

## GSSF RANGE OFFICER GUIDE

Thank you for volunteering as a range officer! We appreciate your support of the GLOCK Sport Shooting Foundation! The following is a guide that includes information you should know and important safety rules. The information is directly from the Volume 1 of the GLOCK Report. Please read the current Volume 1 for complete information on GSSF matches. Reference to specific Volume 1 rules is listed after each item.

Role: To safely assist competitors through courses of fire, provide range commands, control sign in procedures, score competitors and to enforce firearms safety rules for GSSF and the host club organization.

First and foremost, it is imperative that each Range Officer understands and follows basic firearms safety procedures. Failure to follow these rules will result in disqualification.

### 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

6. and check that no round is loaded in the firing chamber. 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.

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. Range Officers should report such competitors to the Range Master. (20.40)

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

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

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

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. (20.80)

## MATCH PROCEDURES AND INFORMATION

Brass: GSSF matches are "lost brass" matches. Do not allow competitors to pick up spent cases at any time. (50.50)

Calibration: Steel must fall to score. (Exception: During windy "Wind Rules" conditions and/or as deemed by the Range Master.) Calibration is performed with factory 9x19mm ammunition, with a low center hit on steel targets. If steel fails to fall after a defined hit, the target may be re-shot by the range staff to test calibration. (160.10)

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

Firearms can only be handled when:

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

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

Acceptable means to transport firearms about the range:

1. Unloaded, *with the slide locked to the rear* in a holster that safely retains the 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 ones hand. It must be in one of the acceptable means of transport listed above.

Stage signup procedures and squadding. Determining who has priority on a particular stage is based upon two factors. First, what time the competitor arrived and completed the registration process that day, first come, first served. This is determined by signing up on the appropriate stage sign-in sheets at each chosen stage of fire setups immediately after the competitor has completed the registration process and has received scoresheet labels. Second, what competitors happen to be

handy at a particular stage location when the time comes to form the next "squad" of competitors. This is determined by competitors having marked the appropriate space on the sign-up sheet signifying their presence and that they are awaiting their turn to be included in a squad and shoot the stage.

Multiple entries by an individual should be signed in on successive lines. However, with one exception only two entries may be fired in succession. After firing two entries the competitor should step off the line and allow another competitor to shoot their one or two entries. The first competitor may then return and fire his or her third and fourth entries, repeating this procedure as necessary. The range officer or competitors may arrange the squad scoresheets to comply with this rule AFTER they have been squadded.

The range officer will squad approximately eight (8) to twelve (12) priority-based entries per available stage set-up. New squads will be formed once the previous squad is down to their last one or two entries. If many more than about (8) entries are squadded, unnecessary delays will occur for competitors who signed in at an earlier time of day.

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

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

Range Officers should strictly control the supply of blank scoresheets. Your control of the scoresheets is your best assurance of proper control of the shooting order. Never make scoresheets available to any particular competitor unless and until that competitor is squadded by the range officer. Unlabeled scoresheets should be kept out of sight and unavailable to competitors until needed for squadding purposes.

Labeled scoresheets are not to be left in the possession of the competitors. Labeled scoresheets will be kept by the Range Officers to enable them to control the proper shooting order.

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

After squadding a particular competitor the range officer will cross the competitors' name off the sign-up list preferably with a hi-lighter.

Range officers have the authority to make reasonable alterations to the shooting order at their discretion.

Pasting and Setting Steel: The PRIMARY jobs of Range Officers are to Administer the shooting order as described above, conduct the competitors through (shooting) the stage, and score targets. So far as the Range Officers are concerned, pasting targets and resetting Pepper Poppers are SECONDARY functions. Whenever possible competitors who are waiting to shoot and who are not either "up" or "on deck" in the shooting order should be encouraged to paste targets and reset steel. However, Range Officers should keep a close eye on their activities to ensure that they do not paste a target before it has been scored.

