

2024 RULE BOOK



COMPETITION RULES AND GUIDELINES OF THE GLOCK SPORT SHOOTING FOUNDATION(GSSF®)

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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.

GSSF® OUTDOOR

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.

GSSF® members are eligible to compete in any GSSF® match throughout the country. You may choose to shoot on either Saturday, Sunday or both days (some larger events are open to the public on Friday). Matches consist of three “stages of fire” with both paper and steel targets. Competitors can complete all stages of the match in one day. **Registration opens at 9:00AM each day and closes at 2:00PM each day.** Stage signup books are closed after registration closes.

GSSF® membership is required of all competitors. You may join GSSF® via www.GSSF.pro or at a match. We accept cash, check, money order or credit card (Visa, MasterCard, or Discover).

Members are eligible to purchase firearms through our affiliation with the Civilian Marksmanship Program (CMP) and GLOCK firearms may also be available to members at better than normal retail prices through GLOCK's Discount Pistol Purchase Program. GSSF® members are also eligible to attend the GLOCK Armorer, Advanced Armorer, Operator, Brilliance in the Basics and Low Profile Carry classes through GLOCK Training.

The latest information on GSSF® can always be found at www.GSSF.pro.

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. A factory certified GLOCK armorer will be glad to examine your firearm and perform free field maintenance work. 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.

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!

20.00 Safety Rules

20.05 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. We insist that you follow the safety and match rules and procedures detailed here specifically. 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.

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.
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. 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.
- 20.95 **Age.** While there is no age restriction to participate in a GSSF® competition, all competitors, regardless of age must demonstrate safe firearm handling skills at all times. Local range policies on age will supercede any GSSF® age rule.

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, Amateur or Master Rimfire, Amateur or Master GLOCK MOS and Amateur or Master GLOCK Girl 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. Notch and Post 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.
8. Installation of the GLOCK Performance Trigger in the G19 Gen4/5/MOS, G17 Gen4/5/MOS, G19X/MOS, G26 Gen4/5, G34 Gen4/5/MOS, G45 MOS, G47 MOS and G49 MOS only.

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-notch and post 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, Amateur or Master Rimfire, Amateur or Master GLOCK MOS and Amateur or Master GLOCK Girl divisions except as otherwise provided for in Section 40.30.
4. Aftermarket barrels.
5. Aftermarket recoil spring guide/recoil reducer assemblies.
6. Firing pins (modified/aftermarket).
7. Connectors (modified/aftermarket).
8. Non-Polymer or non-Aluminum metallic magazine well “funnels” or “grip filling slugs” of any kind.
9. Lights or other barrel weights including GLOCK-produced light/laser units.
10. Aftermarket frames.
11. Any modification deemed by the Range Master to create an unfair competitive advantage
12. Non-factory “stippling”. (Stippling that is burned or cut into the polymer frame)
13. Grip enhancing materials affixed by permanent means, such as epoxy glues, which constitute a permanent modification to the firearm.
14. A “Binary” trigger in which the firearm fires one round when the trigger is pulled to the rear and one round when the trigger returns to reset.

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.)**
4. **Neither G44 .22 Rimfire GLOCKs nor aftermarket 22 Rimfire conversion kits installed on GLOCK frames may be used in the Unlimited Division.**

5. A “Binary” trigger in which the firearm fires one round when the trigger is pulled to the rear and one round when the trigger returns to reset.

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.

GLOCK Model	Ammunition
G44	.22 “Long Rifle” Rimfire
G25, 28, 42	.380 Auto (9mm Short, 9mm Kurz)
G17, 17L, 19, 19X, 26, 34, 43, 43X, 45, 46, 47, 48 or 49 (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 Be aware that in the State of New Jersey possession of any magazine that holds more than ten (10) rounds is now a felony. If you plan to attend any New Jersey-based GSSF® match, or if you must cross New Jersey to attend a GSSF® match in another state, be sure to obtain and bring with you only those GLOCK magazines that hold ten (10) or fewer rounds. Also 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.

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.

Firearms can only be handled when:

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.

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

90.00 Membership and Registration

90.10 **Membership.** GSSF® Membership is required of all competitors who participate in a GSSF® Match. Your initial membership package will include a personalized membership card.

90.11

Membership Payment Options:

	Individual	Guardian	Individual Renewal	Initial Family*	Agency Membership
1 year	\$35	\$25	\$25	\$90	\$45**
2 year	\$60	\$50	\$50	\$160	\$115
3 year	\$80	\$60	\$60	\$230	
5 year	\$125	\$95	\$90	\$350	\$175
Life	\$350	\$350	---	\$900	\$450**

* 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. Agency memberships of 2 and 5 years follow the same guidelines of the base fee, plus \$15 for each additional officer up to six (6) total officers per Agency Membership. Lifetime Agency Membership fee is \$450 for the first 3 officers and \$15 for each additional officer, limited to six (6) total officers per Agency Lifetime Membership.**

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.GSSF.pro. 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 through your account at gssf.pro. 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 our website www.GSSF.pro.

90.60 For competitors who have pre-registered for a match but were unable to attend, GSSF® will issue a credit at the time that the final match results and awards are processed. Credits may be used for membership fees and/or registration fees at future matches.

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.GSSF.pro 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. At some of the larger GSSF® matches shooting may be conducted on the preceeding Thursday and/or Friday. Thursday or Friday shooting may or may not be restricted to Range Officers only. Check with GSSF® in advance to see if you will be able to shoot prior to Saturday. 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. 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 2:00pm. 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). 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.** Competitors entering more than three divisions will only be allowed to shoot four 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 4 gun limitation is specifically waived for competitors shooting more than 4 entries.

Shooters who elect to shoot in a “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.

120.00 How long will it take to shoot the match?

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. Please plan your attendance accordingly.

120.30 We will not allow non-Range Officer competitors any special consideration (no “shoot-through’s”) in shooting the match quickly and leaving for any personal reasons.

120.40 Unless you are the “up,” “on deck,” or “in the hole” competitor, we encourage you to help the Range Officers as much as possible, especially with respect to resetting and/or repainting steel targets and pasting 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 paste 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 11 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 only when directed to do so by the Range Officer. Never remove the firearm from the container at any appreciable distance behind the firing position.

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, arrange for a bystander to reload your expended magazines as you proceed through your strings of fire. This will limit delays in the stage.

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.**

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. 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. If you have multiple entries, make sure that the scorer is scoring the entry you are actually shooting at that time.

130.60 **Start position.** 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.

- “Low Ready”. Hold your firearm in your hands, arms more or less straight, GLOCK firearm pointing at a 45 degree angle. On the start signal, bring the gun up to eye level and engage your targets.
 - If “aiming cones” are utilized by a particular club, the competitor will assume the low ready starting position with their sights aimed on the top portion of the aiming cone. This rule applies regardless of the size of the cone used.
 - At no time should the angle of the competitors arms be less than 45 degrees, meaning, pointed directly at the ground in front of them.
- “Compressed Ready”. Hold your firearm in your hands, with your forearms, anywhere from the elbows to the wrists, touching your torso, forearms angled slightly down. On the start signal, bring 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 Keep the firearm pointed in a safe direction (towards the targets/inside the berms) at all times especially when loading, reloading and unloading.

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.

130.82 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.

130.85 (See also Section 160.20) **PAY ATTENTION TO THE SCORING PROCESS! YOU, NOT THE RANGE OFFICER, are responsible for the accuracy of the score entered on your scoresheet. Initial your scoresheet after it has been scored, verifying that the annotated score is correct.**

If a carbon copy is available take your copy of the scoresheet from the Range Officer. Once the targets are pasted, no changes will be permitted on your scoresheet 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 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 Compare the carbon copies of your scoresheets against the preliminary match results posted on www.GSSF®.pro as soon as they are posted. If there is any discrepancy you do not understand contact GSSF® immediately at GSSF@glock.us for verification.

After a suitable interval, results will be finalized, awards awarded, and no further corrections will be made. Scoresheets are discarded immediately upon finalization of the match.

