



GSSF Indoor League at Heritage

The GSSF League Match is a series of three matches conducted over a 3 month period. 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.

PARTICIPATE FOR YOUR CHANCE TO RECEIVE A **FREE GLOCK** OR MANY OTHER GREAT PRIZES! A GLOCK Handgun will be given away in a lottery consisting of all competitors who shot 2 of the 3 matches. Each course of fire shot will earn an entry in the drawing. The firearm is ALWAYS given away in a lottery consisting of all competitors who shot two of the three matches. The remaining prizes will be distributed fairly among the participants.

Must be 15 years or older to participate in this GSSF Series. Participants ages 15-21 must have a legal guardian that is over the age of 21 with them to participate.

Indoor League Match Divisions

GSSF have divided firearms into three Divisions – Stock, Unlimited & Pocket GLOCKS. The Lewis Prize Allocation System (*described below*) will be used in the Stock Division. A 1st Place Plaque will be provided for the top score in the Unlimited, Pocket GLOCK Division, and Stock Division Special Recognition Classes. All winners will be posted in The GLOCK Report and on the GSSF website at www.gssfonline.com under the Indoor League tab!

Stock Division Firearms

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 Match Administrator, result in a significant competitive advantage in the stock division are safe to utilize.

Special Recognition Classes: The winners of all of the following classes are determined by the highest score in Stock Division.

- Lady Class
- Senior Class(55+)
- Junior Class(15-18)

Unlimited Division Firearms

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

- 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 Match Administrator to create an unfair competitive advantage.

Pocket GLOCK Division Firearms

Pocket GLOCKS are considered the G42 & G43. Both Stock and Modified Pocket GLOCKS are permitted in this division. Pocket GLOCK competitors will shoot a different course of fire than Stock and Unlimited Divisions.

Don't Own a GLOCK. But Want To Participate?

Do not let the firearm keep you from participating in this GSSF event! We have all GLOCK models available in our rental inventory. All models will be available for rent on the day of the event so you can compete! Competitors that rent GLOCKS will be required to purchase ammunition from Heritage to shoot the Course of Fire.

Scoring the Series

All competitors must participate in two of the three matches in a series to qualify for the GLOCK firearm giveaway or placement in any division. Participants may shoot more than one handgun at each event and the course of fire may be shot more than once per handgun. However, 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 one official entry in each of the three Divisions(Stock, Unlimited, & Pocket GLOCK). Any additional entries per division will count for additional entries in the random drawing for GLOCK Handgun and prizes, but not for the official ranking results.

Heritage **will** use one of the courses of fire provided by GSSF and will use the same course of fire throughout the Series. Please note that the Pocket GLOCK Division will shoot a different course of fire than the Stock or Unlimited Divisions. 50 Rounds of Ammunition are required per course of fire. Competitors will shoot timed targets at a variety of distances.

Allocate points for each shot as follows:

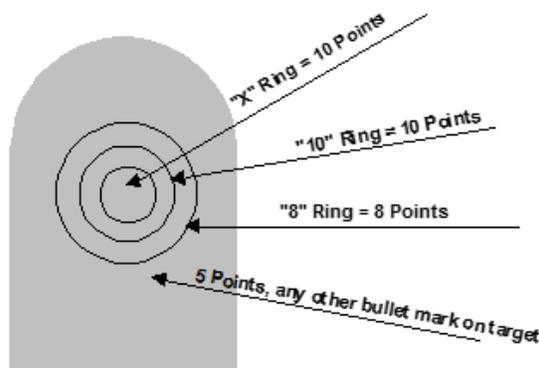
10 points = X Ring

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. *In the Pocket GLOCK Division there is a maximum of 250 points."



THERE IS NO PENALTY FOR MISSES OR UNFIRED SHOTS.

Lewis Prize Allocation System

The Lewis Prize Allocation System is used in the Stock Division to distribute as equitably as possible. 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 participant, 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."