Reshoots. GSSF reshoot policies are much more lenient than those of other shooting venues. Everyone is allowed one "free reshoot" per stage. No matter the cause of a malfunction, whether bad ammo, "limp

wristing", or whatever. If the competitor cannot or does not complete three "clean" strings of fire on "Five to GLOCK" or "GLOCK 'M", the ROs will paste all targets and reset all steel and allow the competitor one additional chance to shoot three "clean" strings. On "GLOCK The Plates", competitors may re-shoot individual strings, not all strings. If there is a SECOND malfunction the competitor and his gun, ammo and other equipment should be removed to the Armorer for resolution. Once the problem has been corrected, the competitor may return to the Stage location and again attempt to shoot a "clean" Stage.

Safety Zones. Safety Zones are areas established so that the competitor may safely handle his or her firearms without Range Officer supervision. Whether to show the firearm to another competitor, do dry-firing exercises, or to clean the firearm or whatever reason causes the firearm to be removed from its holster or container for reasons that do not include the three specific areas where gun handling is permitted.

#### Scoring.

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

Steel Hit	=	0 seconds
A or B Hit	=	0 seconds. A Hit in either zone is scored "B". (160.15)
C Hit	=	+1seconds
D Hit	=	+3 seconds
Miss	=	+10 seconds
Procedural	=	+10 seconds (Earned by the competitor

if he or she commits course of fire infractions, attempts to gain an unfair competitive advantage, or causes unnecessary delay.)

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

"A" and "B" hits are both scored "Zero" seconds and historically were only differentiated for very rare tie-breaking purposes. Other methods are now used to break ties.

To facilitate scoring and target pasting all hits within either or both the "A" and/or "B" zones will be scored as "B" hits. Score "C" and "D" hits and account for any "Misses" as well, marking them on the scoresheet as appropriate.

Review scores behind the firing line with the competitor. The competitor should check scoresheets to ensure correct information is complete before initialing it. Initialing the scoresheet indicates that the range officer and competitor are both agreed that the scores are correct as they are written on the scoresheet.

If a competitor does not trouble himself to initial a scoresheet having been given the opportunity to do so it is assumed the competitor accepts the score as written. ROs, you need not "chase after" competitors to obtain their initials.

Range officers may grant reshoots in the case a non-recoverable scoring error is detected at the time scoresheets are reviewed and initialed.

If a competitor finds a scoring error on his carbon copy later while the match is still in progress and an appropriate stage setup is still available the competitor may reshoot the stage. The competitor should seek out

the Range Officers at the stage where the error occurred, or the Range Master or Match Registrar if necessary. Range Officers may place the competitor near the top of the then-current shooting order as appropriate so they may reshoot their score without excessive delay.

Some variations may be made in the sign-in and squadding procedures to suit range conditions. If Range Officers feel changes are necessary, they should consult the GSSF Range Master so that appropriate changes can be instituted at all match stage locations as necessary.

Target Replacement: Targets should be replaced at the discretion of the Range Officers and Range Master when scoring rings, usually the "B" scoring ring, is so covered in pasters that accurate scoring is difficult.

Unsafe Ammunition: Range Officers should be on the watch for defective and unsafe "squib" ammunition. If a round makes a "pop" sound rather than the normal sound, do NOT allow the competitor to do a "tap/rack/" sequence. Stop them; the barrel of the firearm may be obstructed. Have the competitor unload and show clear. If you wish to quickly see if the barrel is obstructed, with the slide locked open, slide a narrow object, such as a pen or pencil, down the barrel. Alternatively, field strip the firearm and inspect the barrel for obstructions or damage. If the barrel is obstructed, send the competitor to the Armorer to resolve the problem. Once the problem is resolved and the Armorer has judged the firearm safe to shoot, the competitor may reshoot the stage for score. Needless to say, the competitor should NOT continue to use the same ammunition as that which contained the "squib" load.

