



What is the GSSF Indoor League?

The GSSF League Match is a series of three matches conducted over a 3 month period or a 3 week period. For example, the 1st Saturday of January, February and March or the 1st, 2nd and 3rd Saturday of January. Participants must be current GSSF members and compete in two of the three matches to qualify for plaques and prizes. If you are not currently a member, you may join on-line at www.gssfonline.com or upon registration at a GSSF League Match. An annual GSSF membership costs only \$35 for the new members and \$25 for renewing members and it allows you to compete in any GSSF match. Competitors may shoot ANY GLOCK pistol in the Indoor League Series events.

The Lewis Prize Allocation System is used to distribute as equitably as possible. 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 and ONLY the first course of fire will be eligible for the 500 or the 250(Pocket GLOCK) Club ranking. You may shoot an official entry in all of the divisions. Any additional entries per a division will count for additional entries of the random drawing, but not for the official results.

Your two best scores of each entry during the series will be totaled and averaged at the end of the 3-match series. If a shooter competes in only two matches, his/her scores for each entry are totaled and divided by two. If a shooter competes in all three matches his/her best two series scores for each entry are totaled and divided by two. In case of a tie - If the top scores and x ring count result in a tie, use the average score of all three events. If all three scores for the shooters average the same, use the x ring count for all three matches. If one shooter only shot two events and the other shot all three, the shooter who has the highest aggregate score will be the winner. If a tie still results, the host has the right to decide another appropriate manner to break the tie.

The result is one final score for each entry, which is then listed in the overall order in which he/she finished. The overall list is then divided into thirds, with the top one-third considered "A Class," the second one-third is "B Class," and the final one-third is the "C Class." Plaques are awarded to the top competitor of each class, Unlimited and other special recognition categories. Master Shooters are not eligible for the various subcategories that are offered. It is suggested that the random drawing for the firearm should be done by an impartial third party. The firearm is ALWAYS given away in a lottery consisting of all shooters who shot two of the three matches. The remaining prizes are to be distributed fairly among the participants.

****Scoring for the following – Original Course of Fire, Course of Fire Option A, Course of Fire Option B, Course of Fire Option C, Course of Fire Option D
The host **MUST** use one of the courses of fire provided by GLOCK and must use the same course of fire throughout the Series.

Allocate points for each shot as follows:

10 points = X Ring

10 points = 10" Ring

8 points = 8" Ring

5 points = any other bullet mark on the target

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

There is a maximum of 500 points.****When scoring Course of Fire Option E (Pocket GLOCK) there is a maximum of 250 points

Classification System for Indoor League Matches

It is our intention to bring more consistency between the outdoor and indoor league matches and to provide competition on a “level playing field” during all GSSF Competitions. At the request of the majority of members contacting us, we have divided firearms into two classes - Stock and Unlimited. In the future, the Lewis Prize Allocation System will be used with all stock shooters. An additional First Place Plaque will be provided for the top score in the Unlimited and High Lady division. Below are guidelines for classification:

Stock Class Weapons

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

- “Hogue-Grip” type sleeves, “A-Grip” panels, “skateboard tape” or other grip-enhancing materials that do not materially alter the function of the stock firearm
- Slide and barrel stripping and/or refinishing
- Pearce Grip, Inc. grip extenders only on G26, G27, G29, G30, G33, G36 and G42 magazines
- Aftermarket replacement non-metallic base plates on magazines
- Post and notch sights (“patridge” sights) excluding any sight requiring slide modifications. Please note that fiber-optic and express sights are approved.

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

Unlimited Class Weapons

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

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

1st Place Lady Class, Senior Class, Junior Class and Pocket GLOCK

All are determined by the highest score in Stock Class by a female, senior, junior competitor or those shooting their “Pocket GLOCKS.” Where there are no competitors in Stock Class, there is no eligibility to be awarded.

Please let us know if you do not participate in any of these categories so we do not send plaques for them. Thank you.

