

2022

VOLUNTEER GUIDE



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INTRODUCTION

Thank you for volunteering for the GLOCK Sport Shooting Foundation (GSSF®). From everyone at GLOCK Professional, Inc.® and the staff at GSSF®, please accept our sincerest appreciation for your dedication to the shooting sports! This guide includes important information on the roles, procedures and safety rules of the GSSF®.



BASIC SAFETY RULES

RULE #1:
**TREAT ALL FIREARMS AS
IF THEY ARE LOADED.**

RULE #2:
**NEVER POINT THE MUZZLE
AT ANYTHING YOU ARE
NOT WILLING TO DESTROY.**

Always point it in a safe direction, away from yourself and others. A safe direction is where if the gun were to accidentally fire, it wouldn't damage or injure anyone or anything.

RULE #3:
**KEEP YOUR FINGER OFF
THE TRIGGER UNTIL YOUR
SIGHTS ARE ALIGNED AND
YOU ARE READY TO FIRE.**

RULE #4:
**ALWAYS BE SURE OF YOUR
TARGET AND WHAT'S
BEYOND IT.**

This includes making sure nothing is beyond your target that you don't want to destroy.

Eye and Ear Protection – Must be worn by all competitors and spectators at GSSF® events.

Drugs and Alcohol – At no time will any person under the influence of drugs or alcohol be permitted to participate in a GSSF® event.

Negligent Discharge – Is unsafe and will result in disqualification.

Unsportsmanlike Conduct – At no time will gross, unsportsmanlike conduct be tolerated at a GSSF® event. Such conduct will disqualify competitors and spectators, alike. Any such person will be required to leave the host club property.

Safety Zones – Areas established to safely handle a firearm without Range Officer supervision.

AMMUNITION IS NOT ALLOWED IN A SAFETY AREA!

The role of every GSSF® Volunteer is to safely assist competitors through the courses of fire, provide range commands, control sign-in and squadding procedures, score competitors targets and to enforce firearms safety rules for GSSF® and the host club.

There is a job for everyone!

While experienced range officers are an invaluable resource, there are many volunteer assignments at a GSSF® event that require no experience at all.

The following is a list of critical volunteer positions that are required at a GSSF® event:

TIME KEEPING VOLUNTEER

SQUADDING VOLUNTEER

SCORE KEEPING VOLUNTEER



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, 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.

SQUADDING

The order of shooting for each squad is determined by the competitors sign-in time on the stage sign-in sheets after they have registered.

A competitor that is present and has their magazines loaded will place an “X” in the “Squad” box. Squad from top to bottom, left to right on the sign-in sheets. The volunteer will squad no more than twelve (12) entries (left to right, top to bottom on the squadding tree) per available stage set-up. New squads will be formed once the previous squad is down to the two entries on the squadding tree.

Unless all competitors in a squad agree, a single competitor may shoot no more than four entries consecutively. Once a squad is formed, the order will not be changed. The exception is for range officials who need to shoot through and return to work their stage set-up.

Control the scoresheets in your possession. Never make scoresheets available to competitors and never label a score-sheet that is not directly being placed on the squadding tree.

Labeled scoresheets will only be handled by Range Volunteers.

After squadding a competitor the range officer will highlight the competitors’ name on the sign-up list indicating the competitor has been squadded.

MATCH PROCEDURES

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

SQUAD SIGN-IN SHEET

X	NAME	DIVISION	ENTRY#	ARRIVAL TIME
X	John Doe	Civilian	0086	9:05
	Jane Doe	Glock Girl	0011	9:06
X	Robert Smith	Guardian	0101	9:06
X	"Ole" Greg Smith	Civilian	0103	9:06
	Granny Smith	Unlimited	0256	9:07
X	Dick Polk	Guardian	0001	9:08
	Fredrica Queen	MajSub	0075	9:15