140.00 Warm-up Events

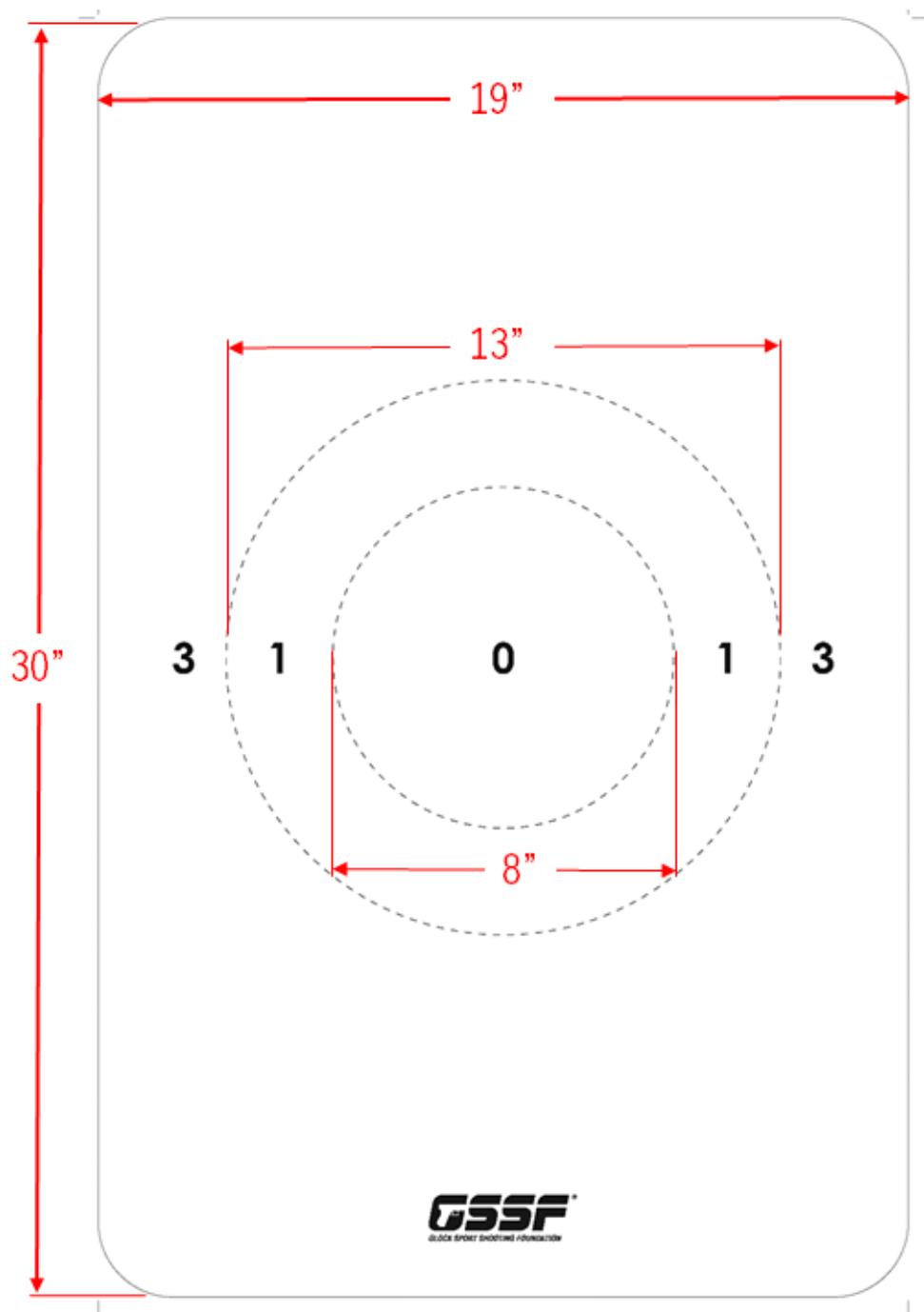
140.10 When available you may participate in warm-up events. These are separate events not included in the main scoring of the GSSF® match. Warm-up events are at the discretion of the Host Club.

150.00 Targets

150.10 You will shoot at GSSF® AC-1 Target at GSSF® matches. Steel targets depend upon the availability of the host club. Shapes, sizes, and layouts of steel targets may vary from match to match but will be reasonably identical within a given match.

150.30 Target Replacement. **Targets will be replaced at the discretion of the Range Officers and Range Master when the “0” scoring ring is obscured and cannot be accurately scored.**

150.40 Weather and Bagging Targets. **In the case of wet weather, targets may be covered with plastic bags. The Range Master will decide if and when targets will be “bagged” and “unbagged.”**



GSSF AC-1 Target

Proprietary design focused on fundamental marksmanship and center mass engagement.

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

0 Hit = + 0 seconds.

1 Hit	=	+ 1 seconds
3 Hit	=	+ 3 seconds
Miss	=	+ 10 seconds

Normal steel target setup on “GLOCK ‘M” 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.

As an option, three steel targets may be installed per “GLOCK ‘M” stage setup to fall. Steel must fall to score. Calibration is performed by the Range Master with factory 9x19mm ammunition. When set to fall, steel targets will be painted at the discretion of the Range Officers.

“Pocket GLOCK” entries utilizing the GLOCK G42 in .380 Auto, “Rimfire Division” entries utilizing the GLOCK G44 in .22 Rimfire, or any entry using a GLOCK G28 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 G-42 in .380 Auto, “Rimfire Division” match entries utilizing the GLOCK G44 in .22 Rimfire and any entry using a GLOCK G28 in .380 Auto.

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 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 verifying 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 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 a GLOCK Employee. 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 stage setups have been torn down, it is too late to reshoot any erroneous scores. Be sure to verify the correctness of each of your scores before you leave the stage or range.

170.00 Competitor Divisions

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)
- Rimfire (open to both Amateur and Master competitors with separate prizes for each)
- GLOCK Girls (open to both Amateur and Master female competitors with separate prizes for each)
- GLOCK MOS (open to both Amateur and Master competitors with separate prizes for each)

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, IDPA, 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 **Mid-Match Promotion from Amateur to Master**

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) performance award GLOCK pistols as an Amateur. Should a competitor win his or her third such GLOCK pistol within a match, they will be promoted to Master Class immediately, and all subsequent entries will revert to Master Class. The priority order for Amateur promotion is MatchMeister, MasterStock, Civilian, Guardian, Unlimited, Competition, Subcompact, Heavy Metal, MajorSub, Pocket GLOCK, GLOCK Girl, Rimfire, GLOCK MOS. Wherein he or she also would have “won” another firearm or other awards in another Amateur Division or Subdivision in the same match, GSSF® will automatically award the next Amateur competitor in each subsequent division the appropriate amateur award(s).

170.50 **Definition of “Master”**

1. The competitor is a professional shooter.
2. The competitor has won three (3) GLOCK firearms (or alternate award in lieu of a firearm certificate for Junior Shooters and adult between the ages of 18-21) 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, IDPA, USPSA/IPSC, *Cowboy Action* or similar shooting disciplines.
5. The competitor is a member of an armed forces pistol shooting team.
6. The competitor is a member of a (non-GSSF®) law enforcement organization-sponsored pistol shooting team.
7. 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.
8. The competitor was declared “Matchmeister” at any match in which at least three Master shooters also competed.

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 and Guardian divisions at any match.

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, 19X, 20, 21, 22, 23, 25, 26, 27, 28, 29, 30, 31, 32, 33, 37, 38, 39, 43X, 45, 46, 47, 48 and 49 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, 28, 29, 30, 33, 39 and 43X) 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.

MAJOR SUBCOMPACT

170.110 This Division accommodates the GLOCK G36 which holds a maximum of 7 rounds. The GLOCK G29, G30/S and G39 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. You will shoot every available cardboard target with one (1) round only per string.

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 non-compensated models of these GLOCK firearms. Junior (<18) competitors may also use the long-slide GLOCK Model G40 and G41

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, 19X, 20, 21, 22, 23, 25, 26, 27, 28, 29, 30, 31, 32, 33, 37, 38, 39, 43X, 45, 46, 47, 48 or 49) or any stock factory compensated (G17C, 19C, 20C, 21C, 22C, 23C, 31C, or 32C) firearms. 170.125

GLOCK MOS models may only be used with “iron” sights installed. If an optical sight is installed these models are restricted to the “Unlimited” Division if modified or GLOCK MOS Division if stock.

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 “stock” divisions. Competitors may also use the same stock GLOCK firearm they used in firing the Civilian, Guardian, Subcompact, Competition, Heavy Metal, GLOCK Girls, GLOCK MOS or Master-Stock divisions. The only stock GLOCK models specifically excluded from the Unlimited division are the G36, G42, G43 and G44. See rule 45.0. Without exception, the firearm must be a GLOCK manufactured frame.

MASTER-STOCK

170.140 This division is open to all competitors, both Master and Amateur, who wish to compete with STOCK GLOCK firearms. 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

170.150 This division is open to all female 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, 19X, 20, 21, 22, 23, 25, 26, 27, 29, 30, 31, 32, 33, 37, 38, 39, 43X, 45, 46, 47, 48 or 49), 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, G43 and G44.

