

# GLOCK the Plates (PAPER option)

RULES: Volume I, The GLOCK Report

COURSE DESIGNER: GSSF

**START POSITION:** Standing on the centerline of the target array, facing downrange in the “ready” position. (Firearm held in hands with muzzle pointed into berm, no higher than parallel to the ground or lower with competitor’s elbows touching rib cage. Finger(s) must be outside the firearm’s trigger guard.)

## STAGE PROCEDURE

### 4 Strings of Fire:

At the signal, engage each of six (6) D-1 targets in any order with one round only. No stacking allowed.

All firearms may be loaded to division capacity.

Competitor will be instructed to reload GLOCK firearm between each string. Competitor may not reload during a string of fire. Firearm will be loaded with no more than 11 rounds, 7 rounds for MajorSub.

## GLOCK SCORING

**SCORING:** 24 scored rounds

**TARGETS:** 6, NRA D-1 Targets

**SCORED HITS:** Any A, B, or C hit (0 seconds)

**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural: + 10 seconds

Extra Shot: + 10 seconds

Miss: + 10 seconds

Note: Scoring for center target will be either a hit or miss.

Touching on or inside “C” ring = hit

Not touching and outside “C” ring = miss

Procedurals will be issued for any extra shots over the allowed 6 rounds per string.

**SETUP NOTES:** Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline. (See diagram.)

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 15 inches lower than targets 1, 3 and 5.

Note: Firing point is at the center of the target array.

Distances and heights may vary at the discretion of the Range Master due to range conditions and safety.

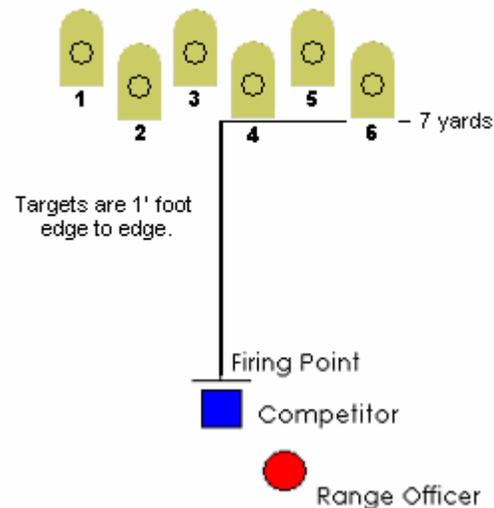
## RO NOTES:

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. Competitors will be assessed extra shot penalties for each extra shot fired on D-1 targets. Competitors will not be assessed 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. Re-shoots will only be awarded to competitors who have malfunctions when they are approved by Range Master and/or GLOCK Armorer.

When competitors complete the course of fire, have them unload and show clear. All firearms must be secured in a GLOCK box, bag or suitable container before anyone is allowed downrange. Firearms secured in holsters will have the slide locked to the rear.



**GSSF**  
Glock Sport Shooting Foundation