SCORING

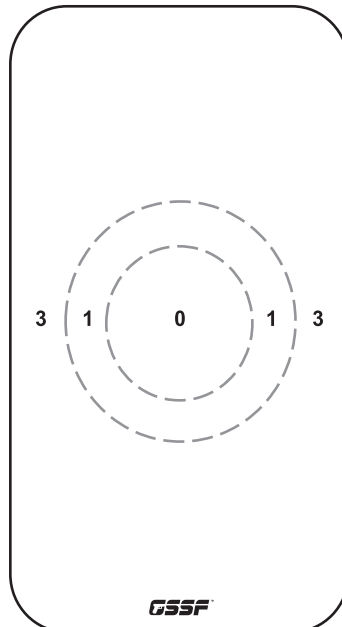
Each individual string of fire is timed. Hits in each zone of the target add additional seconds to your total time.

- Steel Hit = 0 seconds
- "0" Hit = 0 seconds
- "1" Hit = +1 second
- "3" Hit = +3 seconds
- Miss = +10 seconds
- Procedural = +10 seconds

Steel must fall to score.
 Exception: "Wind Rules"
 or "Ring and Paint"

NOTE:
 TARGETS AT DISCRETION
 OF GSSF STAFF.

GSSF AC-1 TARGET



MATCH PROCEDURES

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Greet the squad and review the shooting order with the competitors in the order that was assigned by the Squadding Volunteer.

Call out the shooting order, “Up”, “On Deck” and “In the hole” after each competitor has finished shooting and initialed their scoresheet.

Verify the Name, Pistol Model and Division of the “Up” competitor. Any changes to the shooter label must be reported to the GLOCK employee in Registration.

When the competitor begins firing, carefully watch as they engage the targets downrange, verifying that only two (2) shots (1 for Major Sub/Pocket GLOCK) are made on each target and, in the case of steel targets, that they are engaged and hit.

On the scoresheet, record steel hits, elapsed time per string and read the time aloud to the Time Keeping Volunteer to indicate you have received and annotated the proper time for the string.

ENSURE ALL FIREARMS ARE PROPERLY SECURED BEFORE GOING DOWN RANGE TO SCORE.

As soon as the range is called “cold” or “clear”, proceed downrange for scoring.

Look for six (6) hits (3 Major Sub/Pocket GLOCK) on the AC-1 Targets. Timekeeper will begin calling the scores, beginning with “0” hits, “1” hits, “3” hits and misses. For example, “3, 1, 2, no misses” or “1, 3, 1 and 1 miss”. Any shot (gas ring) that touches the next higher scoring ring is awarded the higher value.

As hits are called off, repeat them back to the Time Keeping Volunteer.

Account for all shots on the target and annotate all shots/misses on the scoresheet.

Ensure targets are completely pasted AFTER all shots have been accounted for and scored. Routinely request assistance from competitors and spectators to improve the efficiency of the match.

Review and verify scores behind the firing line with the competitor. Initialing the scoresheet indicates that the range officer and competitor agree that the scores are correct as documented on the scoresheet.

Range officers may grant a reshoot if a scoring error is detected at the time scoresheets are reviewed. 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 Officer at the stage where the error occurred, or a GLOCK Employee if necessary.

Range Officers may place the competitor near the top of the shooting order as appropriate.

TIME KEEPING

The Time Keeping Volunteer has the responsibility of observing the shooter, firearm and safe handling of the firearm. Additionally, they will issue all range and shooter commands and, in most cases, determine and call the shot scores on each target.

Prior to calling the range “hot”, ensure all spectators and competitors are wearing proper eye and ear protection and that all targets are scored and pasted properly.

////// MATCH PROCEDURES

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Give the command, “Range is Hot”. (Repeated by all Volunteers)

Greet the competitor and confirm they understand the course of fire. If they do not, briefly describe the procedures and stage description. Stand on the competitor’s strong side with the timer placed just behind their shoulder.