RIMFIRE

170.160 This division is for all competitors, both Amateur and Master, who wish to compete with their stock GLOCK G44 .22 rimfire firearm. 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.

POCKET GLOCKS

170.170 This Division was specifically designed to accommodate the GLOCK G42 and G43 which hold a maximum of 7 rounds. 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.

GLOCK MOS

170.180 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. All competitors compete as either Amateurs or Masters and there are no special category awards.

180.00 Teams

180.10 Teams may be formed from 3 competitors in any division.

Cost per Team Entry is \$25.00.

180.20 Team scores may not 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 is completed in the GSSF User App at www.gssf.pro. Teams must be complete and will only be accepted at the match. This includes contact information, team name and entry numbers for all participants. Team registration is closed when registration closes for the match on Sunday.

180.40 Team awards are 1st, 2nd and 3rd place plaques (depending on the number of team entries). Only one plaque is awarded per team. If you wish additional plaques, please contact (as of Jan 2023):

Manny Bragg
100 Caspian Cove

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

190.00 Match Results and Awards*

190.10 Preliminary live results can viewed at www.GSSF®.pro . As scores are uploaded at the match, they will appear on the “Leaderboard”. Competitors should check their scores for accuracy. Any discrepancies should be reported to GSSF® as soon as possible at GSSF® @glock.us. The scoring will be reviewed and appropriate corrections made. Final match results will be released within 10 days of the completion of the match and awards issued. Any discrepancies found after that time will not be corrected.

190.20 Award Allocation. There are two classes of awards. “Performance” awards based on an individual performance and “Random” awards which are distributed across the entire match and are not Division-specific. The number and types of “Performance” and “Random” awards will directly coincide with the final number of valid match entries within each Classification, Division and Match.

190.22 CHECKS ISSUED FOR CASH AWARDS MUST BE CASHED WITHIN SIX MONTHS OF THE DATE OF THE CHECK. CHECKS NOT CASHED WITHIN THE ALLOTTED TIME WILL BE VOID AND WILL NOT BE REPLACED.

190.24 FIREARM 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.

190.25 MatchMeister. The MatchMeister “Performance” award recognizes the single best performance among the Civilian, Guardian, Subcompact, Competition, Heavy Metal, MasterStock or GLOCK Girls 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 MatchMeister 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.

* Award information applies to GSSF® Outdoor matches scheduled and held in the United States only. Events scheduled and conducted outside the United States are subject to independent award allocations .

<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)

Except for the GLOCK Girls Division, all competitors choose to compete head to head without regard to age, gender, physical handicaps or Civilian or Guardian status.

190.60.2 Random firearms awards will be awarded across the board of Match entries. A Random firearm 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 account credit awards will be awarded across the board of all Match entries. A random account credit award will not supersede a larger Performance 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 4, or 5 (as the case may be and as are available from GLOCK at the time) G17, 19, 22, 23, 26, 27, 31, 32, 33, 37, 38, 39, 45, 47 or Slimline G42, or 43, 43X, 48 firearms equipped with standard fixed polymer sights. Other GLOCK firearm models may be available with no upgrade fee as may be stated on the respective award gun certificate at the time it is issued. Other GLOCK firearm models are available subject to the winner’s payment of the appropriate upgrade fee to GLOCK, Inc.

190.75 **Award Firearm Upgrades.** Award firearm upgrade fees, if any, are as stated on individual Award gun certificates at the time the certificate is issued. 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 1 New Member firearm certificate per match. Each new GSSF® member who shoots the match will receive one entry in the New Member Drawing. “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 time.

190.120 Master Class Firearms Award Distribution. Any individual Master-class competitor may win only one(1) Performance firearm award per GSSF® match. If the Master-class competitor is the top finisher in more than one division, they will receive the firearm awarded under one of the divisions in priority order, and the next available cash award, if any, in the other division(s). The priority order for Master firearms awards will be MatchMeister, MasterStock, Unlimited, Competition, Subcompact, Heavy Metal, MajorSub, Pocket GLOCK, GLOCK Girls, Rimfire, GLOCK MOS. Random firearms awards are not subject to this rule.

190.125 Amateur Class Firearms Award Distribution. The priority order for Amateur firearms awards will be MatchMeister, MasterStock, Civilian or Guardian, Unlimited, Competition, Subcompact, Heavy Metal, MajorSub, Pocket GLOCK, GLOCK Girl, Rimfire, GLOCK MOS.

190.130 Non-Firearm Awards to Junior Competitors. Due to federal law, firearms may not be awarded to competitors who are not 21 years of age.

Junior Competitors (<18 years of age) 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 a \$190 check and \$210 account credit for entries to future GSSF® matches.

Adult Competitors between the ages of 18 and 21 who are not GSSF® Life Members who win what would be a firearms award for Adult GSSF® members over the age of 21 will receive a lifetime membership and \$100 check in lieu of a GLOCK firearms certificate.

A Lifetime GSSF® competitor who has reached the age of 18, but who is less than 21 years of age will receive an award of a \$190 check and \$210 account credit, 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 have created or may create laws, regulations, or other conditions whereby GLOCK, Inc. may not deliver GLOCK firearms, or certain models of GLOCK firearms to winning GSSF® members who reside in those states. It is also not practical to award firearms across international borders. 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 a \$190 check and \$210 account credit 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 digital firearm award certificates **must redeem their certificates within one year of the Match date for which the award was issued**. Please follow the instructions in your GSSF User App account.

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.

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.

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 are submitted securely by the competitor through the GSSF.pro User Account. As of January 31, 2024, 1099 Statements are available for download on the individual GSSF.pro User Account.

GSSF®

P.O. Box 1254

Smyrna, GA 30081

Ph. (770) 437-4718

Fax (770) 437-4719

STAGE DESCRIPTIONS

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, GSSF® AC-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).

0 hit: 0 seconds

1 hit: +1 Second

3 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 of 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.

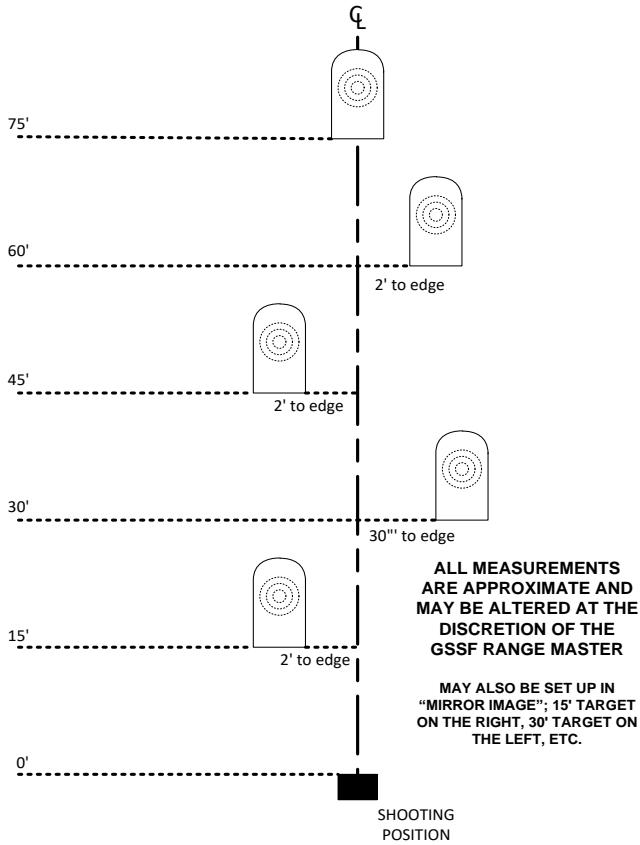
Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub and Pocket GLOCKS. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

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.