Weather: If there is severe weather, GSSF will suspend or cancel the competition. As a general rule, if the interval between the "flash" and "bang" of lightning is 15 seconds or less, meaning that lightning is within about 3 miles of your location, competition should be suspended and all personnel should be directed to shelters until the storm passes.

Bagging Targets. If raining, targets may be covered with clear plastic bags to keep the GSSF match running. ALL stage setups should either bag, or unbag, targets at the same time. Otherwise some stage setups may have a competitive advantage over others. There are two methods that are often used. When rain is relatively light cut a vertical slit in the bag over the scoring rings with a sharp knife. The target may be scored and paged through the slit. When rain is relatively heavy, firmly staple a bagged target to the target stand as a "backer". Use "binder clamps" to clamp another bag-encased target to the target "backer". Targets may be removed and replaced and scored behind the firing line under available cover. If it appears that weather may pass over, feel free to suspend competition for a time and allow it to do so.

## GSSF DIVISIONS

Ensure that each competitor is shooting with the appropriate equipment in each division. If there is a question as to whether a competitor's firearm is stock, have the competitor report to the GLOCK Armorer and/or Range Master for gun inspection.

DIVISION NAME	GUNS THAT MAY BE USED IN THIS DIVISION	NOTES
<u>CIVILIAN</u> (OPEN TO AMATEURS)	G17/19/20/21/22/23/26/27/29/30/31/32/33/37/38/39 JUNIOR COMPETITORS (<18) MAY ALSO USE G17C/17L/19C/20C/21C/22C/23C/24/24C/31C/32C/34/35  MAY LOAD 11 ROUNDS PER STRING	G38/39 SHOULD USE G37 MAGS
<u>GUARDIAN</u> (OPEN TO AMATEURS)	G17/19/20/21/21SF/22/23/26/27/29/30/31/32/33/37/38/39  MAY LOAD 11 ROUNDS PER STRING	G38/39 SHOULD USE G37 MAGS
<u>SUBCOMPACT</u> (OPEN TO BOTH AMATEURS AND MASTERS)	G26/27/29/30/33/39 MAY LOAD 11 ROUNDS PER STRING  WHEN USING G29, G30, OR G-39, DO NOT CONFUSE "SUBCOMPACT" WITH "MAJORSUB"	G38/39 SHOULD USE G37 MAGS
<u>COMPETITION</u> (OPEN TO BOTH)	G17/17C/17L/19/19C/20/20C/21/21C/22/22C/23/23C/24/24 C/26/27/29/30/31/32/33/34/35/37/38/39	G38/39 SHOULD USE