STARTING POSITIONS

LOW READY – Standing on the centerline, facing downrange. Competitor’s firearm and arms are extended at a 45° angle. (Aiming points may be used.)

COMPRESSED READY – Standing on the centerline of the stage, facing downrange. Any portion of the competitor’s arm from the elbow to the wrist **MUST** touch their torso. The firearm will face downrange, parallel to the floor of the bay and be pointed below the berm.



SHOOTING COMMANDS

Verify the range is clear; all personnel are behind the firing line.

Give the command “MAKE READY!” or “LOAD AND MAKE READY”

- Observe the loading and firearm handling ability of the competitor
- Do not look downrange, at the shot timer or at the Scoring Volunteer
- Give the command “ARE YOU READY” OR “SHOOTER READY”
- No physical and/or verbal response is required unless the shooter is not ready to shoot.

Give the command “STANDBY” when the shooter is ready.

Prior to depressing the start signal, ensure the competitor remains in a proper starting position with their finger straight and off the trigger. If necessary, supplementary commands will be given to correct a competitor’s starting position.

Vary depressing the start signal between 1-3 seconds throughout the course of the day to avoid competitors “timing” the start signal.

When the competitor has completed all strings of fire for the course, give the command “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”.

Visually confirm the firearm is unloaded and pointed at the berm, give the command “IF CLEAR, SLIDE DOWN, PULL THE TRIGGER AND BAG” or if holstering, the additional commands “LOCK THE SLIDE TO REAR AND HOLSTER”.

Ensure all firearms are properly secured before calling the range “cold” or “clear” to go downrange.

SHOT TIMERS

GSSF® uses a combination of Competition Electronics Pocket Pro and Pocket Pro II shot timers.



Turn the shot timer on by pressing the “ON” button. The screen will display “0.00” initially and the last shot time after it has been in use.

The microphone of the shot timer should be facing directly downrange and behind or next to the competitor’s shoulder.

Monitor the health of the battery throughout the day. If a new battery is needed, please call a GLOCK Range Master for assistance.



To aid in avoiding picking up other shots, place the shot timer between yourself and the competitor while keeping the microphone pointed directly down range.



The shot timer should be held by the Time Keeping Volunteer in the left hand for right-handed competitors, and in the right hand for left-handed competitors, allowing for the use of your forward hand to manage any unsafe movements of the competitor.



RIGHT-HANDED COMPETITOR



LEFT-HANDED COMPETITOR

DIVISION	FIREARMS ALLOWED
CIVILIAN	G17/19/20/21/22/23/25/26/27/28/29/30/31/32/33/37/ 38/39/45/43X/48 JUNIOR SHOOTERS (<18): G17C/17L/19C/20C/21C/22C/ 23C/24/24C/31C/32C/34/35/40/41
GUARDIAN	G17/19/20/21/22/23/25/26/27/28/29/30/31/32/33/37/ 38/39/45/43X/48
SUBCOMPACT	G26/27/28/29/30/33/39/43X
COMPETITION & GLOCK GIRLS	G17/17C/17L/19/19C/20/20C/21/21C/22/ 22C/23/23C/24/24C/25/26/27/28/29/30/31/32/33/34/ 35/37/38/39/40/41/45/43X/48
HEAVY METAL	G20/21/29/30/37/38/39
MAJOR SUB	G29/30/36/39
MASTER STOCK	G17/19/20/21/22/23/25/26/27/28/29/30/31/32/33/37/ 38/39/45/43X/48 JUNIOR SHOOTERS (<18) G17C/17L/19C/20C/21C/22C/23C/24/24C/31C/32C/ 34/35/40/41
UNLIMITED	ANY GLOCK FIREARM (EXCEPT G36/G42/G43/G44)
POCKET GLOCK	G42/43 <u>ONLY</u>
RIMFIRE	G44 <u>ONLY</u>
STOCK MOS*	G17MOS/19MOS/22MOS/23MOS/34MOS/35MOS/ 40MOS/41MOS/43XMOS/45MOS/48MOS <i>*w/Modular Optic Sight attached</i>



MAJOR SUBCOMPACT VS. SUBCOMPACT

All Volunteers should be aware of the differences between
“MajorSub” and “SubCompact”

“Major” refers to MAJOR caliber (.45, .45G.A.P, 10mm),
SUBCOMPACT frame.