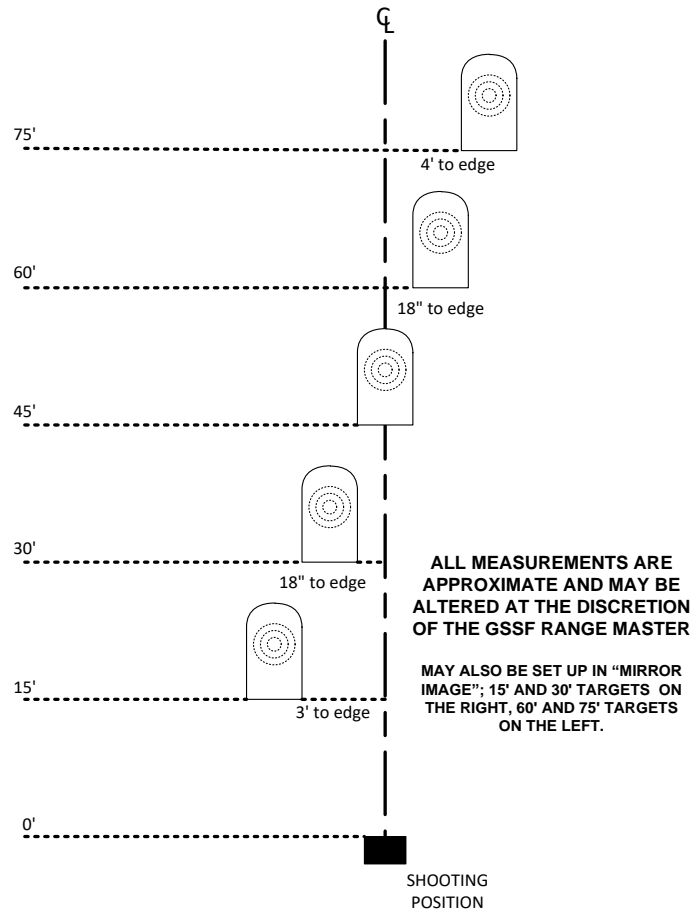
If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is 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.

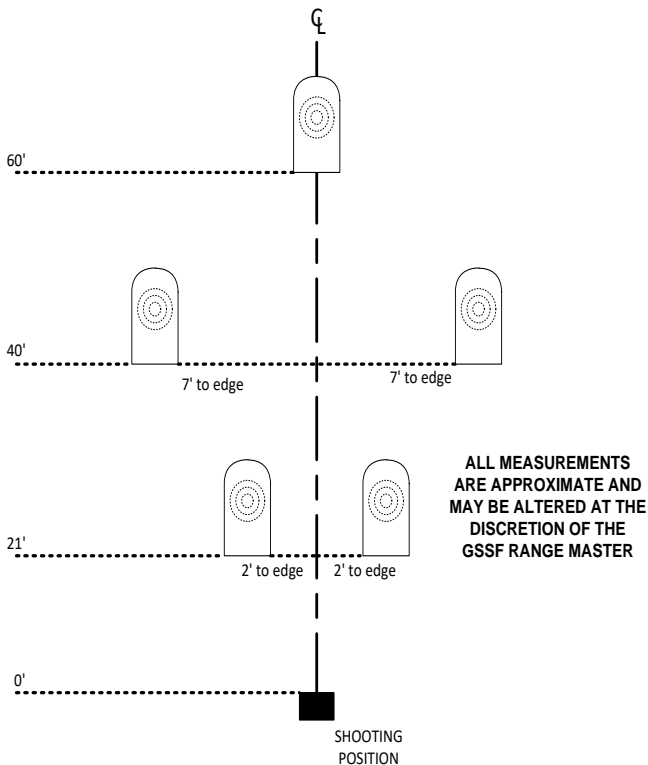
FIVE TO GLOCK - VERSION I



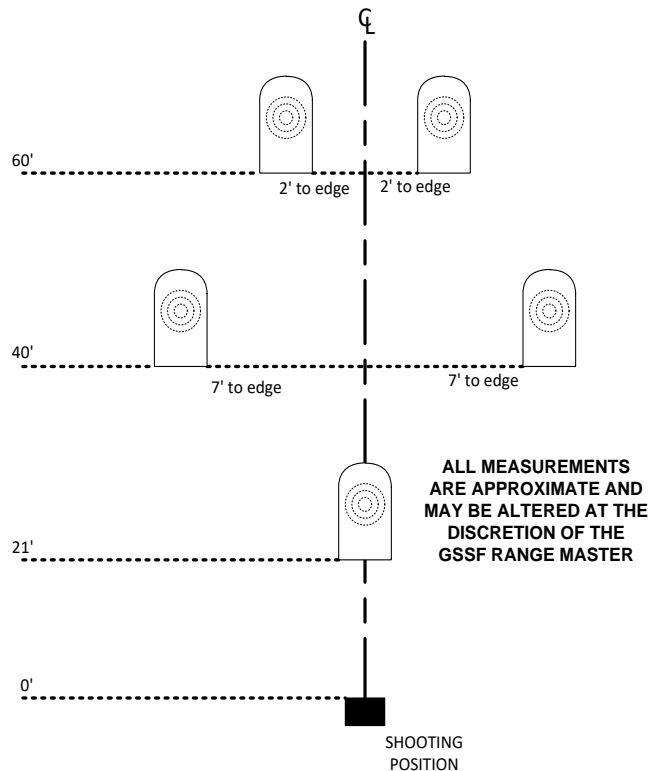
FIVE TO GLOCK - VERSION II



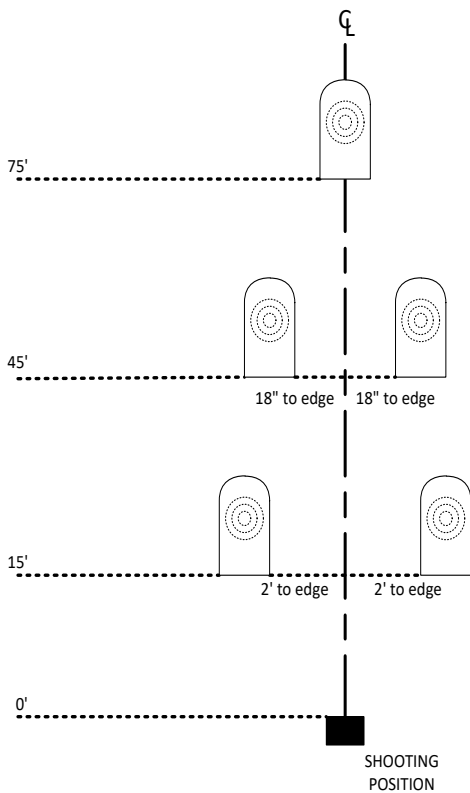
FIVE TO GLOCK - VERSION III



FIVE TO GLOCK - VERSION IV

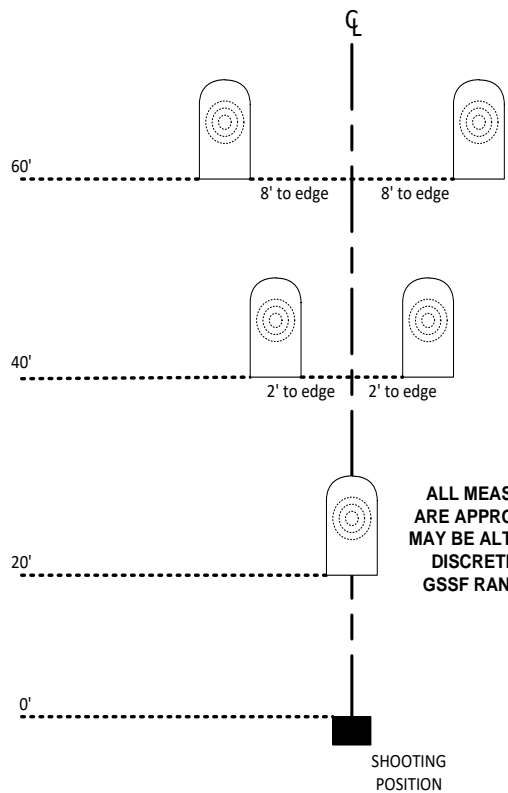


FIVE TO GLOCK - VERSION V



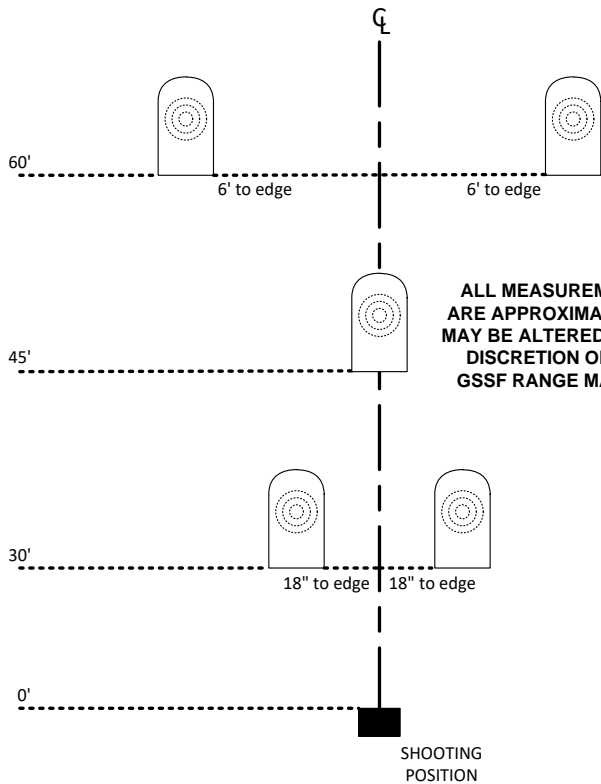
ALL MEASUREMENTS
ARE APPROXIMATE AND
MAY BE ALTERED AT THE
DISCRETION OF THE
GSSF RANGE MASTER