- Winners will be posted on the GSSF website at www.gssfonline.com under the Indoor League tab
- Make-up dates can be offered to competitors at the discretion of the HOST in special circumstances
- Check the schedule for the League Match nearest you and come join us for some fun on the range

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



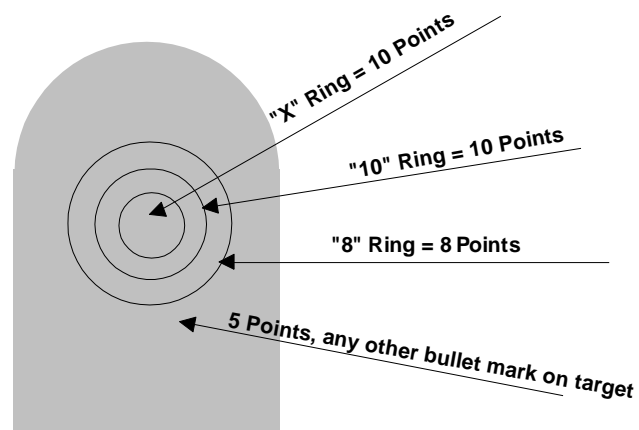
Original Course of Fire

Competitor faces NRA "D1" 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****

D-1	5 rounds	25 feet OR 7 yards	15 seconds
D-1	5 rounds	50 feet OR 15 yards	15 seconds
D-1	10 rounds	15 feet OR 5 yards	15 seconds
CHANGE TARGETS NOW			
D-1	10 rounds	25 feet OR 7 yards	15 seconds
D-1	10 rounds	50 feet OR 15 yards	15 seconds
D-1	10 rounds	75 feet OR 25 yards	30 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.



COURSE OF FIRE OPTION A

EASE AND EFFICIENCY FOR RANGE OFFICER

Competitor faces NRA "D1" 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****

D-1 10 rounds 15 feet **OR** 5 yards 15 seconds

D-1 10 rounds 25 feet **OR** 7 yards 15 seconds

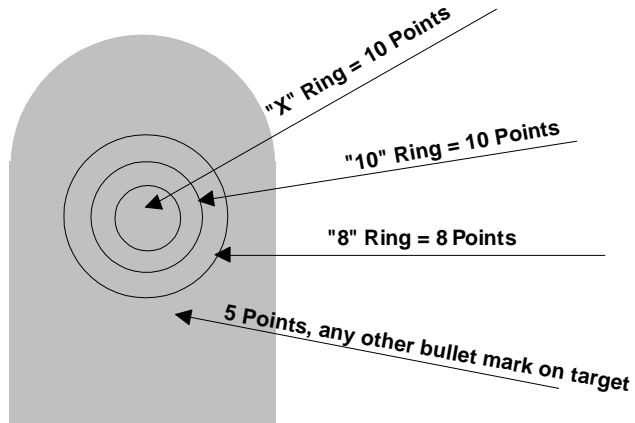
CHANGE TARGETS NOW

D-1 10 rounds 30 feet **OR** 10 yards 15 seconds

D-1 10 rounds 50 feet **OR** 15 yards 15 seconds

D-1 10 rounds 75 feet **OR** 25 yards 15 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.



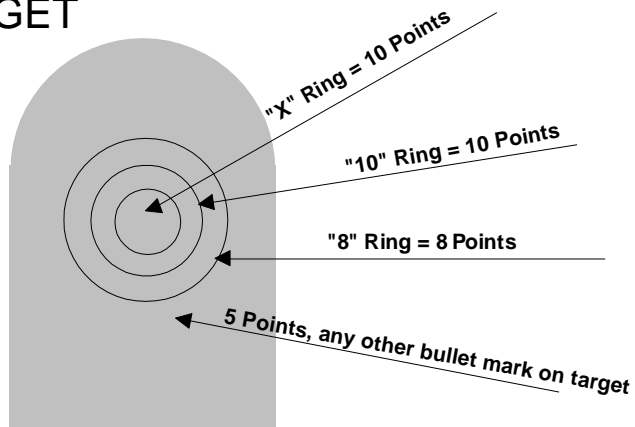
COURSE OF FIRE OPTION B FOR BEGINNER SHOOTERS OR FOR SHORT RANGES

Competitor faces NRA "D1" 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**

D-1	10 rounds	9 feet OR	3 yards	15 seconds
D-1	10 rounds	15 feet OR	5 yards	15 seconds
CHANGE TARGETS NOW				
D-1	10 rounds	25 feet OR	7 yards	15 seconds
D-1	10 rounds	30 feet OR	10 yards	15 seconds
D-1	10 rounds	50 feet OR	15 yards	15 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.