Competitors may use GLOCK firearms for “MajorSub” that
can hold more than (seven) 7 rounds. They are the G-29,
G-30, and G-39. These models are restricted to no more
than seven (7) rounds loaded per string of fire when shooting
“Major Subcompact”.



NOTE: TARGETS AT DISCRETION OF GSSF STAFF.

FIVE TO GLOCK

Stage Procedure:

3 Strings of Fire

- At the signal, engage each target with only 2 rounds each
- No stacking allowed

MajorSub/Pocket GLOCK: At the signal, engage each target with only one (1) round each. Competitor will be instructed to reload between each string.

Competitor may not reload during a string of fire.

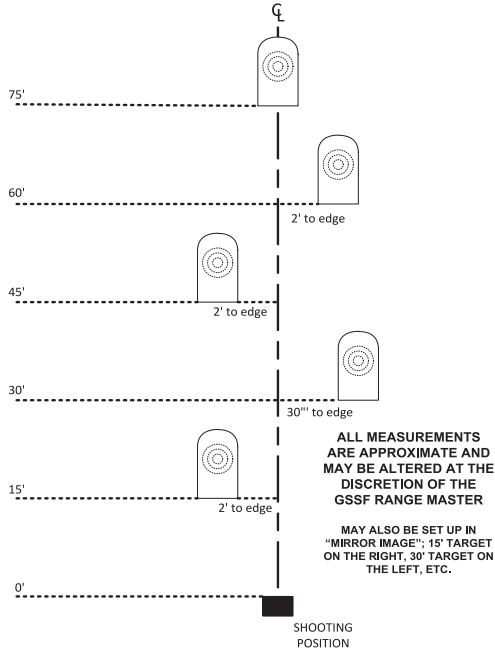
Load with no more than 11 rounds (7 for MajorSub/Pocket GLOCK)

Setup Notes:

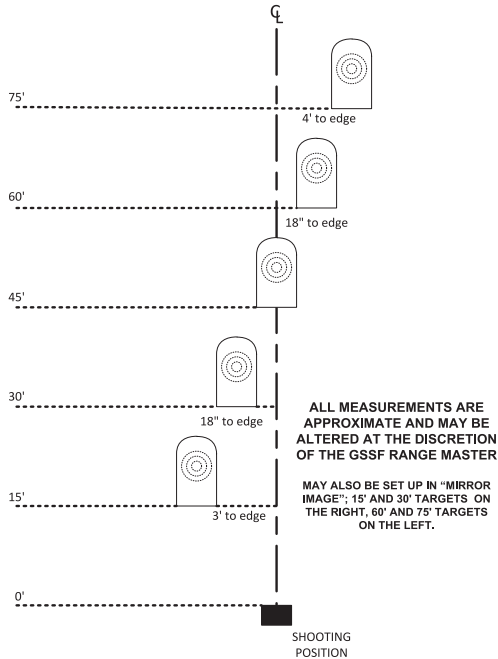
- Establish a centerline on the range and a start position.
- Set targets at appropriate distances from the start position and centerline.
- Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.
- Distances between targets are measured from the centerline to the inside edge of the AC-1 targets.