FIVE TO GLOCK - VERSION VI



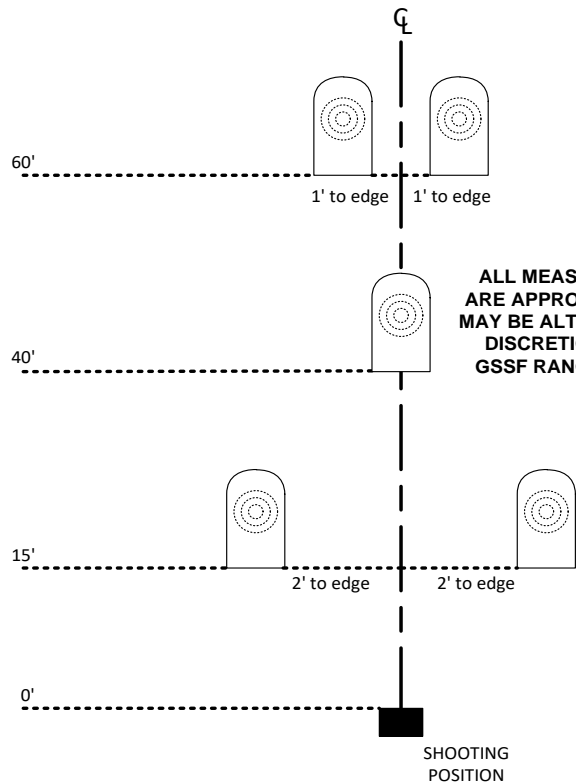
ALL MEASUREMENTS
ARE APPROXIMATE AND
MAY BE ALTERED AT THE
DISCRETION OF THE
GSSF RANGE MASTER

FIVE TO GLOCK - VERSION VII



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

FIVE TO GLOCK - VERSION VIII



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

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 GSSF® 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 GSSF® 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 GLOCK only.

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

At the signal, engage each GSSF® 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 GSSF® 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 GSSF® 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, GSSF® AC-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)

0 hit: +0 seconds

1 hit: +1 Second

3 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” or the G44 in “Rimfire” 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 of 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.

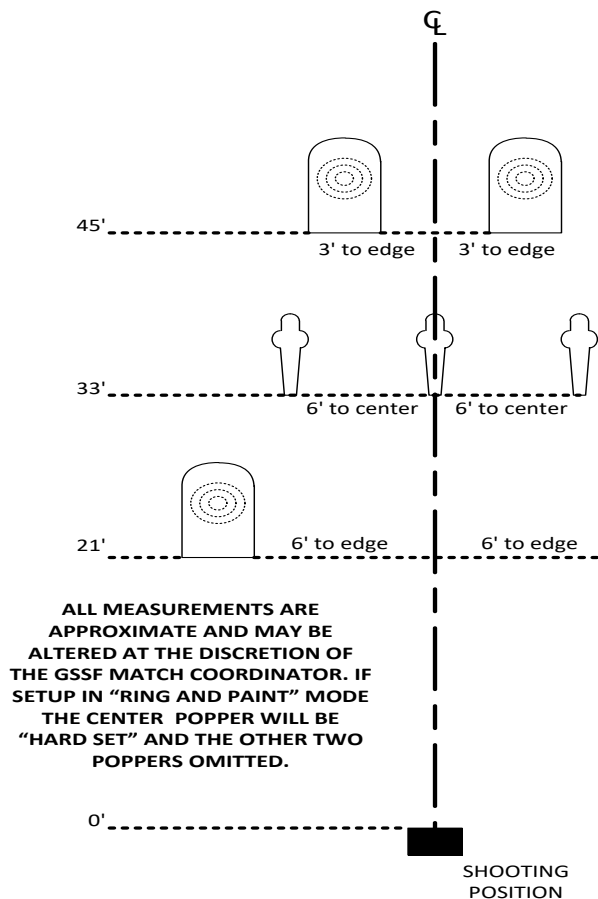
A competitor is allowed to hit one Steel target per string. If a competitor hits more than one Steel target on a given string the competitor will be assessed a miss for that Steel target or Steel targets on the subsequent string or strings where that target was no longer available. No procedural penalties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

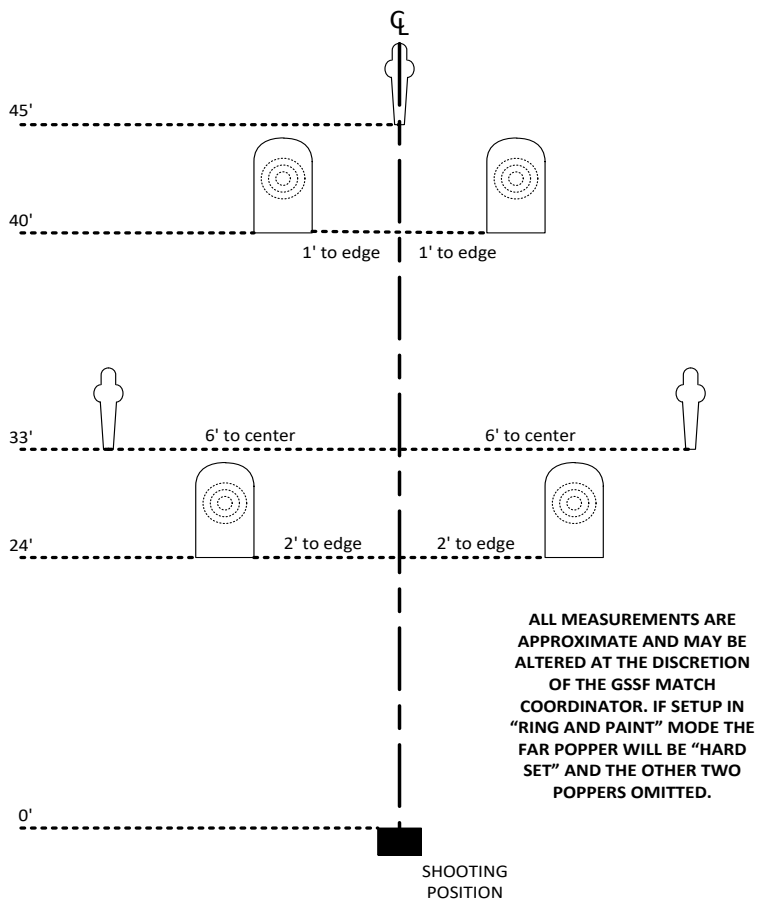
If shooter has a second such malfunction shooter is to remove the faulty equipment and ammunition from the line and allow the match to proceed. Competitor should consult the Armorer or change ammunition or otherwise take whatever steps are necessary to correct the problem. Once corrected, shooter is 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.

