

The Masters 2010

Bay F1

Brock's Gap Action Pistol

Stage Name: Biddle's Dilemma

Course Designer: Lance Biddle

Scenario:

Standards

Start Position:

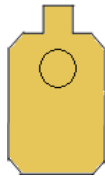
At P1 facing downrange, gun loaded to IDPA max, hands hanging at sides

Stage Procedure:

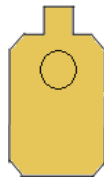
At the signal draw and engage T1 - T3 with 2 rounds to the body **Weak Hand Only**. Switch the gun to your strong hand and engage T1 - T3 with 2 rounds to the body **Strong Hand Only**. Then engage T1 - T3 with 2 rounds to each head **Free Style**. Perform reloads as necessary. Each target will be scored with 4 body shots and 2 head shots. Only the 0 and -1 down shots will be scored. -3 down hits will be scored as a miss. This is a limited vickers stage. Make your shots count.

NOTES

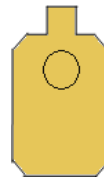
Scoring:	Limited Vickers
Rounds:	18 Total
Distance:	7 Yards
Start - Stop:	Audible - Last shot
Concealed Carry:	No
Scored Hits:	4 Body - 2 Head



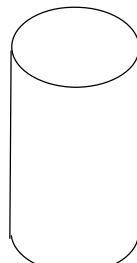
T1



T2



T3



P1



The Masters 2010

Bay F1

Brock's Gap Action Pistol

Stage Name: Mama Told Me Not To Play Cards

Course Designer: Mike Lunsford

Scenario:

You are in the middle of a high stakes poker game in the back room with the wrong bunch of players. You spot them cheating and realize they are going to get all your money one way or another. One of the BG's accuses YOU of cheating and he goes for a gun. You must shoot your way out. Look out for the cocktail waitress serving drinks.

Start Position:

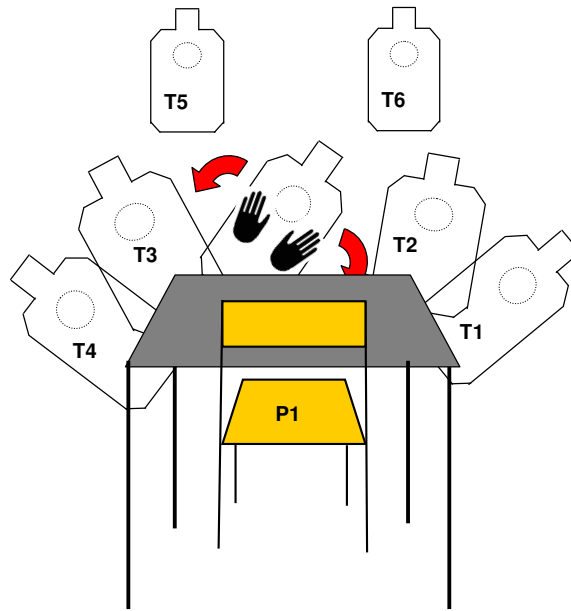
Seated at P1, loaded to IDPA max, cards in weak hand, release cord in strong hand.

Stage Procedure:

At the signal, drop the cards while pulling the cord, draw and engage T1 thru T6 with 2 rounds each in tactical priority. All shots must be made while seated.

NOTES

Scoring:	Vickers
Rounds:	12 Minimum
Distance:	1 - 7 yards
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



The Masters 2010

Bay F2

Brock's Gap Action Pistol

Stage Name: Running Hot

Course Designer: Jimmy Duke

Scenario:

Your car radiator overflows in a bad neighborhood. Your passenger is stretching his/her legs while you try to restart the vehicle. BG's approach and surround you and your buddy. They threaten your life and you must choose to surrender or fight

Start Position:

