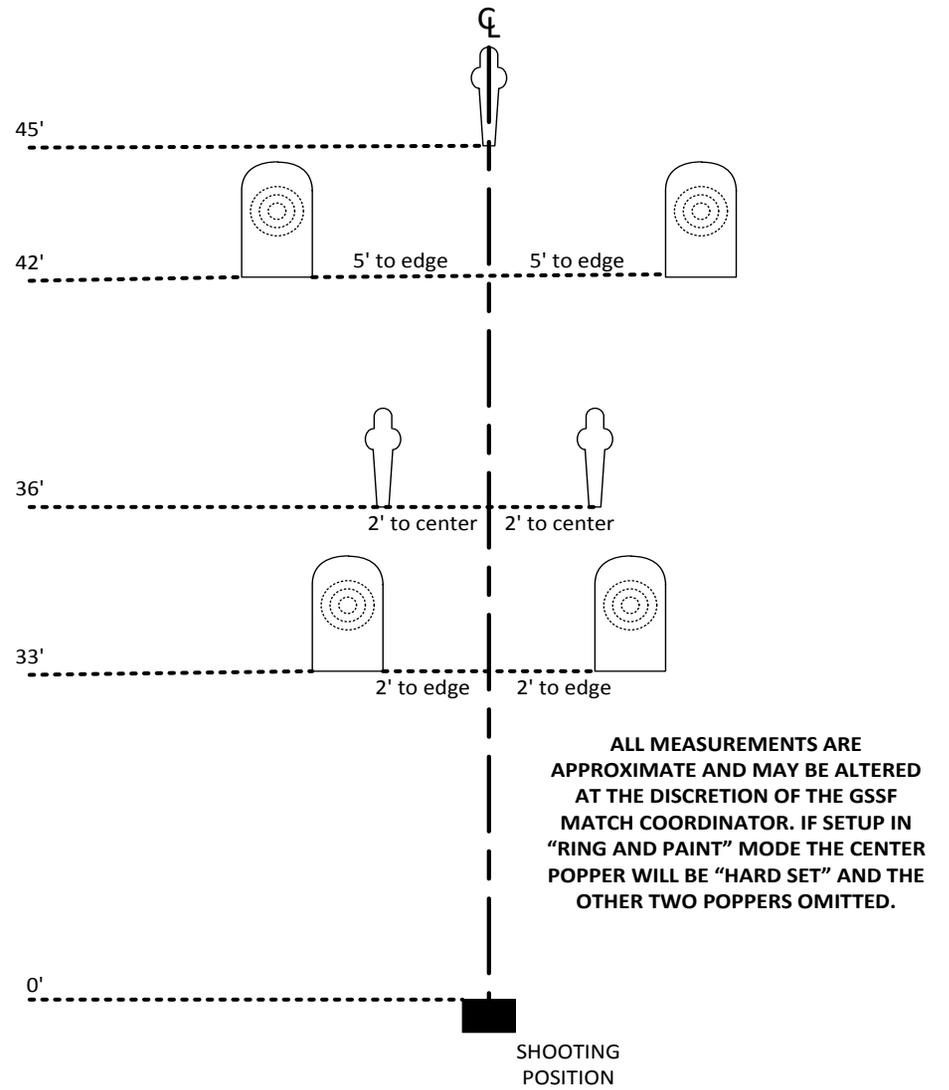
GLOCK 'M - VERSION I



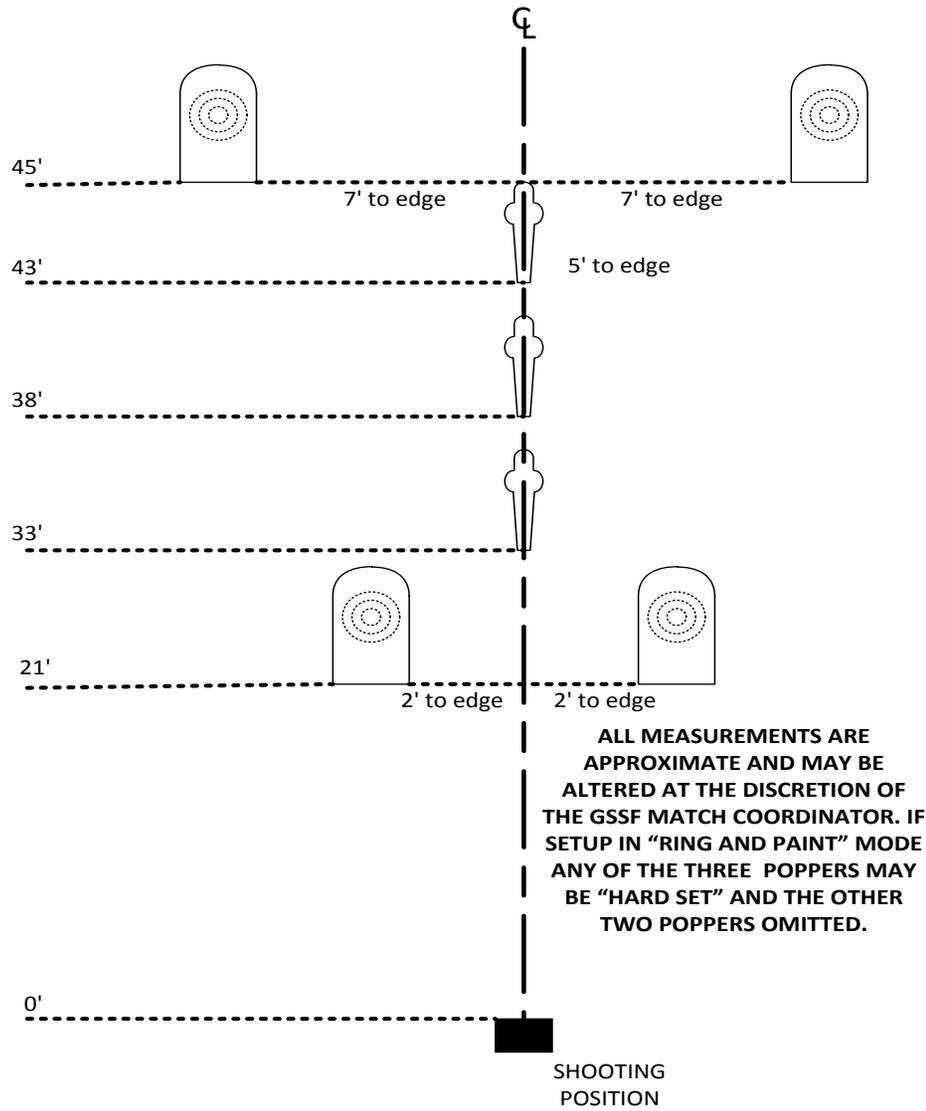
GLOCK 'M - VERSION II



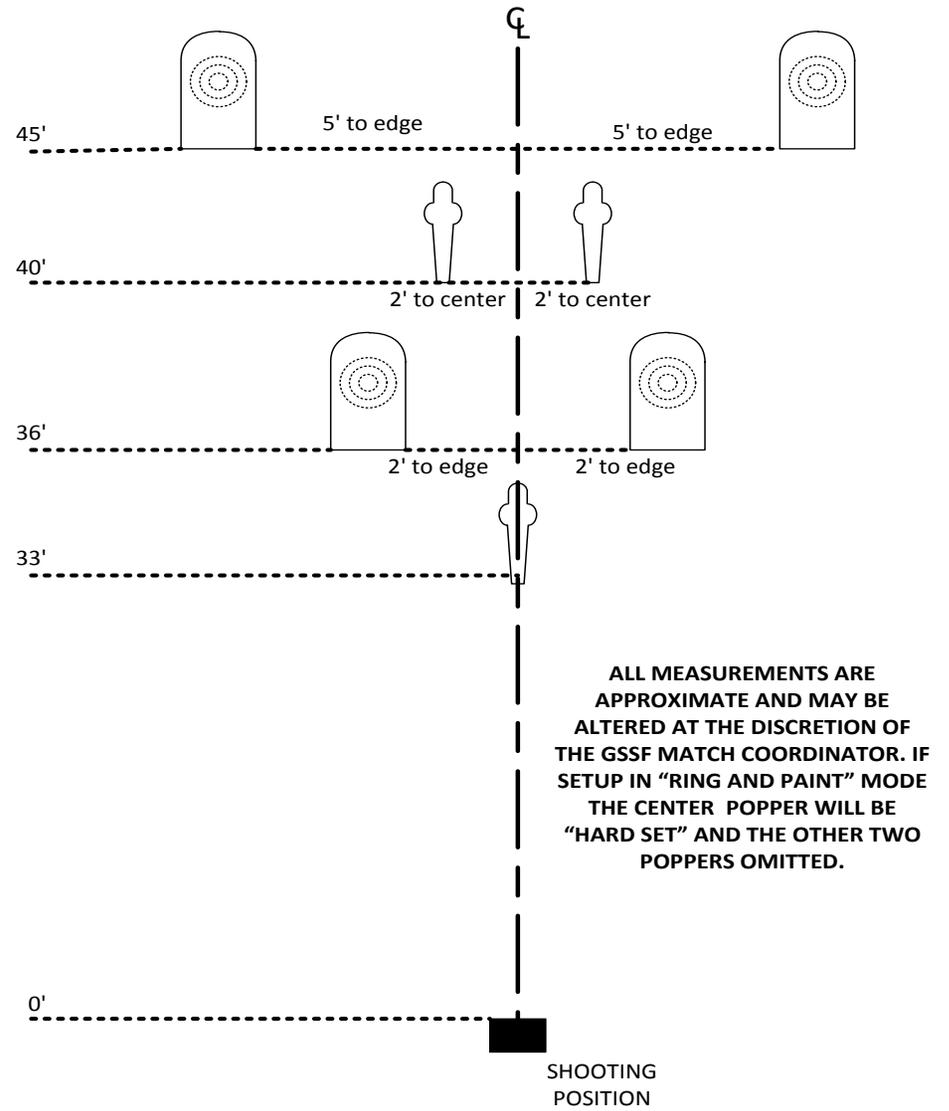
GLOCK 'M - VERSION III



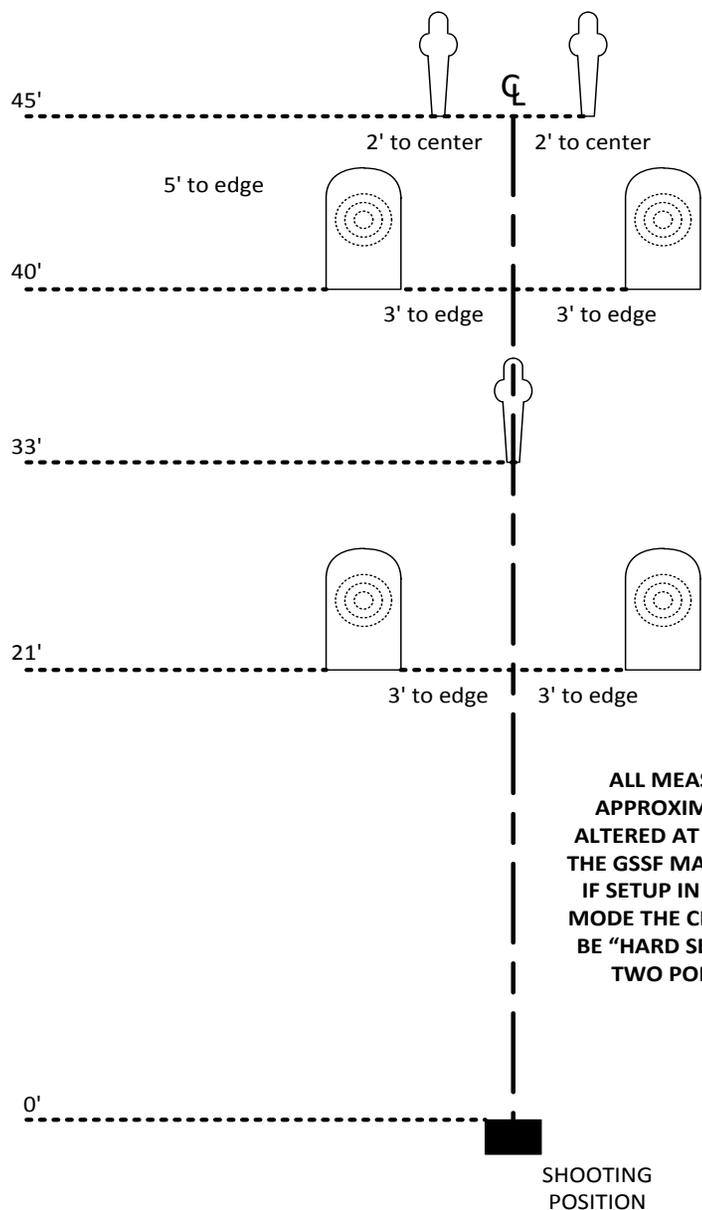
GLOCK 'M - VERSION IV



GLOCK 'M - VERSION V



GLOCK 'M - VERSION VI



GLOCK 'M (Paper Option)

Start Position: Standing on the centerline of the target array, facing downrange in the "ready" or "low ready" position. (Ready: Firearm held in hands with muzzle pointed generally at the "starting mark" placed about 8' to 10' in front of the shooting position with competitor's forearms touching the torso. On start signal, Firearm is "punched" out at the targets and the targets are engaged. Low Ready; Arms extended, Firearm pointed at the "starting mark". On start signal, Firearm is swung up from the shoulders, wrists locked.) Finger(s) must be outside the firearm's trigger guard until start signal sounds and the targets are engaged).

Stage Procedure:

3 Strings of Fire:

All Divisions except MajorSub:

Competitor may load a maximum of 11 rounds per string.

Of these only 9 rounds are intended to be fired per string. A round left in the chamber after a string has been fired is intended to facilitate reloading between strings only.

At the signal, engage targets 1, 2, 4, and 5 with only 2 rounds each, and target 3 with one round only, in any order. Target 3 is the inverted target. No stacking allowed.

Best 6 hits will be scored per paper targets 1, 2, 4, and 5; 24 rounds. Plus 0, 1, 2 or 3 hits on inverted target #3 as the case may be for a total of 27 scored rounds.

MajorSub only:

Competitor may load a maximum of 7 rounds per string of fire. Of these only 5 rounds are intended to be fired per string. A round left in the chamber after a string has been fired is intended to facilitate reloading between strings only.

At the signal, engage each D-1 Target with only 1 round each, in any order. No stacking allowed on D-1 targets.

Best three hits will be scored per D-1 target for a total of 15 scored rounds.

Between Strings:

Competitor may at will and/or may be instructed to reload GLOCK firearm between each string.

Competitor may not reload during a string of fire.

GLOCK Scoring:

Scoring: 27 Scored rounds. (15 scored rounds for MajorSub)

Targets: 5, NRA D-1 Targets (or other comparable target).

Scored hits: Best 6 Hits per Targets 1, 2, 4, and 5:

Targets 1, 2, 4, and 5 only:

A/B hit: 0 seconds

C hit: +1 Second

D hit: +3 Seconds

Miss: + 10 seconds

Scored hits: Best 3 hits per Target 3 for MajorSub

Inverted Target #3 only substitutes for steel targets.

Any A, B, C, or D Hit; 0 seconds

Miss: + 10 seconds

Start-Stop: Audible – Last Shot.

Penalties: Procedural: +10 seconds

Extra Shot: (paper only) + 10 seconds

Miss: + 10 seconds

Setup Notes:

Establish a shooting position and centerline on the range extending from the shooting position. Set targets at appropriate distances from the shooting position and centerline.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety. Distances shown in stage setup diagrams should be considered to be approximate, not mandatory. If altered from stage setup diagrams, target distances should be the same amongst multiple stage setups within a given GSSF match.

Ensure that target 3, whichever target is so designated, is inverted (upside down).

RO Notes:

“MajorSub” match entries use their own unique scoresheet. Different in color from the “main” scoresheet used for all other match Divisions and having a “3” in the “Total” columns for the Paper targets as contrasted with a “6” in the “Total” columns on the “main” scoresheets. If an incorrect label is attached to a particular scoresheet, do not bother to peel labels off and restick it to the “right” scoresheet. Simply cross off the “3”s or “6”s as the case may be, in the “Totals” columns and write in the “correct” per-target totals for that particular entry and move on.

