



GLOCK Sport Shooting Foundation League

## What is the GSSF Indoor League?

**Please note – to be eligible to host the GSSF Indoor League at your range your facility must participate in the Range Rental Program with GLOCK, Inc. For more information on this program, please contact [gdsinfo@glock.us](mailto:gdsinfo@glock.us).**

The GSSF League Match is a series of three matches conducted over a 3-month period or a time frame of the HOST ranges choosing. Participants must be current GSSF members and compete in two of the three matches to qualify for plaques and prizes. If you are not currently a member, you may join on-line at [gssf.pro](http://gssf.pro) or upon registration at a GSSF League Match. An annual GSSF membership costs only \$35 for the new members and \$25 for renewing members and it allows you to compete in any GSSF match. Competitors may shoot ANY GLOCK pistol in the Indoor League Series events with the exception of the G36.

The Lewis Prize Allocation System is used to distribute as equitably as possible. Each separate pistol used during the match will be a separate entry. Your two best scores of each entry during the series will be totaled and averaged at the end of the 3-match series. If a shooter competes in just two matches, his/her scores for each entry are totaled and divided by two. If a shooter competes in all three matches his/her best two series scores for each entry are totaled and divided by two. Participants may shoot more than one pistol at each event. The course of fire may be shot more than once per pistol. For each division ONLY the first course of fire will be placed in the rankings.

The result is one final score for each entry, which is then listed in the overall order in which he/she finished. The overall list is then divided into thirds, with the top one-third considered “A Class,” the second one-third is “B Class,” and the final one-third is the “C Class.” Plaques are awarded to the top competitor of each division, Stock, Unlimited, Pocket GLOCK, Rimfire, MOS and other special recognition categories. Master Shooters are not eligible for the various subcategories that are offered. It is suggested that the random drawing for the firearm should be done by an impartial third party. The firearm is ALWAYS given

away in a lottery consisting of all shooters who shot two of the three matches. The remaining prizes are to be distributed fairly among the participants.

## **SCORING**

Scoring for the following – Original Course of Fire, Course of Fire Option A, Course of Fire Option B, Course of Fire Option C, Course of Fire Option D

Allocate points for each shot as follows:

10 points = X Ring

10 points = 10 Ring

8 points = 8 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.

When scoring Course of Fire Option E & F (Pocket GLOCK) there is a maximum of 250 points. 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.

## **CLASSIFICATION AND AWARDS SYSTEM**

It is our intention to bring more consistency between the outdoor and indoor league matches and to provide competition on a "level playing field" during all GSSF Competitions. GLOCK firearms are divided into four divisions – Stock, Unlimited, Rimfire and Pocket GLOCK. The Lewis Prize Allocation System will be used in the Stock Division only. A First Place Plaque will be provided for the top score in Stock Class A 1<sup>st</sup> Place, Class B 1<sup>st</sup> Place, Class C (Sub Categories in Stock 1<sup>st</sup> Place as well as High Junior, High Lady and High Senior), Unlimited, Rimfire, Pocket GLOCK and MOS.

Below are guidelines for classification:

### **Stock Division**

GLOCK Firearms are considered to be “Stock” if all firearm components are or ever have been available from GLOCK, Inc. Additional allowable modifications are specified below:

- “Hogue-Grip” type sleeves, “A-Grip” panels, “skateboard tape” or other grip-enhancing materials that do not materially alter the function of the stock firearm
- Slide and barrel stripping and/or refinishing
- Pearce Grip, Inc. grip extenders only on subcompact and slim line models.
- Aftermarket replacement non-metallic base plates on magazines, Post and notch sights (“patridge” sights) excluding any sight requiring slide modifications. Please note that fiber-optic and express sights are approved.

Installation of the GLOCK Performance Trigger in the G19 Gen4/5/MOS, G17 Gen4/5/MOS, G19X/MOS, G22 Gen4/5, G23 Gen4/5, G26 Gen4/5, G27 Gen4/5, G34 Gen4/5/MOS, G35 Gen4/5, G44, G45 MOS, G47 MOS and G49 MOS only.

Any combination of GLOCK produced firearm parts that do not, in the sole opinion of the Range Master, result in a significant competitive advantage in the stock division are safe to utilize.

### **Unlimited Division**

The following modifications will necessitate placement of the firearm in the Unlimited Division:

- Any non-post and notch sights including, but not limited to, “Ghost Ring” or laser, electronic and optical sights.
- Wrap-around “grip sleeves” on magazines
- Aftermarket component parts and barrels
- Recoil spring guide/recoil reducer assemblies
- Aftermarket extended slide stop levers
- Firing pins (modified/aftermarket)
- Connectors (modified/aftermarket)
- Metallic magazine well “funnels” or “slugs”
- Lights or other barrel weights
- Any modification deemed by the Range Master to create an unfair competitive advantage.