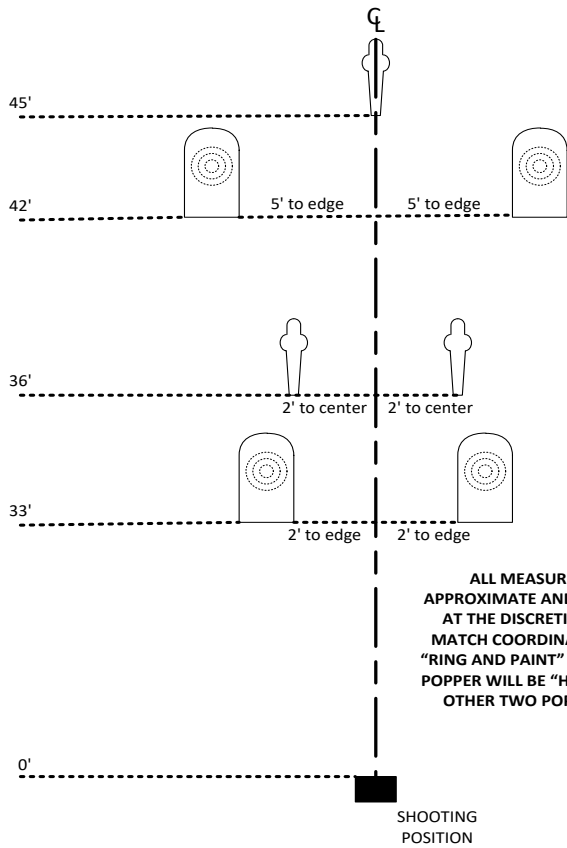
GLOCK 'M - VERSION I



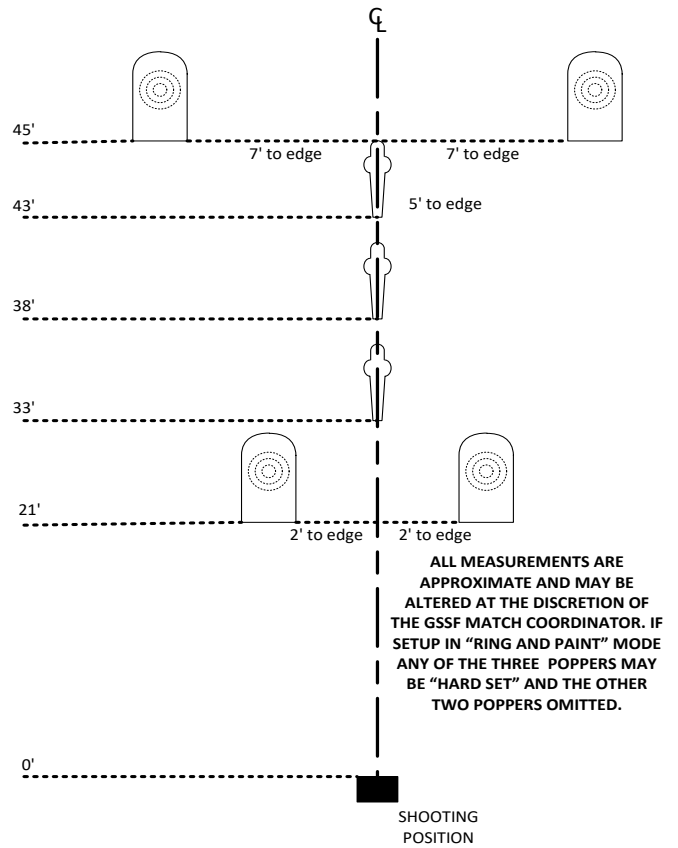
GLOCK 'M - VERSION II



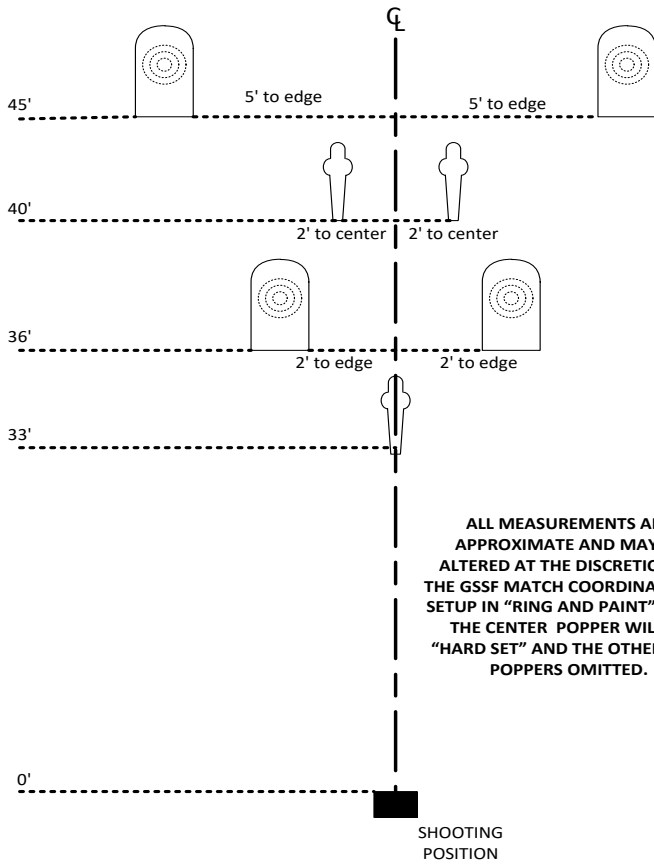
GLOCK 'M - VERSION III



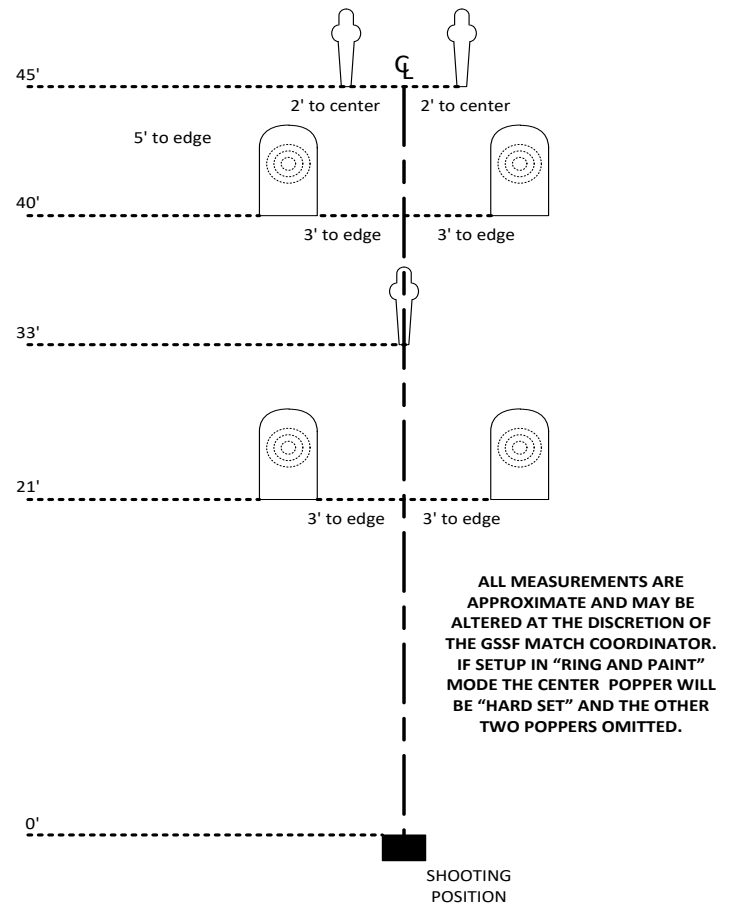
GLOCK 'M - VERSION IV



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 GSSF® Target with only 1 round each, in any order. No stacking allowed on GSSF® targets.

Best three hits will be scored per GSSF® 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, GSSF® AC-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:

0 hit: 0 seconds

1 hit: +1 Second

3 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 0, 1 or 3 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.

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 “0” or “Steel” hit with +0 seconds added.