AMATEURS AND MASTERS)	MAY LOAD 11 ROUNDS PER STRING	G37 MAGS
<u>MAJORSUB</u> (OPEN TO BOTH AMATEURS AND MASTERS)	G36/29/30/39  MAY LOAD SEVEN (7) ROUNDS PER STRING. SHOOT ONE (1) ROUND PER PAPER TARGET RATHER THAN TWO ROUNDS. WHEN USING G29/30/39, DO NOT CONFUSE "MAJORSUB" WITH "SUBCOMPACT"  FOR 2011, WHAT IS NOW "MAJORSUB" WAS THEN CALLED "HEAVY METAL". DO NOT CONFUSE THE TWO.	FOR THE "GLOCK 'M" AND "FIVE TO GLOCK, USE THE SPECIAL SCORESHEETS PROVIDED FOR "MAJORSUB" THAT HAVE "3"s IN THE TARGET TOTAL BOXES.
<u>HEAVY METAL</u> (OPEN TO BOTH AMATEURS AND MASTERS)	G20/21/29/30/37/38/39  MAY LOAD 11 ROUNDS PER STRING.  THIS IS A NEW DIVISION FOR 2012. DO NOT CONFUSE IT WITH WHAT IS NOW "MAJORSUB"	G38/39 SHOULD USE G37 MAGS
<u>MASTERSTOCK</u> (OPEN TO BOTH AMATEURS AND MASTERS)	G17/19/20/21/21SF/22/23/26/27/29/30/31/32/33/37/38/39  JUNIOR COMPETITORS (<18) MAY ALSO USE G17C/17L/19C/20C/21C/22C/23C/24/24C/31C/32C/34/35  MAY LOAD 11 ROUNDS PER STRING	G38/39 SHOULD USE G37 MAGS
<u>UNLIMITED</u> (OPEN TO BOTH AMATEURS AND MASTERS)	ANY GLOCK FIREARM (EXCEPT G36) THAT HAS A GLOCK PISTOL FRAME, CHAMBERED FOR A CARTRIDGE THAT GLOCK CHAMBERS (9X19MM, .40 AUTO, .357 AUTO, 10MM, .45ACP, .45GAP) DOES NOT HAVE A SHOULDER STOCK (IS NOT A CARBINE CONVERSION UNIT) AND IS SAFE TO SHOOT.	G38/39 SHOULD USE G37 MAGS
<u>RESHOOT POLICY</u>	IF THERE IS A MALFUNCTION FOR ANY REASON, INCLUDING RELOADED AMMO, "OPERATOR ERROR", OR OTHER REASON, COMPETITOR GETS <u>ONE</u> RESHOOT.  IF THERE IS A SUBSEQUENT SECOND MALFUNCTION COMPETITOR SHOULD REMOVE GUN AND AMMO FROM THE STAGE AND HAVE THE PROBLEM RESOLVED BY THE ARMORER. ONCE RESOLVED, COMPETITOR MAY RETURN TO COMPLETE HIS/HER MATCH ENTRY WITHOUT PENALTY.	

## MAJORSUB

"MajorSub" competitors should load six (6) rounds loaded in the magazine, plus one round in the chamber, for a total of seven (7) rounds loaded per string.

For every division except "MajorSub", the competitor should load one (1) round in the chamber and ten (10) rounds in the magazine for a total of eleven (11) loaded rounds.

RANGE OFFICERS SHOULD BE AWARE OF THE DIFFERENCES BETWEEN THE "SUBCOMPACT", "HEAVY METAL" AND "MAJORSUB" DIVISIONS. Competitors may use GLOCK firearms for "MajorSub" that can hold more than (seven) 7 rounds. These are the GLOCK G-29, G-30, and G-39 firearms. These firearms must be restricted to no more than 7 rounds loaded per string of fire when shooting "MajorSub".

HOWEVER, be aware that the GLOCK G-29, G-30, and G-39 firearms may ALSO be used for the normal, 11 rounds loaded per string, "Subcompact" Division.

DO NOT CONFUSE THE TWO.

If your competitor is shooting "MajorSub", competitor should load no more than 7 rounds per string AND shoot no more than ONE round per paper target.

If competitor is shooting "Subcompact" or any other Division competitor should load no more than 11 rounds per string AND shoot each paper target with TWO rounds per string of fire.

## INDIVIDUAL ROLES

There are three primary Range Officer "roles". The "Sign-In Sheet" RO role; the "Scorekeeping RO" role; and the "Chief Range Officer" role. These roles can be combined in one person, usually "Sign-In Sheet & Scorekeeping RO" role or sometimes "Sign-In Sheet & Chief Range Officer" role. Who performs what role varies depending on how many ROs are available and how many stage setups are set up.

"Sign-In Sheet" RO role. Refer to GLOCK Report for complete rules and match procedures.

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Do not distribute scoresheets unless you are forming a new "squad" of approximately eight to twelve match entries. When not forming a new squad it is best to keep the supply of "blank" scoresheets out of sight and inaccessible to the competitors.

As competitors sign in on your sign in sheet make sure they legibly mark their names, entry information, and the time they signed the sheet.

If they are going to stay to shoot your stage, they should also mark an "X" in the "Squad" column to the left of their name.

If they are going to leave to shoot one or both of the other stages first, they should leave the "Squad" column unmarked until they return to shoot your stage. They should then mark it upon their return.