COURSE OF FIRE OPTION C

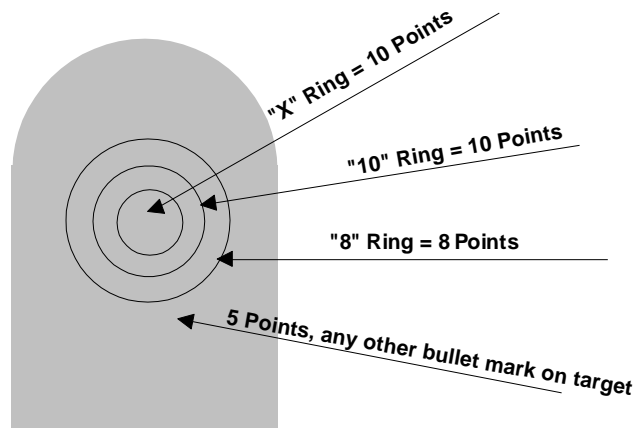
EXPERIENCED SHOOTERS

Competitor faces NRA "D1" 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

D-1	10 rounds	30 feet OR 10 yards	15 seconds
D-1	10 rounds	75 feet OR 25 yards	15 seconds
CHANGE TARGETS NOW			
D-1	10 rounds	75 feet OR 25 yards	15 seconds
D-1	10 rounds	50 feet OR 15 yards	15 seconds
D-1	10 rounds	25 feet OR 7 yards	15 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.



COURSE OF FIRE OPTION D

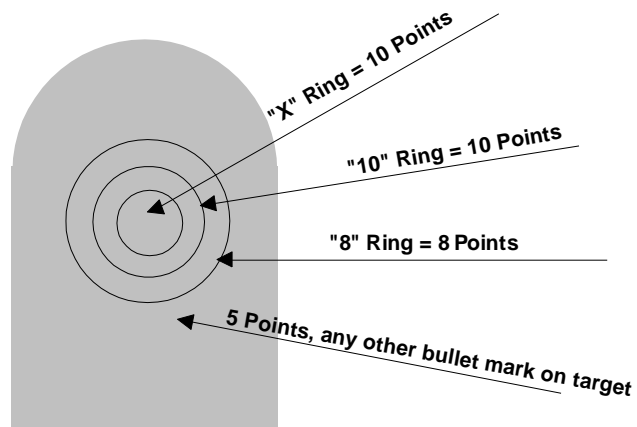
SUPPORT and DOMINANT HAND

Competitor faces NRA "D1" 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**

D-1	10 rounds	9 feet OR	3 yards	15 seconds
D-1 SUPPORT	10 rounds	15 feet OR	5 yards	15 seconds
CHANGE TARGETS NOW				
D-1 DOMINANT	10 rounds	25 feet OR	7 yards	15 seconds
D-1	10 rounds	30 feet OR	10 yards	15 seconds
D-1	10 rounds	50 feet OR	15 yards	15 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.

****MUST BE SHOT NONSUPPORTED****



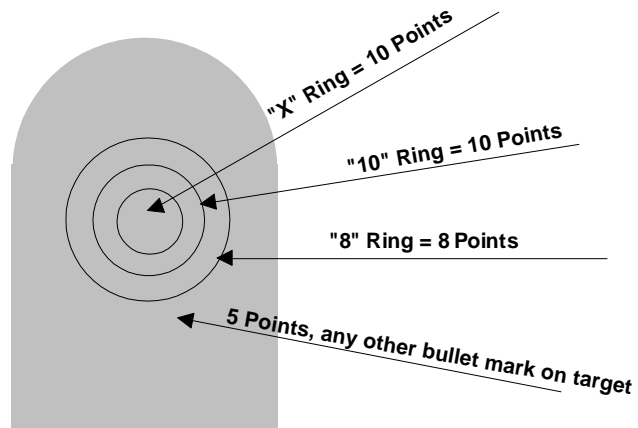
COURSE OF FIRE OPTION E

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

Competitor faces NRA "D1" 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:

D-1	5 rounds	9 feet OR	3 yards	15 seconds
D-1	5 rounds	15 feet OR	5 yards	15 seconds
CHANGE TARGETS NOW				
D-1	5 rounds	25 feet OR	7 yards	15 seconds
D-1	5 rounds	30 feet OR	10 yards	15 seconds
D-1	5 rounds	50 feet OR	15 yards	15 seconds

SCORING TARGET



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.