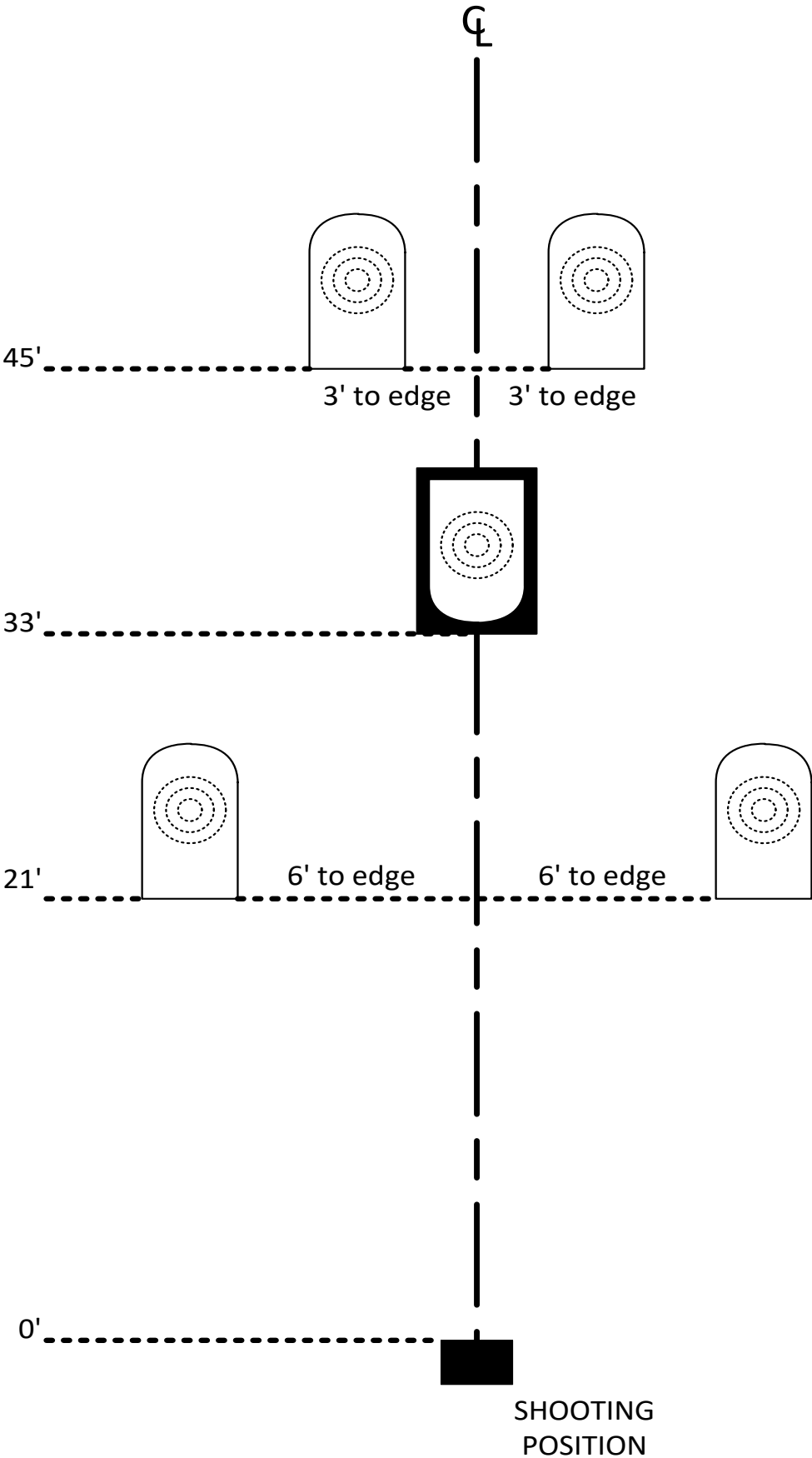
Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub. Competitors will be assessed extra shot penalties for each extra shot fired. Competitors will not be assessed any extra hit penalties for any extra hits on a target. Only the extra shot penalty will apply.

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 steel plates*

Scored hits: Except for G28 or G42 .380 models used in “Pocket GLOCKs” or G44 .22 Rimfire models used in “Rimfire”, Steel must fall to score. When G28 or G42 .380 models are used in “Pocket GLOCKs” or a G44 .22 Rimfire model is used in “Rimfire” 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 (Paper Option, As A Last Resort)

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) GSSF® AC-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, GSSF® AC-1 Targets (or other comparable target).
Scored hits: Any 0 or 1 Hit: +0 Seconds
Any 3 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 “1” ring = hit. Not touching and outside the “1” 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.

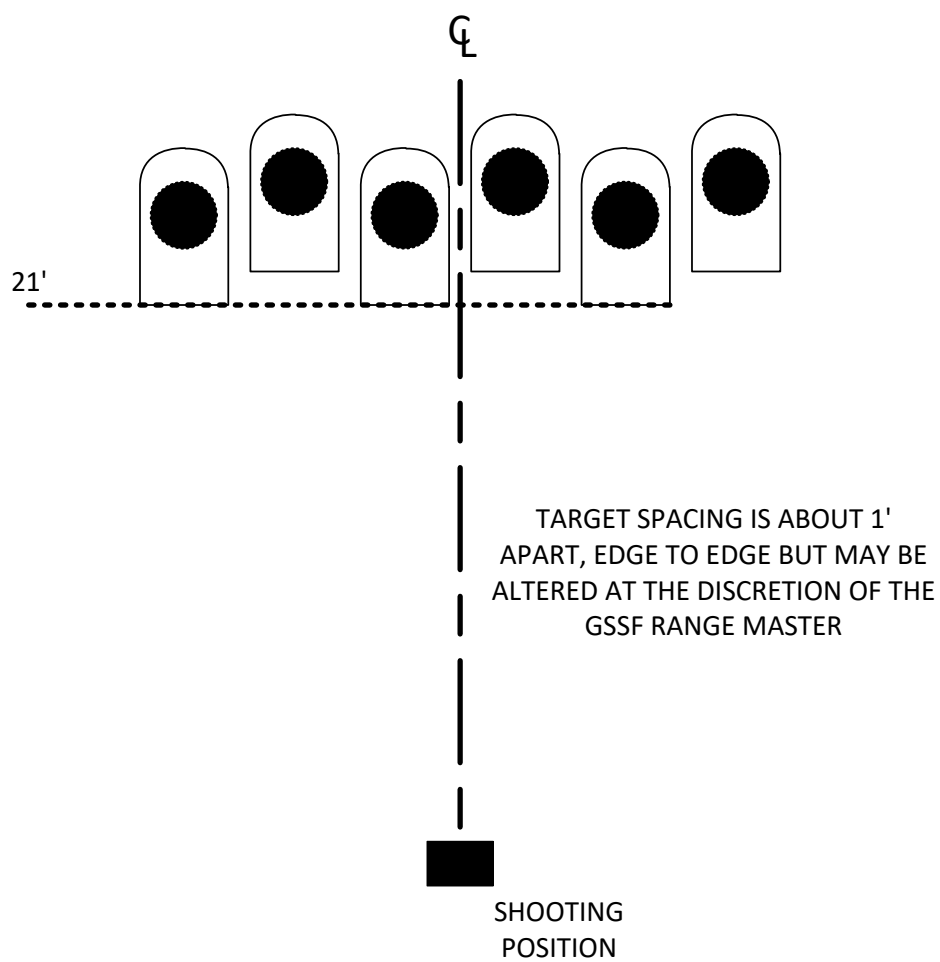
Hits must only touch the “1” scoring line to be scored as a hit. Benefit of the doubt is awarded to the competitor.

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





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 “GSSF®.pro”, 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 five Divisions – the Stock, Pocket GLOCKS, Rimfire, GLOCK MOS and the Unlimited Divisions.

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

A First Place Plaque will be provided for the top scores in the Pocket GLOCKS, Rimfire, GLOCK MOS 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® 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.

Rimfire Division

The Rimfire Division is for the GLOCK® model G44. Rimfire Division entries qualify for the “500 Club” special recognition patch.

GLOCK® MOS

GLOCK® MOS firearms are defined in Section 170.180 of the GSSF® Rule Book. GLOCK® MOS firearms are “Stock” if in compliance with Section 40.00 of the GSSF® Rule Book, with the competitors choice of modular optic. GLOCK® MOS Division entries qualify for the “500 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 Division 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 Division score for each eligible competitor. The aggregate Stock Division 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

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

RIMFIRE GLOCKs PRIZE ALLOCATION

Rimfire GLOCKs Division is based entirely on performance with one plaque awarded to first place.

GLOCK MOS PRIZE ALLOCATION

GLOCK MOS 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

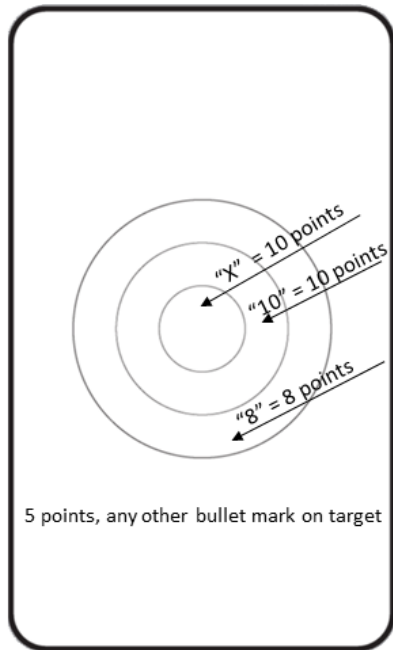
Additional awards may be awarded to competitors at the discretion of the participating Range.

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. 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.