When a stage setup is down to about the last two or three squad entries, it is time to form the next "squad".

Call the name of the first Sign-In Sheet entry that is marked with an "X" that has not been lined-through or more commonly, marked through with a Hi-Lighter that signifies that that person was squadded on a previous squad. Select the correct scoresheet label(s) from those the competitor

provides to you and place them on the bottom of the scoresheet(s). Place these sheets face down, to maintain the proper shooting order. Use a Hi-Lighter to mark through that person's name. Repeat with the next "X" marked competitor, and repeat until you have approximately 8 entries.

Take the labeled scoresheets to the "Christmas Tree" (a construction of cardboard and binder clamps used to display the scoresheets.) If there are any scoresheets remaining from the previous squad, move them to the top of the "Christmas Tree" at this time. Then hang your newly squadded scoresheets on the "Christmas Tree" in the proper order following the remainder of the previous squad.

With one exception, competitors who have more than two match entries may only shoot two of those entries "back to back" before they must relinquish the shooting position to another competitor who may then shoot their one or two entries. The first competitor may then return to shoot his or her 3<sup>rd</sup> and 4<sup>th</sup> entries before again relinquishing the shooting position to another competitor. Then once again, the first competitor may return and shoot his or her 5<sup>th</sup> and 6<sup>th</sup> entries.

If a competitor has three, and only three entries and no one in the squad objects, that competitor may shoot all three entries back to back to back without relinquishing the shooting position. However, if anyone in the squad does object, the competitor is obligated to "shoot two, let someone else shoot one or two, return and shoot the 3<sup>rd</sup>" as per the normal SOP.

If there are only one or two stage setups being "fed" from a single sign-in sheet it is probably not necessary to have a full-time, "dedicated" Sign-In Sheet Range Officer. The sign-in sheet can be left unattended for the most part and only referred to when it is necessary to form a new squad. If one sign-in sheet is used to "feed" three or more stage set-ups on the same range it is usually good to have a Range Officer dedicated

to the Sign-In sheet and continuously “feeding” new squads to the various stage-setups, each with its’ own “Christmas Tree”, as they each require new squads to be formed.

Scorekeeping Range Officer. Refer to GLOCK Report for complete rules and match procedures.

Be sure all spectators and competitors are wearing adequate eye and ear protection.

Remove the next competitors’ scoresheet from the “Christmas Tree”. If the competitor has multiple entries, check with the competitor to ensure you are scoring the correct scoresheet for whichever of his or her entries he or she is shooting at that time.

As the competitor shoots each string of fire, record the elapsed time of each string in the appropriate place on the scoresheet. Record hits and misses on steel targets as appropriate. Note. The Scorekeeping Range Officer and the Chief Range Officer should situate themselves in such a way that the CRO can extend the timers’ display towards the Scorekeeping RO and allow him to read and record the time. The CRO should keep his or her attention focused on the competitor and NOT “read” the time to the Scorekeeping RO! When the Scorekeeping RO has seen the time he should say “got it” or something similar to let the CRO know the time has been recorded. If the CRO is distracted such that the Scorekeeping RO cannot see the timer display, the Scorekeeping RO should say “Time” in an insistent tone until the CRO does properly allow the Scorekeeping RO to record the time.

When the competitor has finished all strings of fire, before the Scorekeeping RO proceeds downrange to score targets, the Scorekeeping RO should consult the “Christmas Tree”, call the next competitor to the firing position, and tell him or her that he or she may

lay out their magazines but that they are NOT to handle their firearm in any manner until told to do so.

The Chief Range Officer will usually call out hits on targets, which are then recorded by the Scorekeeping RO. To ensure clear communication, the Scorekeeping RO should repeat back the Chief RO’s scoring calls as they take place and are recorded.

Be sure that each target line adds up to 6, including misses, except for MajorSub where each target line should add up to 3, including misses.