Hits must only touch the scoring line to be scored the higher hit value. Benefit of the doubt is awarded to the competitor. Any hit on Target #3, which substitutes for steel targets, counts as one “A/B” or “Steel” hit with +0 seconds added.

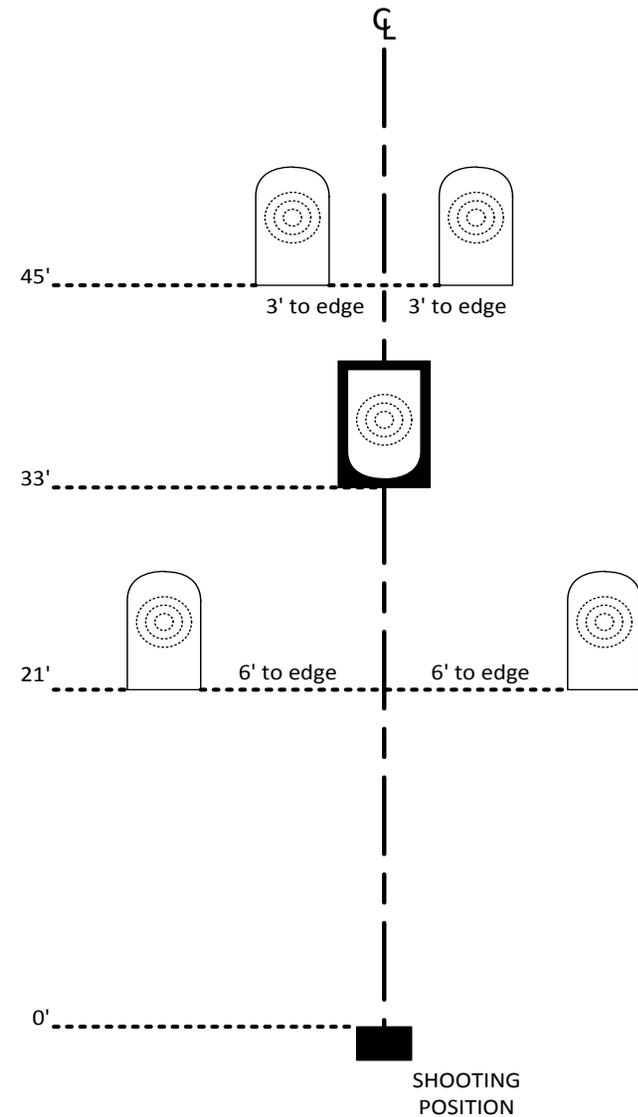
Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

Re-shoots can be awarded to the competitor in the case of range equipment malfunction or failure or due to scoring errors or omissions. If competitor has an equipment or ammunition failure, competitor may have one re-shoot attempt at a “clean” run.

If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is allowed to reshoot the Course of Fire to obtain a “clean” run for final score.

When competitors complete the course of fire, have them unload and show clear. All firearms must be properly holstered or secured in a GLOCK box, bag, or suitable container before the shooter leaves the shooting position and/or anyone is allowed downrange. Unloaded firearms secured in holsters will have the slide locked to the rear.

GLOCK ‘M - PAPER



GLOCK THE PLATES

Start Position: Standing on the centerline of the target array, facing downrange in the “ready” or “low ready” position. (Ready: Firearm held in hands with muzzle pointed generally at the “starting mark” placed about 8’ to 10’ in front of the shooting position with competitor’s forearms touching the torso. On start signal, Firearm is “punched” out at the targets and the targets are engaged. Low Ready; Arms extended, Firearm pointed at the “starting mark”. On start signal, Firearm is swung up from the shoulders, wrists locked.) Finger(s) must be outside the firearm’s trigger guard until start signal sounds and the targets are engaged).

Stage Procedure:

4 Strings of Fire:

All Divisions except MajorSub and Pocket GLOCKS.

Competitor may load a maximum of 11 rounds per string.

