

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

3 Strings of Fire:

At the signal, engage each D-1 target with only 2 rounds each, in any order and only one pepper popper of the competitor’s choice. (Only one scored pepper popper per string.) No stacking allowed on D-1 targets. You may take extra shots on pepper poppers only without penalty.

MAJOR SUB

3 Strings of Fire:

At the signal, engage each D-1 target with only 1 round each, in any order and only one pepper popper of the competitor’s choice.

Competitor will be allowed to load a maximum of 7 rounds per string. Best 3 hits will be scored per D-1 target

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: 27 scored rounds

TARGETS: 4, NRA D-1 Targets
3 Steel Pepper Poppers

SCORED HITS: Best 6 Hits per target
(3 for MajorSub)

A/B hit: 0 seconds

C hit: +1 seconds

D hit: +3 seconds

Steel must fall to score*

START-STOP: Audible - Last shot

PENALTIES: Procedural: + 10 seconds

Extra shot (paper only): + 10 seconds

Miss: + 10 seconds

*Ring & Paint Mode: Center popper is set to not fall. This popper is engaged in each string. Steel is scored when hit. This method may be used as an option at some match locations at the discretion of the GSSF Range Master.

SETUP NOTES: Establish a centerline on the range and a start position. Set targets at appropriate distances from the start position and centerline.

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets. Steel targets are measured from the centerline to the center of the popper.

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.

In the case where a competitor fires at more than one pepper popper on a given string, the competitor will be assessed a miss for each popper that falls when hit except for the appropriate one scored popper per string. No procedural penalties will be assessed.

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.