If there is any disagreement between the Range Officers and a competitor as to the scoring of any particular target, that target should be removed from the target stand and replaced with a new target so the match may proceed. The questionable target, and the scoresheet that goes with it, should be set aside for scoring by the GLOCK Range Master. The Range Masters’ scoring will be final.

It is not the primary duty of Range Officers to paste targets or reset steel targets. These duties should be performed by those competitors who are neither “up” nor “on deck”. However, Range Officers should carry a few pasters with them and paste a few holes when it will speed up the process.

The Scorekeeping RO should take the competitor behind the line to go over his or her scoresheet. It is the competitor’s responsibility to catch any scoring errors on his or her scoresheet at this time.

The Scorekeeping RO will retain the original scoresheet and give the carbon copy, if any, to the competitor. All scoresheets should eventually be turned over to the GLOCK Match Registrar.

At this time the Chief RO starts the “Load and Make Ready” process with the next competitor.

Chief Range Officer. Refer to GLOCK Report for complete rules and match procedures for the Stage you are working.

Be sure all targets are pasted, steel is reset and the range is clear before issuing the "Load and Make Ready" command.

Always be certain the range is clear and all personnel and spectators are wearing eye/ear protection.

Loudly announce:

"GOING HOT"

As a warning that shooting is imminent and that all personnel have a last chance to see to their eye/ear protection.

"LOAD AND MAKE READY".

Competitor should draw or unbag the firearm. Competitor may take a "cold" sight picture, snapping the trigger on an unloaded chamber once or a couple of times while sighting on the targets with his or her firearm if the competitor wishes. The competitor should then LOAD and assume the "ready" position. Firearm pointed at the targets, any part of the forearm from the elbow to the wrist touching the torso.

"ARE YOU READY?"

When the competitor has assumed the "Ready" position this is the signal to the Range Officer that the competitor IS ready to proceed. The "ARE YOU READY" command is a final check to ensure that the competitor IS, in fact ready. Do NOT tell the competitor to "Nod when Ready".

Unless the competitor expressly indicates "Not Ready", Range Officer should proceed to:

"STAND BY"

This is the final warning to the competitor that shooting is imminent. Wait for a heartbeat or two between "Stand By" and pushing the "start" button on the timer.

Your primary focus should be on the gun itself, ensuring that the competitor will not turn with the gun and point it uprange.

You may also provide directing commands, such as "Reload for your next String".

Once the competitor has completed all strings of fire,

"IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR".

Have competitor remove the magazine, wrack the slide to eject the chambered round.

After confirming an unloaded firearm, and the pistol is still pointed at the targets, "IF THE GUN IS CLEAR, SLIDE FORWARD". Have the competitor bring the slide forward.

"PULL THE TRIGGER". Have the competitor pull the trigger as an added chamber check, then lock the slide open if the competitor is going to re-holster the firearm. If they are going to re-holster, say "HOLSTER".

If they are not going to Re-holster, they may either lock the slide open or leave the slide down, at the competitor's option, and say "BAG IT" and ensure that the firearm is then put away in a box or other container.

MAKE SURE ALL FIREARMS ARE SAFELY SECURED BEFORE ANYONE GOES DOWNRANGE.

IF YOU ARE SHARING THE FIRING LINE WITH OTHER MATCH STAGE SETUPS, MAKE EYE AND VERBAL CONTACT WITH YOUR

COUNTERPARTS ON THE OTHER SETUPS AND ENSURE THAT FIREARMS ON ALL SETUPS HAVE BEEN SECURED BEFORE ANYONE HEADS DOWN RANGE TO SCORE, PASTE, OR RESET STEEL.

If you WISH, before heading downrange you may call the next competitor to the firing line and tell them they may lay their magazines out, but specifically tell them DO NOT HANDLE YOUR FIREARM UNTIL OTHERWISE DIRECTED.

In most cases, the Chief RO will call the hits/misses on each target out to the Scorekeeping RO, who will record them.