MajorSub and Pocket GLOCKS:

Competitor may load a maximum of 7 rounds per string.

All divisions:

At the signal, engage 6 Steel plates in any order.

Time will stop when the 6th plate falls or the last round is expended, whichever happens first.

Competitor may at will and/or may be instructed to reload the GLOCK firearm between each string.

Competitor may not reload during a string of fire.

GLOCK Scoring:

Scoring: 24 Scored rounds maximum

Targets: 6, 8” round steel plates*.

Scored hits: Except for G28 or G42 .380 models used in “Pocket GLOCKS”, Steel must fall to score. When G28 or G42 .380 models are used in “Pocket GLOCKS” the Plate Racks will be freshly repainted and run in the “Ring and Paint” mode as described in the GLOCK ‘M Course of Fire description. When run in “Ring and Paint” mode hits or misses will be called by the best judgment of the Range Officers.

Start-Stop: Audible – Last Shot.

Penalties: Miss: + 10 seconds.

Note: Miss penalties are only applied when steel is left standing after competitor has fired all 11 rounds (7 rounds MajorSub and Pocket GLOCKS).

*Plates will usually be 8” diameter round plates but actual size and shape may vary depending upon what plates the host club has most readily available for use.

Setup Notes:

Position the plate rack. Using a 100’ tape measure, establish the shooting position by positioning the Zero point of the tape measure at one end of the plate rack, the 66’ point of the tape measure at the other end of the plate rack, then find the shooting position at the 33’ point of the tape when tightly stretched back in a “V” shape.

RO Notes:

All entries, including MajorSub and Pocket GLOCKS entries use the same, usually white, scoresheet.

Re-shoots may be awarded to the competitor in the case of range equipment malfunction or failure or due to scoring errors or omissions. If competitor has an equipment or ammunition failure, competitor may have at least one re-shoot attempt at a “clean” run.

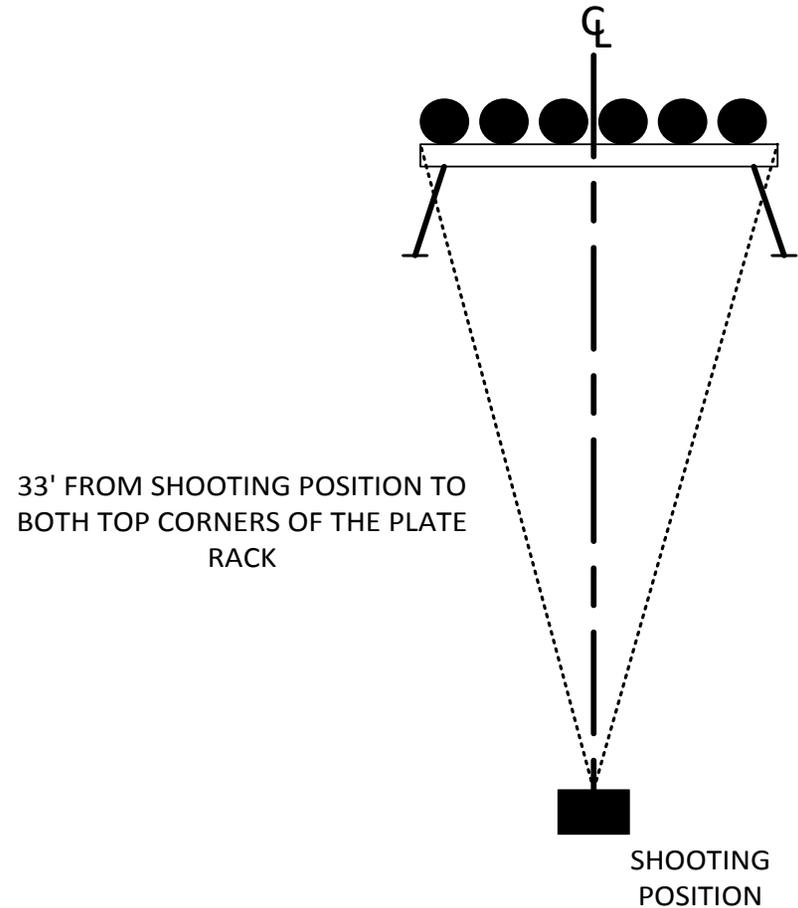
If the nature of malfunctions is relatively minor, at the Range Officers discretion only, the Range Officer(s) may allow a

reasonable number of attempts for the shooter to shoot four “clean” runs. Upon completion, shooter should seek out the match Armorer to remedy the problem.

