

# Five to GLOCK

**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

### 3 Strings of Fire:

At the signal, engage each target with only 2 rounds each, in any order. No stacking allowed.

### MAJOR SUB

### 3 Strings of Fire:

At the signal, engage each target with only 1 round each, in any order.

Competitor will be allowed to load a maximum of 7 rounds per string. Best 3 hits will be scored per 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:** 30 scored rounds maximum

**TARGETS:** 5, NRA D-1 Targets

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

A/B hit: 0 seconds

C hit: +1 seconds

D hit: +3 seconds

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

**PENALTIES:** Procedural: + 10 seconds

Extra shot: + 10 seconds

Miss: + 10 seconds



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

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

Note: Distances between targets are measured from the centerline to the inside edge on D-1 targets

## 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. 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.