//// COURSES OF FIRE

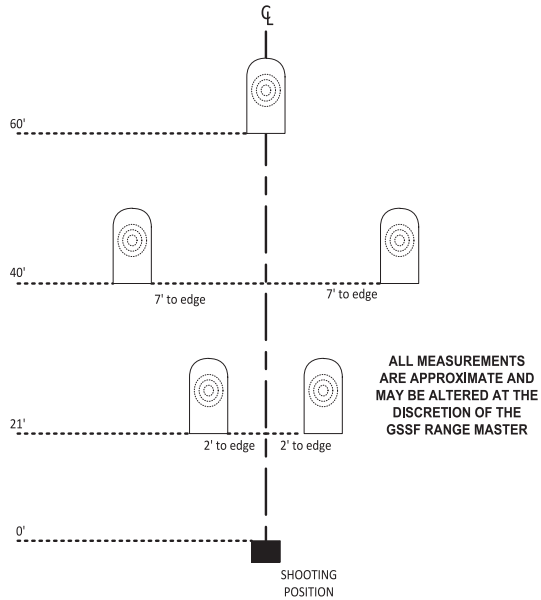
FIVE TO GLOCK - VERSION I



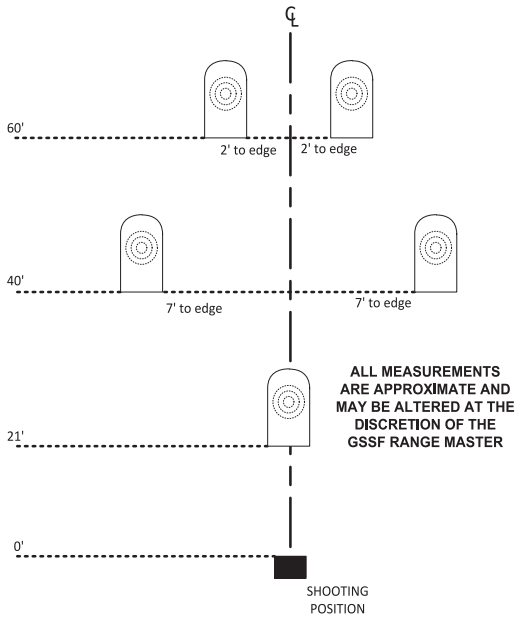
FIVE TO GLOCK - VERSION II



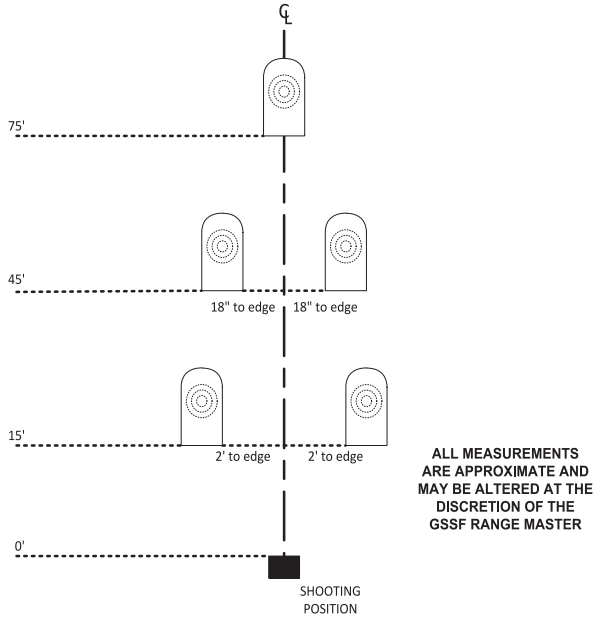
FIVE TO GLOCK - VERSION III



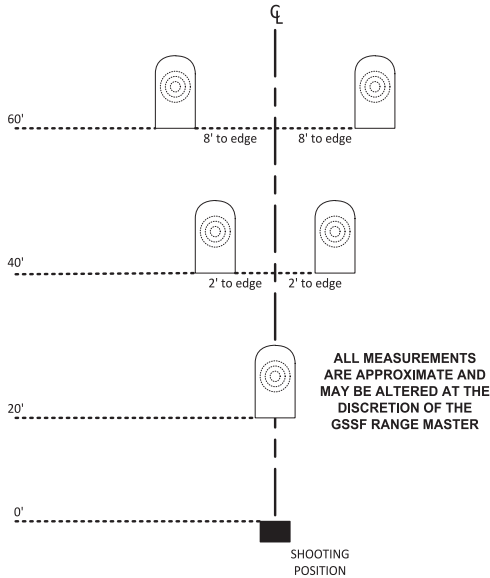
FIVE TO GLOCK - VERSION IV



FIVE TO GLOCK - VERSION V

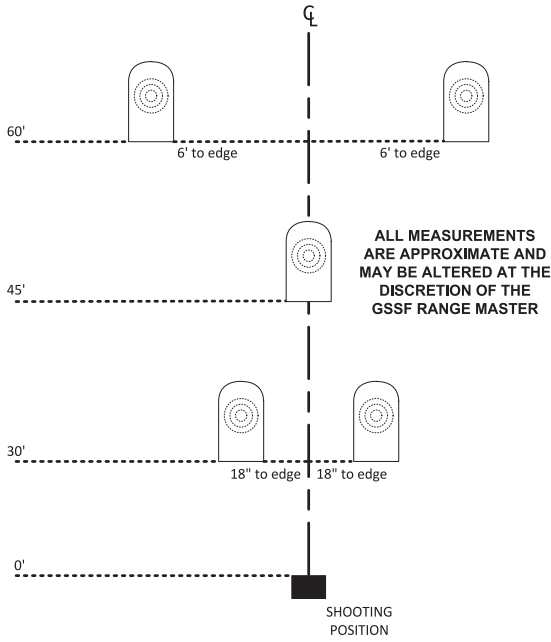


FIVE TO GLOCK - VERSION VI

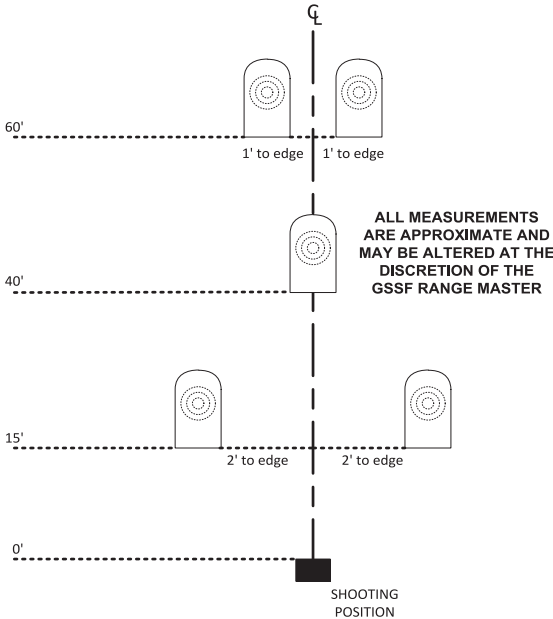


//// COURSES OF FIRE

FIVE TO GLOCK - VERSION VII



FIVE TO GLOCK - VERSION VIII



GLOCK “M”

Stage Procedure:

3 Strings of Fire:

At the signal, engage each AC-1 target with two (2) rounds each and successfully engage one steel target.

No stacking allowed on AC-1 targets.

Shooter may take extra shots to hit one steel target per string without penalty.

MajorSub and Pocket GLOCK:

At the signal, engage each AC-1 Target with one (1) round each and successfully engage one steel target.

No stacking allowed on AC-1 targets.

Shooter may take extra shots to hit one steel target per string only without penalty.

Between Strings:

Competitor will be instructed to reload between each string.

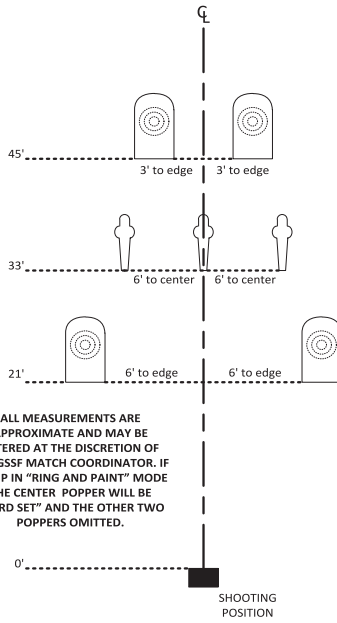
Competitor may not reload during a string of fire.