3. 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, RIMFIRE, GLOCK MOS AND/OR UNLIMITED DIVISIONS ORIGINAL COURSE OF FIRE

Competitor faces GSSF® 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****

AC-1	5 rounds	21 feet (7 Yards) OR 25 feet	15 seconds
AC-1	5 rounds	45 feet (15 yards) OR 50 feet	15 seconds
AC-1	10 rounds	15 feet (5 yards)	15 seconds
AC-1	10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds
AC-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
AC-1	10 rounds	75 feet (25 yards)	30 seconds

STOCK, RIMFIRE, GLOCK MOS AND/OR UNLIMITED DIVISIONS ALTERNATIVE COURSE OF FIRE

OPTION "A"

EASE AND EFFICIENCY FOR RANGE OFFICER

Competitor faces GSSF® 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****

AC-1	10 rounds	15 feet (5 yards)	15 seconds
AC-1	10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds
AC-1	10 rounds	30 feet (10 yards)	15 seconds
AC-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
AC-1	10 rounds	75 feet (25 yards)	15 seconds

STOCK, RIMFIRE, GLOCK MOS AND/OR UNLIMITED DIVISIONS ALTERNATIVE COURSE OF FIRE

OPTION "B"

FOR BEGINNER COMPETITORS OR FOR SHORT RANGES

Competitor faces GSSF® 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

AC-1	10 rounds	9 feet (3 yards)	15 seconds
AC-1	10 rounds	15 feet (5 yards)	15 seconds
AC-1	10 rounds	21 feet (7 yards) OR 25 feet	15 seconds
AC-1	10 rounds	30 feet (10 yards)	15 seconds
AC-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds

STOCK, RIMFIRE, GLOCK MOS AND/OR UNLIMITED DIVISIONS ALTERNATIVE COURSE OF FIRE

OPTION "C"

EXPERIENCED COMPETITORS

Competitor faces GSSF® 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****

AC-1	10 rounds	30 feet (10 yards)	15 seconds
AC-1	10 rounds	75 feet (25 yards)	15 seconds
AC-1	10 rounds	75 feet (25 yards)	15 seconds
AC-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds
AC-1	10 rounds	21 feet (7 Yards) OR 25 feet	15 seconds

STOCK, RIMFIRE, GLOCK MOS AND/OR UNLIMITED DIVISIONS ALTERNATIVE COURSE OF FIRE

OPTION "D"

SUPPORT and DOMINANT HAND

Competitor faces GSSF® 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

AC-1	10 rounds	9 feet (3 yards)	15 seconds
AC-1 SUPPORT	10 rounds	15 feet (5 yards)	15 seconds
AC-1 DOMINANT	10 rounds	21 feet (7 yards) OR 25 feet	15 seconds
AC-1	10 rounds	30 feet (10 yards)	15 seconds
AC-1	10 rounds	45 feet (15 yards) OR 50 feet	15 seconds

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

POCKET GLOCKs COURSE OF FIRE OPTION “E”

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

Competitor faces GSSF® 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:

AC-1	5 rounds	9 feet (3 yards)	15 seconds
AC-1	5 rounds	15 feet (5 yards)	15 seconds
AC-1	5 rounds	21 feet (7 yards) OR 25 feet	15 seconds
AC-1	5 rounds	30 feet (10 yards)	15 seconds
AC-1	5 rounds	45 feet (15 yards) OR 50 feet	15 seconds

POCKET GLOCKs COURSE OF FIRE OPTION “F”

SUPPORT and DOMINANT HAND

Competitor faces GSSF® 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**

AC-1	5 rounds	9 feet (3 yards)	15 seconds
AC-1 SUPPORT	5 rounds	15 feet (5 yards)	15 seconds
AC-1 DOMINANT	5 rounds	21 feet (7 yards) OR 25 feet	15 seconds
AC-1	5 rounds	30 feet (10 yards)	15 seconds
AC-1	5 rounds	45 feet (15 yards) OR 50 feet	15 seconds

****“DOMINANT” AND “SUPPORT” MUST BE SHOT UNSUPPORTED****

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.

AC-1: Proprietary target of GSSF®

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.

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.

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.

Division: Civilian, Guardian, Subcompact, Heavy Metal, Competition, Major Subcompact, Master-Stock, GLOCK MOS, Unlimited, GLOCK Girls, Rimfire, and Pocket GLOCKS Divisions. Amateurs may compete in up to eleven (twelve if female) divisions at GSSF® matches. Master class shooters may compete in up to nine (ten 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 or “999”: 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.

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.

Frame: Lower grip portion of the GLOCK pistol.

“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.

“In the hole”: As in Baseball, the shooter third in line to shoot the stage.

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.

Lewis Prize Distribution: Random method of distributing awards based on number of division entries divided to create award classes. Used in the Stock Division at Indoor GSSF® matches.

“Limp-wrist”: Failing to hold the pistol firmly usually resulting in malfunctions.

“Load and make ready” 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.

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.

Mags: Magazine

Mike: Miss on a target

“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.

Negligent Discharge: Unintended and inherently unsafe discharge of the firearm. Grounds for ejection from match.

“On deck”: As in Baseball, the shooter second in line to shoot the stage.

Overhand Method: Support hand used to pull the slide to the rear by pulling back on the rear slide serrations.

Pasters: Tan colored stickers used to cover holes made by shots fired on target.

Plates: Steel discs used in GLOCK the Plates. Usually 8” in diameter but can vary from club to club.

Popper: Steel target used in the GLOCK’M.

Preliminary Results: Interim scores posted without awards.

Procedural: Earned by the competitor if he or she commits course of fire infractions or causes unnecessary delay adding 10 seconds to total stage time per occurrence.

Pre-registered: Competitor who has registered for the match in advance through the GSSF User App at www.gssf.pro.

Range Master: GLOCK Employee in charge who oversees range volunteers and all procedural and safety issues on the range. Final judge of any disputes.

Range Officer: Range volunteer who immediately supervises range safety and the competitor as he or she shoots the stage.

“Ready?” or “Are you Ready?” Question asked by Range Officer before “standby” command. If not ready, the shooter should clearly say “Not Ready”. If ready, the shooter should either say so, nod, or otherwise indicate to the Range Officer that he or she is ready to shoot. If shooter does not respond to the question at all, Range Officer will assume that the shooter is 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.

Reloads: Non-factory or Factory re-manufactured ammunition that reuses a cartridge case that has been fired before.

Reshoot: When a competitor’s score cannot be recorded or a non-shooter induced malfunction occurs, a Range Officer or the Range Master will allow the competitor to shoot the stage again for score.

Rounds: Ammunition.

Safety Zone: Designated area where firearms can be handled. **NO AMMUNITION HANDLING ALLOWED.**

Scoresheet: Paper used at the stage location to record your scores at each stage. At GSSF® matches, usually a 2-part carbonless form so that the competitor may retain a copy of his or her performance. Subject to availability.

Seat (Magazine): Inserting magazine fully into a GLOCK pistol until it locks into place.

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.

Sight Picture: Front sight centered and flush “between” the sides and top of the rear sight notch.

Slide: Often referred to the “top end” of a GLOCK pistol. The slide moves back and forth on top of the frame as the pistol fires.

Slide-lock: Occurs when there is no ammunition remaining in the magazine and the slide locks to the rear.

Squad: Group of competitor entries assigned to shoot a stage by a Range Officer.

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.

Stage: One of three courses of fire making up one entry. Also referred to as “Course of Fire”.

Steel: Poppers and Plates.

Stacking: Firing more than the allowed number of shots per target per string to reduce or eliminate target transitions. Not permitted at GSSF® matches. “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.

“Standby”: The LAST Range Officer command before the audible start signal to begin shooting.

“Stop”: Serious warning issued when (usually a) Range Officer, or anyone else present, observes that a safety violation or problem is about to occur. Shooter should instantly “freeze” in position, not shooting any additional rounds, and wait for further direction.

Strong Hand: Primary shooting hand.

“String”: One continuous series of shots making up a part of one Course of Fire. Five to GLOCK and GLOCK ‘M have 3 individual Strings. GLOCK the Plates has 4 individual Strings.

Support Hand: Often referred to as “weak” hand, non-primary shooting hand.

Tap / Rack: Method used to recharge your pistol, usually to remedy a malfunction. This usually happens when a competitor fails to seat the magazine fully and thus a round is not chambered. Competitor, with his/her finger off the trigger, “taps” the bottom of the magazine to seat it and pulls/”racks” the slide to the rear to successfully chamber a round. In GSSF® matches, malfunctions usually result in re-shoots so malfunction clearances under time are somewhat moot.

“Tapers” or “Pasters”: Shouted request for competitors to assist with taping the targets AFTER they have been scored.

Timer: Electronic device. Records elapsed time of a “String”. Sounds a buzzer when activated, and shows the elapsed time of the last shot of a string.

“Unload and show clear”: Range command to remove the magazine from the firearm, lock the slide to the rear, thereby ejecting any chambered round, and prove to the Range Officer that the firearm is unloaded. The unloaded firearm is then holstered with the slide back or stored 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.

Volunteer: The heart and soul of GSSF®

Walk-up: Competitor who is not pre-registered in the match.

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