If shooter has continuing malfunctions such that the shooter cannot successfully complete four clean runs, shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is allowed to reshoot the Course of Fire to obtain a “clean” run for final score.

When competitors complete the course of fire, have them unload and show clear. All firearms must be properly holstered or secured in a GLOCK box, bag, or suitable container before the shooter leaves the shooting position and/or anyone is allowed downrange. Unloaded firearms secured in holsters will have the slide locked to the rear.

GLOCK THE PLATES



GLOCK THE PLATES (Paper Option)

Start Position: Standing on the centerline of the target array, facing downrange in the “ready” or “low ready” position. (Ready: Firearm held in hands with muzzle pointed generally at the “starting mark” placed about 8’ to 10’ in front of the shooting position with competitor’s forearms touching the torso. On start signal, Firearm is “punched” out at the targets and the targets are engaged. Low Ready; Arms extended, Firearm pointed at the “starting mark”. On start signal, Firearm is swung up from the shoulders, wrists locked.) Finger(s) must be outside the firearm’s trigger guard until start signal sounds and the targets are engaged).

Stage Procedure:

4 Strings of Fire:

For all Divisions, competitor may load 6 to 11 rounds per string. If more than six rounds are loaded, only six rounds (one round per target per string) are intended to be fired per string. Chambered rounds remaining after a string has been completed are intended to facilitate reloading between strings only.

At the signal, engage each of the six (6) D-1 targets in any order with one round only. No stacking allowed.

Time will stop on the 6th round fired on each string.

Competitor may at will and/or may be instructed to reload the GLOCK firearm between each string.

Competitor may not reload during a string of fire.

GLOCK Scoring:

Scoring: 24 Scored rounds

Targets: 6, NRA D-1 Targets (or other comparable target).

Scored hits: Any A, B, or C Hit: +0 Seconds

Any D hit or complete miss: +10 Seconds

Start-Stop: Audible – Last (sixth) Shot.

Penalties: Procedural: +10 seconds

Extra Shot: + 10 seconds

Note: Scoring for each round will be either a hit or a miss. A hit touching on or inside the “C” ring = hit. Not touching and outside the “C” ring = miss.

Setup Notes:

Establish a shooting position and centerline on the range extending from the shooting position. Set targets at appropriate distances from the shooting position and centerline.

Firing point is at the center of the target array (centerline runs between targets 3 and 4

Below distances and heights may vary at the discretion of the Range Master due to range conditions and safety. Distances shown in stage setup diagrams and below should be considered to be approximate, not mandatory. If altered from stage setup diagrams, target distances should be the same amongst multiple stage setups within a given GSSF match.

Targets are set one (1) foot edge to edge. Targets 1, 3, and 5 are set on an even plane. Targets 2, 4, and 6 are set in an even plane 15” lower than targets 1, 3, and 5.

RO Notes:

All entries, including MajorSub entries, use the same, usually white, scoresheet.

Hits must only touch the “C” scoring line to be scored as a hit. Benefit of the doubt is awarded to the competitor.

Firearm will be loaded with anywhere between 6 to 11 rounds per Division. Only 6 rounds are to be fired per string. Competitors will be assessed extra shot penalties for each extra shot fired.

Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

Re-shoots can be awarded to the competitor due to range equipment malfunction or failure or due to scoring errors or omissions. If competitor has an equipment or ammunition failure, competitor may have one re-shoot attempt at a “clean” run. If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is allowed to reshoot the Course of Fire to obtain a “clean” run for final score.

When competitors complete the course of fire, have them unload and show clear. All firearms must be properly holstered or secured in a GLOCK box, bag, or suitable container before the shooter leaves the shooting position and/or anyone is allowed downrange. Unloaded firearms secured in holsters will have the slide locked to the rear.

GLOCK THE PLATES - PAPER VERSION