**G36, G42, G43 and G44 pistols are excluded from Unlimited Division**

### **Pocket GLOCK Division**

- G42
- G43

### **Rimfire Division**

The Rimfire Division is for the GLOCK model 44.

### **MOS Division**

This Division was specifically designed to accommodate any stock GLOCK MOS (Modular Optic System) firearm and must be used with your preferred optic mounted in the factory cut-out. Aftermarket adaptor plates will be considered for use, however, aftermarket cut-outs will place the firearm in the Unlimited Division.

### **ADDITIONAL INFORMATION**

- All scoring disputes will be determined by host range
- Winners will be posted on the GSSF website at [gssf.pro](http://gssf.pro) under the Indoor League tab
- Make-up dates can be offered to competitors at the discretion of the HOST in special circumstances
- Go to [gssf.pro](http://gssf.pro) for the GSSF Indoor League Match nearest you and come join us for some fun on the range

We hope to see you at the next GSSF Indoor League Match!!

Please contact [Stephanie.padgett@glock.us](mailto:Stephanie.padgett@glock.us) for more information on hosting a GSSF Indoor Series.



# Stock, Rimfire, MOS And/Or Unlimited

## Original Course of Fire

Competitor faces AC-1 paper targets at distances of 15, 21, 50, and 75 Feet **OR** 5, 7, 15 and 25 yards with firing timed as follows

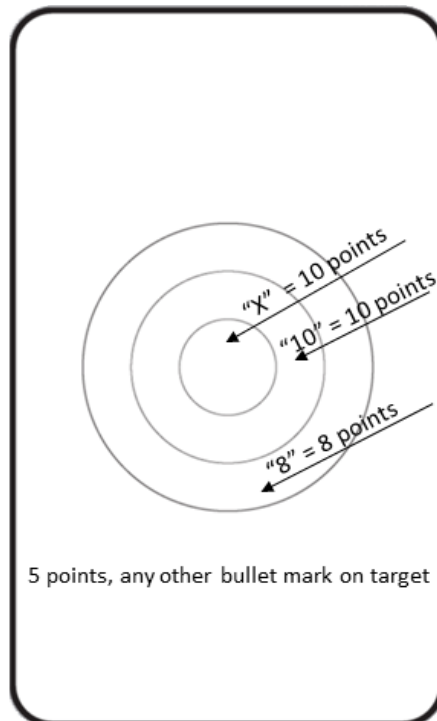
**\*\*500 CLUB qualifying course of fire\*\***

AC-1	5 rounds	21 feet <b>OR</b>	7 yards	15 seconds
AC-1	5 rounds	50 feet <b>OR</b>	15 yards	15 seconds
AC-1	10 rounds	15 feet <b>OR</b>	5 yards	15 seconds

### **CHANGE TARGETS NOW**

AC-1	10 rounds	25 feet <b>OR</b>	7(21ft) yards	15 seconds
AC-1	10 rounds	50 feet <b>OR</b>	15 yards	15 seconds
AC-1	10 rounds	75 feet <b>OR</b>	25 yards	30 seconds

**SCORING TARGET** - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.



# Stock, Rimfire, MOS And/Or Unlimited

## COURSE OF FIRE OPTION A

EASE AND EFFICIENCY FOR RANGE OFFICER

Competitor faces AC-1 paper targets at distances of 15, 21, 30, 50, and 75 Feet **OR** 5, 7(21ft), 10, 15 and 25 yards, with firing timed as follows:

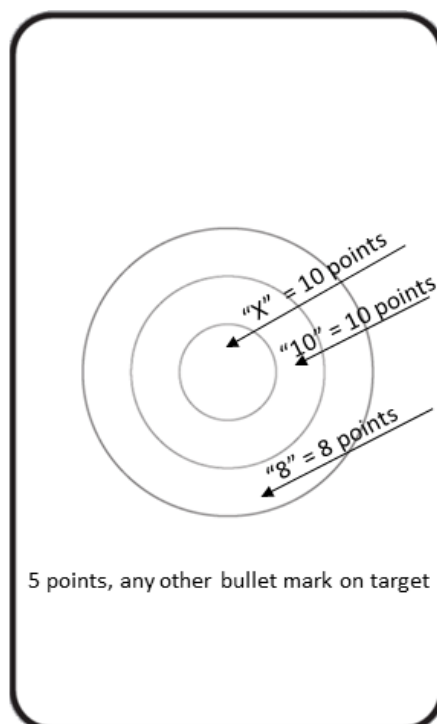
**\*\*500 CLUB qualifying course of fire\*\***