For all Courses of Fire :

Start Position: Standing on the centerline of the target array, facing downrange in an accepted "ready" position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor's forearms touching the torso. OR "Low Ready"; arms extended, gun pointing down at the ground at about a 45 degree angle. On start signal, gun is raised from the shoulders, not from the wrists. Prior to start signal, trigger finger must be outside the firearm's trigger guard.

For all Courses of Fire :

RO Notes:

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

For all Courses of Fire :

GLOCK Scoring:

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

Paper hits: Best 6 hits per target (3 for MajorSub)

A/B hit: +0 seconds

C hit: +1 Second

D hit: +3 Seconds

Penalties:

Miss: + 10 seconds

Procedurals: +10 Seconds

Start-Stop: Audible – Last Shot.

Steel hits\*: Steel must fall to score

\*Ring & Paint mode: One Steel Target is set to not fall. This Steel Target is engaged on each string. Steel is scored when hit. This method may be used as an option at some match locations at the discretion of the GSSF Range Master, usually due to high winds but sometimes due to range restrictions involving falling steel targets or to facilitate entries at high-volume matches..

## COURSES OF FIRE

### FIVE TO GLOCK

#### Stage Procedure:

#### 3 Strings of Fire:

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

#### MajorSub:

#### 3 Strings of Fire:

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

Competitor will be allowed to load a maximum of 7 rounds per string. Best three hits will be scored per target.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

#### Setup Notes:

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

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

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

GLOCK 'M

#### Stage Procedure:

#### 3 Strings of Fire:

At the signal, engage each D-1 target with only 2 rounds each, in any order and only one pepper popper of the competitor's choice. (Only one scored steel target per string.) No stacking allowed on D-1 targets. You may take extra shots on steel targets only without penalty.

#### MajorSub:

#### 3 Strings of Fire:

At the signal, engage each D-1 Target with only 1 round each, in any order and only one steel target of the competitor's choice.

Competitor will be allowed to load a maximum of 7 rounds per string. Best three hits will be scored per D-1 target.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

#### Setup Notes:

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

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

## **GLOCK THE PLATES**

### Stage Procedure:

#### 4 Strings of Fire:

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

#### MajorSub:

At the signal, engage 6 Steel plates in any order. Competitor will be allowed to load a maximum of 7 rounds per string.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

\*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.

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

#### Setup Notes:

Establish a centerline on the range and a start position.

Distances and heights may vary at the discretion of the Range Master due to range conditions, safety, and what targets the host club has available for use.

4/01/2012

## **GLOCK 'M (Paper Option)**

### Stage Procedure:

#### 3 Strings of Fire:

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.

#### MajorSub:

#### 3 Strings of Fire:

At the signal, engage targets 1-5 with only 1 round each, in any order. No Stacking allowed.

Competitor will be allowed to load a maximum of 7 rounds per string. Best three hits will be scored per D-1 target.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

### GLOCK Scoring:

Scoring: 27 Scored rounds

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

3 Steel Pepper Popper (or other comparable target)

Scored hits: Targets 1, 2, 4, and 5:

Best 6 Hits per target (3 for MajorSub)

A/B hit: 0 seconds

C hit: +1 Second  
D hit: +3 Seconds  
Scored hits: Target 3  
3 Hits per target  
Any A, B, C, or D Hit; 0 seconds  
Start-Stop: Audible – Last Shot.  
Penalties: Procedural: +10 seconds  
Extra Shot: (paper only) + 10 seconds  
Miss: + 10 seconds

**Setup Notes:**

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

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

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

**GLOCK THE PLATES (Paper Option)**

Stage Procedure:

4 Strings of Fire:

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

All firearms may be loaded to division capacity.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. However, there is little point in loading more than 6 or 7 rounds per string for any division entry, including MajorSub, since ONLY six rounds may be fired per string.

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 Shot.  
Penalties: Procedural: +10 seconds  
Extra Shot: + 10 seconds  
Miss: + 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 centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline.

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 15" lower than targets 1, 3, and 5.

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

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.