GLOCK the Plates

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 | GLOCK SCORING | |
|---|-------------------|---|
| 4 Strings of Fire: | SCORING: | 24 scored rounds |
| At the signal, engage six (6) steel plates in any order. | TARGETS: | 6, 8" Round Steel Plates |
| | SCORED HITS: | Steel must fall to score |
| MALOD SUD | START-STOP: | Audible - Last shot |
| MAJOR SUB | PENALTIES: | Procedural: + 10 seconds |
| At the signal, engage six (6) steel plates in any order. | | Miss: + 10 seconds |
| Competitor will be allowed to load a maximum of 7 rounds | | |
| per string. | Note: Miss penalt | ies are only applied when steel is left |
| | | pletion of a single string of fire. |
| 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. | | |
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SETUP NOTES: Establish a centerline on the range and a start position.

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

RO NOTES:

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.