AC-1	10 rounds	15 feet <b>OR</b>	5 yards	15 seconds
AC-1	10 rounds	21 feet <b>OR</b>	7 yards	15 seconds

### CHANGE TARGETS NOW

AC-1	10 rounds	30 feet <b>OR</b>	10 yards	15 seconds
AC-1	10 rounds	50 feet <b>OR</b>	15 yards	15 seconds
AC-1	10 rounds	75 feet <b>OR</b>	25 yards	15 seconds

**SCORING TARGET** - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.



# Stock, Rimfire, MOS And/Or Unlimited

## COURSE OF FIRE OPTION B

FOR BEGINNER SHOOTERS OR FOR SHORT RANGES

Competitor faces AC-1 paper targets at distances of 9, 15, 21, 30 and 50 feet OR 3, 5, 7, 10, and 15 yards, with firing timed as follows:

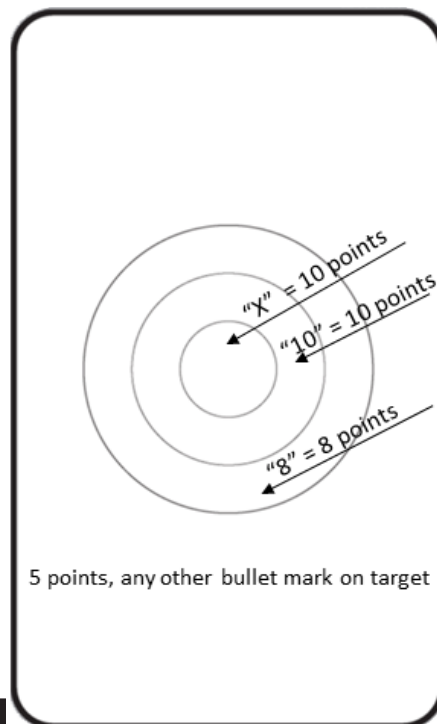
**\*\*NOT 500 CLUB qualifying course of fire\*\* - NO 25 Yard Line COF**

AC-1	10 rounds	9 feet <b>OR</b>	3 yards	15 seconds
AC-1	10 rounds	15 feet <b>OR</b>	5 yards	15 seconds

### CHANGE TARGETS NOW

AC-1	10 rounds	21 feet <b>OR</b>	7 yards	15 seconds
AC-1	10 rounds	30 feet <b>OR</b>	10 yards	15 seconds
AC-1	10 rounds	50 feet <b>OR</b>	15 yards	15 seconds

**SCORING TARGET - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.**



**Stock, Rimfire, MOS And/Or Unlimited**

# COURSE OF FIRE OPTION C

EXPERIENCED SHOOTERS

Competitor faces AC-1 paper targets at distances of 21, 30, 50, and 75 Feet **OR** 7, 10, 15 and 25 yards, with firing timed as follows:

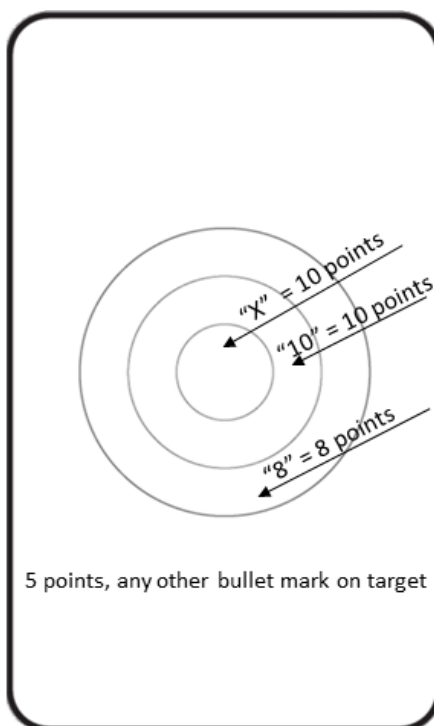
**\*\*500 CLUB qualifying course of fire\*\***

AC-1	10 rounds	30 feet OR 10 yards	15 seconds
AC-1	10 rounds	75 feet OR 25 yards	15 seconds

## CHANGE TARGETS NOW

AC-1	10 rounds	75 feet OR 25 yards	15 seconds
AC-1	10 rounds	50 feet OR 15 yards	15 seconds
AC-1	10 rounds	21 feet OR 7 yards	15 seconds

**SCORING TARGET-** THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.



**Stock, Rimfire, MOS And/Or Unlimited**

# COURSE OF FIRE OPTION D

SUPPORT and DOMINANT HAND



Competitor faces AC-1 paper targets at distances of 9, 15, 21, 30 and 50 feet OR 3, 5, 7, 10, and 15 yards, with firing timed as follows:

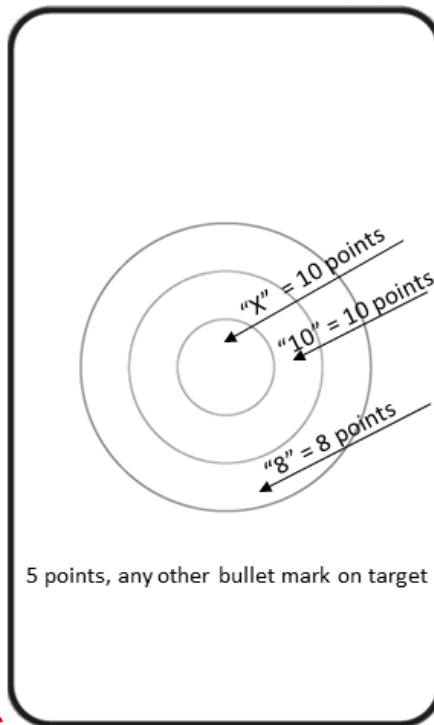
**\*\*NOT 500 CLUB qualifying course of fire\*\* - NO 25 Yard Line COF**

AC-1	10 rounds	9 feet <b>OR</b>	3 yards	15 seconds
AC-1	10 rounds	15 feet <b>OR</b>	5 yards	15 seconds <b>Support Hand</b>

**CHANGE TARGETS NOW**

AC-1	10 rounds	21 feet <b>OR</b>	7 yards	15 seconds <b>Dominant Hand</b>
AC-1	10 rounds	30 feet <b>OR</b>	10 yards	15 seconds
AC-1	10 rounds	50 feet <b>OR</b>	15 yards	15 seconds

**SCORING TARGET - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.**



**\*\* MUS. DESIGN NOT SUPPORTED \*\***



**COURSE OF FIRE OPTION E**

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

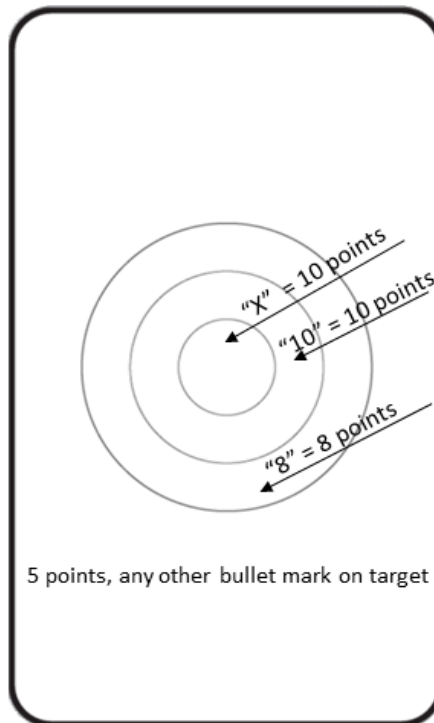
Competitor faces AC-1 paper targets at distances of 9, 15, 21, 30 and 50 feet OR 3, 5, 7, 10, and 15 yards, with firing timed as follows:

AC-1	5 rounds	9 feet <b>OR</b>	3 yards	15 seconds
AC-1	5 rounds	15 feet <b>OR</b>	5 yards	15 seconds

**CHANGE TARGETS NOW**

AC-1	5 rounds	21 feet <b>OR</b>	7 yards	15 seconds
AC-1	5 rounds	30 feet <b>OR</b>	10 yards	15 seconds
AC-1	5 rounds	50 feet <b>OR</b>	15 yards	15 seconds

**SCORING TARGET - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.**



**COURSE OF FIRE OPTION F**

**SUPPORT and DOMINANT HAND**

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

Competitor faces AC-1 paper targets at distances of 9, 15, 21, 30 and 50 feet OR 3, 5, 7, 10, and 15 yards, with firing timed as follows:

AC-1	5 rounds	9 feet <b>OR</b>	3 yards	15 seconds
AC-1	5 rounds	15 feet <b>OR</b>	5 yards	15 seconds <b>Support Hand</b>

**CHANGE TARGETS NOW**

AC-1	5 rounds	21 feet <b>OR</b> 7 yards	15 seconds <b>Dominant Hand</b>
AC-1	5 rounds	30 feet <b>OR</b> 10 yards	15 seconds
AC-1	5 rounds	50 feet <b>OR</b> 15 yards	15 seconds

**SCORING TARGET - THERE IS NO PENALTY FOR MISSED OR UNFIRED SHOTS.**

**\*\*MUST BE SHOT NON SUPPORTED\*\***

