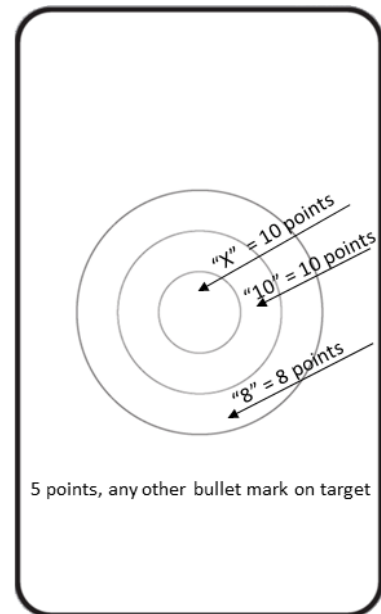




## HOW TO SCORE AN INDOOR LEAGUE MATCH SERIES

1. Participants may shoot more than one pistol at each event. The course of fire may be shot more than once per pistol. For each division, **ONLY** the first course of fire will be placed in the rankings.
2. Allocate points for each shot as follows:
  - 10 points = X Ring
  - 10 points = 10" Ring
  - 8 points = 12" Ring
  - 5 points = any other shot on the target



If a shot cuts the line, the higher point value is given.

In the case of excess shots being fired on the target, the number of excess shots will be removed, beginning with the top scoring shots.

There are a maximum of 500 points in Stock, Unlimited, MOS and Rimfire and a maximum of 250 points for Pocket GLOCK.

3. For each match, standing is determined by listing participants in order from high to low score.
4. At the end of the 3-match series, the winner is determined as follows:
  - a. Participants must shoot in 2 of the 3 matches to place in the final standings. If the shooter is shooting more than 1 division, they must shoot each division at 2 or more matches to receive placements in multiple divisions. If a participant shoots 2 matches in the same division using different model GLOCKS, they place once in the final results for that division. If a shooter shot at all 3 matches, the 2 best scores are selected. If a participant shot at 2 matches, use those 2 scores.
  - b. Add the 2 scores together and divide by 2. **DO NOT ROUND THE RESULTS.** This is the shooter's final score.
  - c. If 2 participants have the exact same score, count Xs to determine which shooter places first in the rankings.
5. The Lewis Prize Allocation System
  - a. Rank all final standings in order from highest to lowest score.
  - b. Divide the number of final participants by 3. This will give you Class A, Class B, and Class

c. If the number does not divide equally, the remainder will be added to Class B and Class C.

- **For example**, if you have 23 people listed in the final standings.  $23/3 = 7$  with 2 left over. In this example, Class A consists of shooters 1-7. Class B consists of shooters 8-15. Class C consists of shooters 16-23.
- 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

## 6. Awarding Prizes

- The first-place winner of Class A, Class B, Class C, Unlimited, Rimfire, Pocket GLOCK, MOS and High Lady, High Junior and High Senior receive a plaque.
- The firearm is ALWAYS given away in a lottery consisting of all shooters who shot 2 of the 3 matches. We strongly suggest that selection of the winner be done by an impartial third party.
- The remaining prizes are to be distributed fairly among the participants. Two suggested methods:
  - After drawing for the firearm, draw for the rest of the prizes from the pool of participants.
  - Distribute the rest of the prizes among the top 3 winners of Class A, B and C.

**\*\*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.

**\*\*\* Massachusetts residents who are not Law Enforcement do NOT qualify for the GSSF Pistol drawing\*\*\***