Load with no more than 11 rounds (7 for MajorSub/Pocket GLOCK)

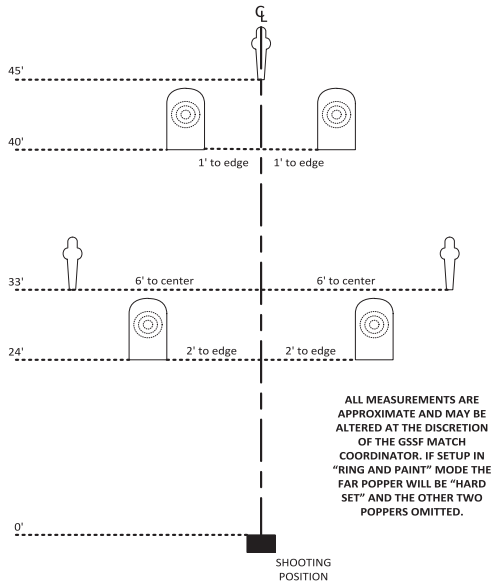
Setup Notes:

- 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.
- Distances between targets are measured from the centerline to the inside edge of the AC-1 targets.

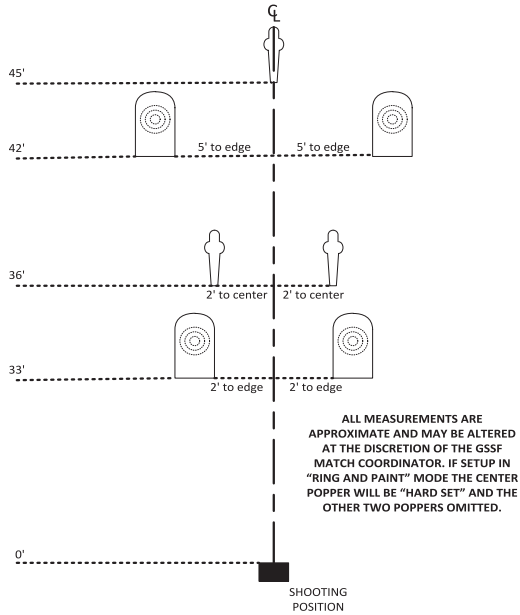
GLOCK 'M - VERSION I



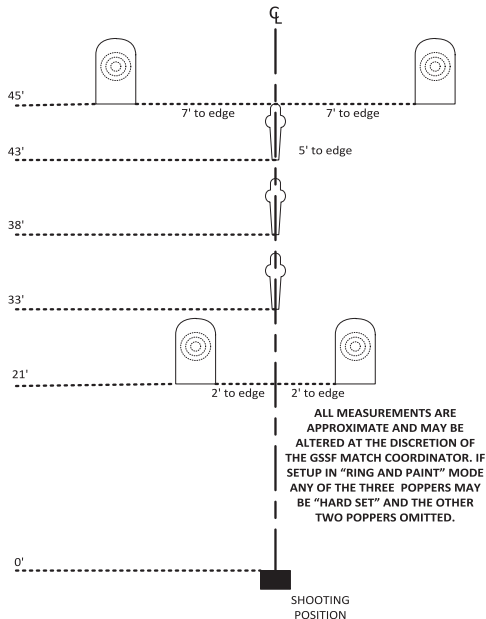
GLOCK 'M - VERSION II



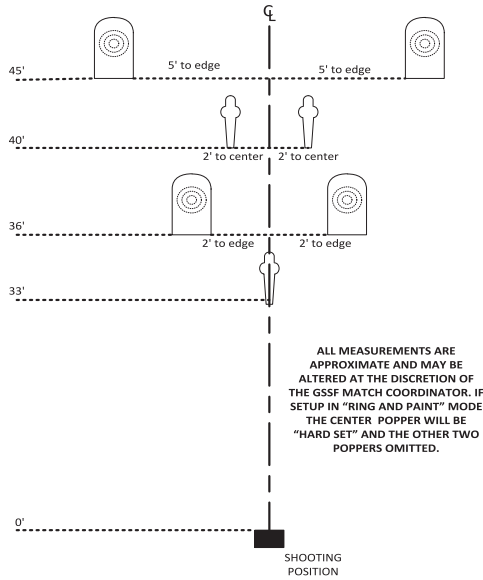
GLOCK 'M - VERSION III



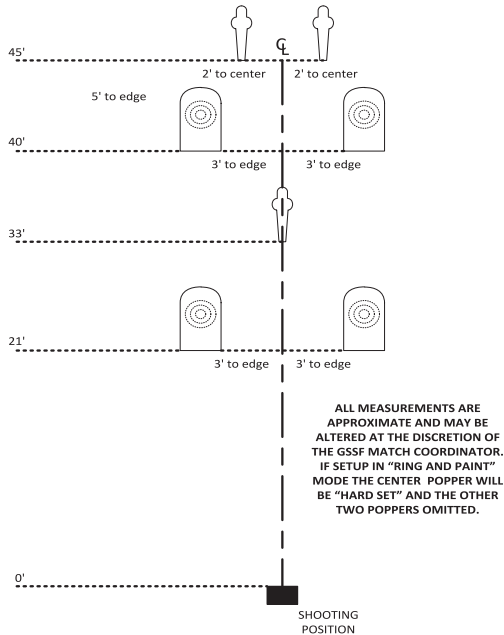
GLOCK 'M - VERSION IV



GLOCK 'M - VERSION V



GLOCK 'M - VERSION VI



GLOCK THE PLATES

Stage Procedure:

4 Strings of Fire

Competitor may load a maximum of 11 rounds per string.

MajorSub and Pocket GLOCK:

Competitor may load a maximum of 7 rounds per string.

All divisions:

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

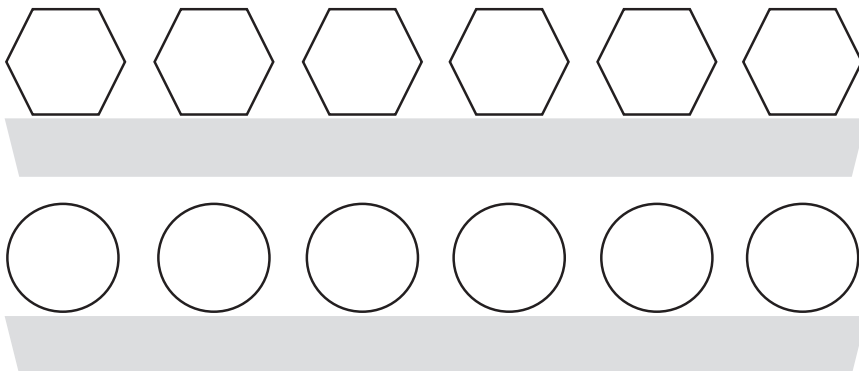
Time will stop when the 6th plate falls or the last round is expended, whichever happens first.

Competitor will be instructed to reload between each string.

Competitor may not reload during a string of fire.

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.





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 gsdinfo@glock.us

The GSSF® Indoor League is a series of three matches conducted over a 3-month period or a time frame of the HOST range's 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 online at GSSF.PRO or at a GSSF® Indoor League Match. An annual GSSF membership costs only \$35 for the new members, \$25 for renewing members and allows you to compete in any GSSF® event.

Competitors may shoot ANY GLOCK pistol in the Indoor League Series events with the exception of the G36.





PROFESSIONAL

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