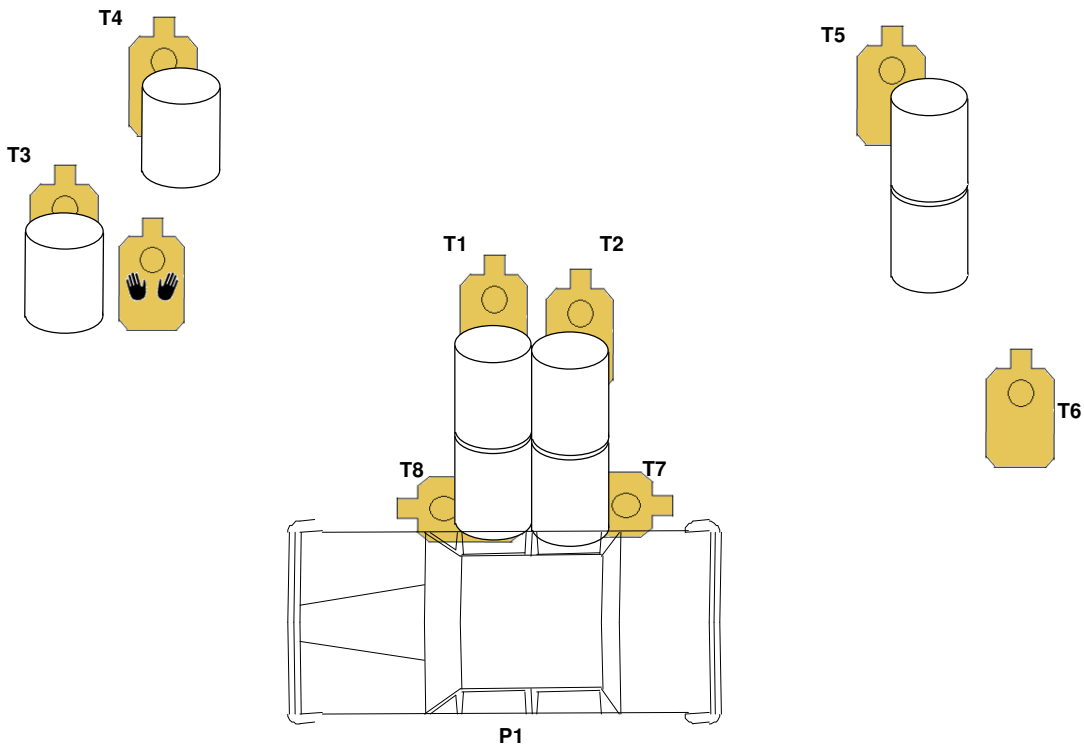
P1, gun holstered, loaded to IDPA max, hands on steering wheel.

Stage Procedure:

On signal, draw and engage T1 and T2 with 2 rounds each from cover. Engage T3, T4, T5 and T6 from cover behind the vehicle. Engage T7 and T8 from a prone position beneath the vehicle. T6 and T7 are down but have continued to fight from prone positions.

NOTES

Scoring:	Vickers
Rounds:	16 Minimum
Distance:	4 - 10 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



This bay exclusively sponsored by:



The Masters 2010

Brock's Gap Action Pistol

Stage Name: Back Yard Ambush

Bay F3

Course Designer: Jim Evatt

Scenario:

You are getting ready for a back yard cook out when you hear screams from out back. You turn to rush out and encounter bad guys have already invaded your home turf. Make your way to your back door but look out for BG's along the way.

Start Position:

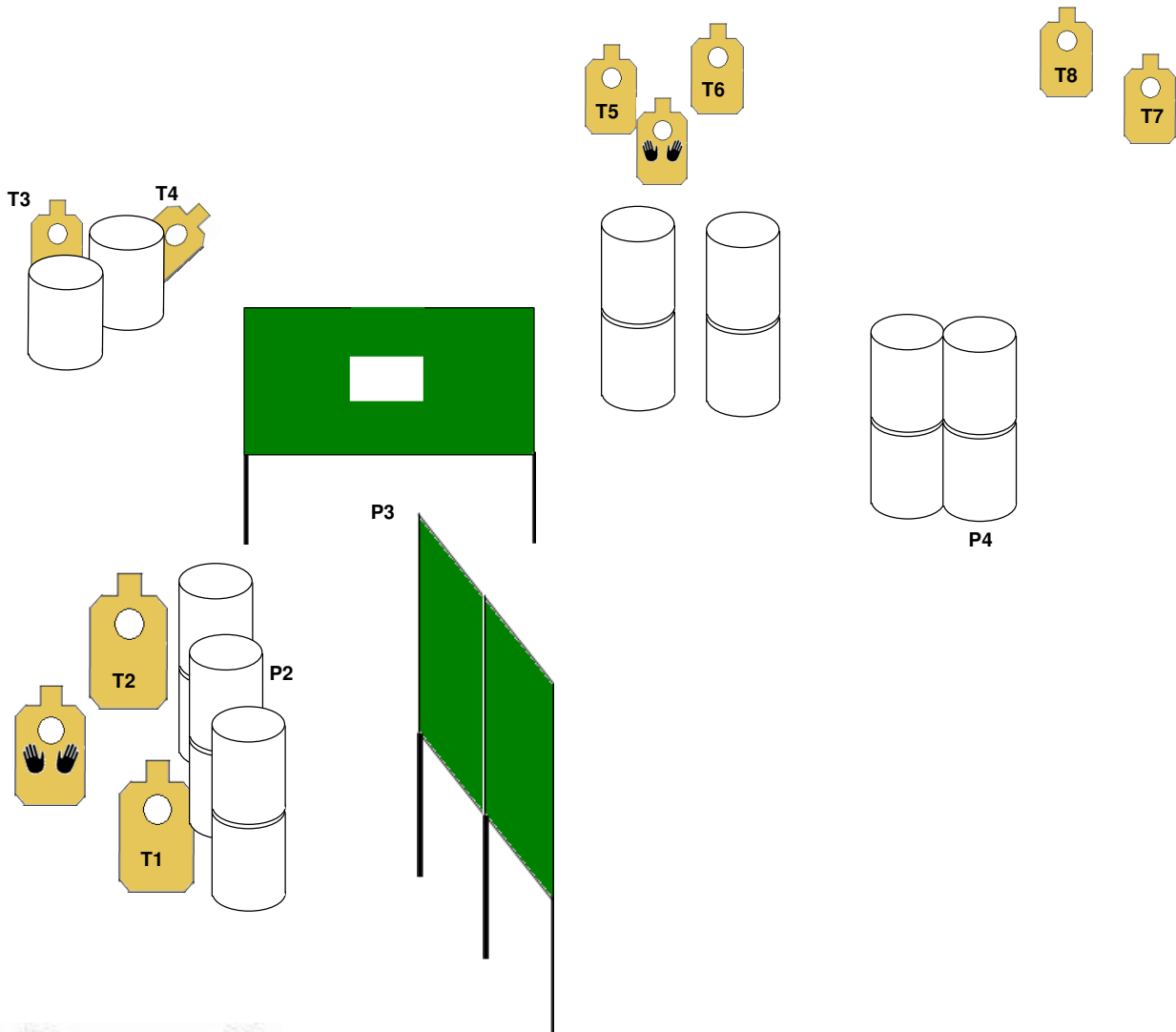
Standing at P1 facing uprange, gun holstered, loaded to IDPA max. Hands hanging naturally at sides.

Stage Procedure:

At the signal turn, draw and advance down the hall from P1 to P4. Engage targets as you see them from cover. T1, T2 and T3 are engaged from P1 and P2. T4, T5, T6, T7 and T8 are engaged from P3 or P4 as you see them depending on how you use available cover. All shots must be made from cover. Any shots through the window must be made slicing the pie.

NOTES

Scoring:	Vickers
Rounds:	16 Minimum
Distance:	2 - 15 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



P1



Brock's Gap Action Pistol
Stage Name: Television Interruptus

Course Designer: Jimmy Duke

Scenario:

You are sitting down, relaxing, watching TV when you hear screams from the next room.

Start Position:

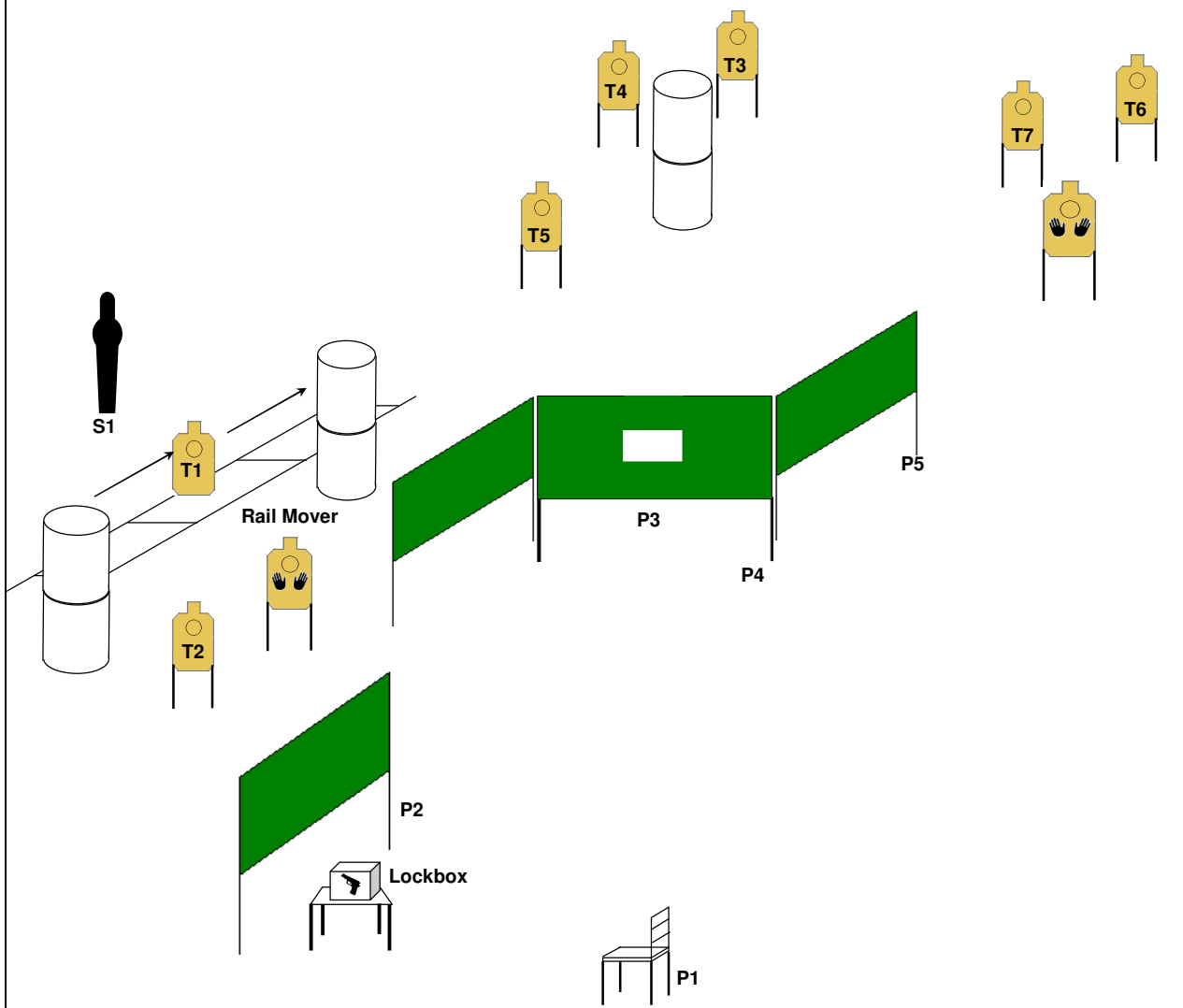
Seated in chair, leaning back with back against rear of chair, legs outstretched and hands on head. Handgun is unloaded locked inside the lock-box. Key is inserted into the lock. All ammo to be used during the stage is lying next to the lock-box. Mags are to be loaded to division capacity only (no "barney" rounds).

Stage Procedure:

At the signal, retrieve and stow all extra ammo to be used in stage. Retrieve the handgun from the lock-box and load. From P2, engage S1 which will activate T1. T1 and T2 may be shot in any order from cover. Move to P3 and engage T3 through T5 slicing the pie through the window. You may reload between T3 and T4. From P4 engage T6 and T7. If needed, you may move to P5 and re-engage T1. T1 is not a disappearing target, therefore a failure to neutralize will be assessed 4 points down require it. All paper targets get two rounds each, steel must fall. All rounds must be fired from cover.

NOTES

Scoring: Vickers
Rounds: 15 Minimum
Distance: 2 - 12 yds
Start - Stop: Audible - Last shot
Concealed Carry: No
Scored Hits: Best 2 on paper



The Masters 2010

Bay F5

Brock's Gap Action Pistol

Stage Name: A Courier's Job Is Never Done

Course Designer: Dustin McKinney

Scenario:

You work for a courier service that specializes in delivery of sensitive documents. Sometimes you must rely on your CCW to get you through the day. You've arrived at the clients office and proceed to the vault area to pick up the package when BG's storm the place to beat you to them. You must fight your way to the documents and take them to the vault room to secure them. Look out for the BG's out back as they poke their heads up to shoot at you.

Start Position:

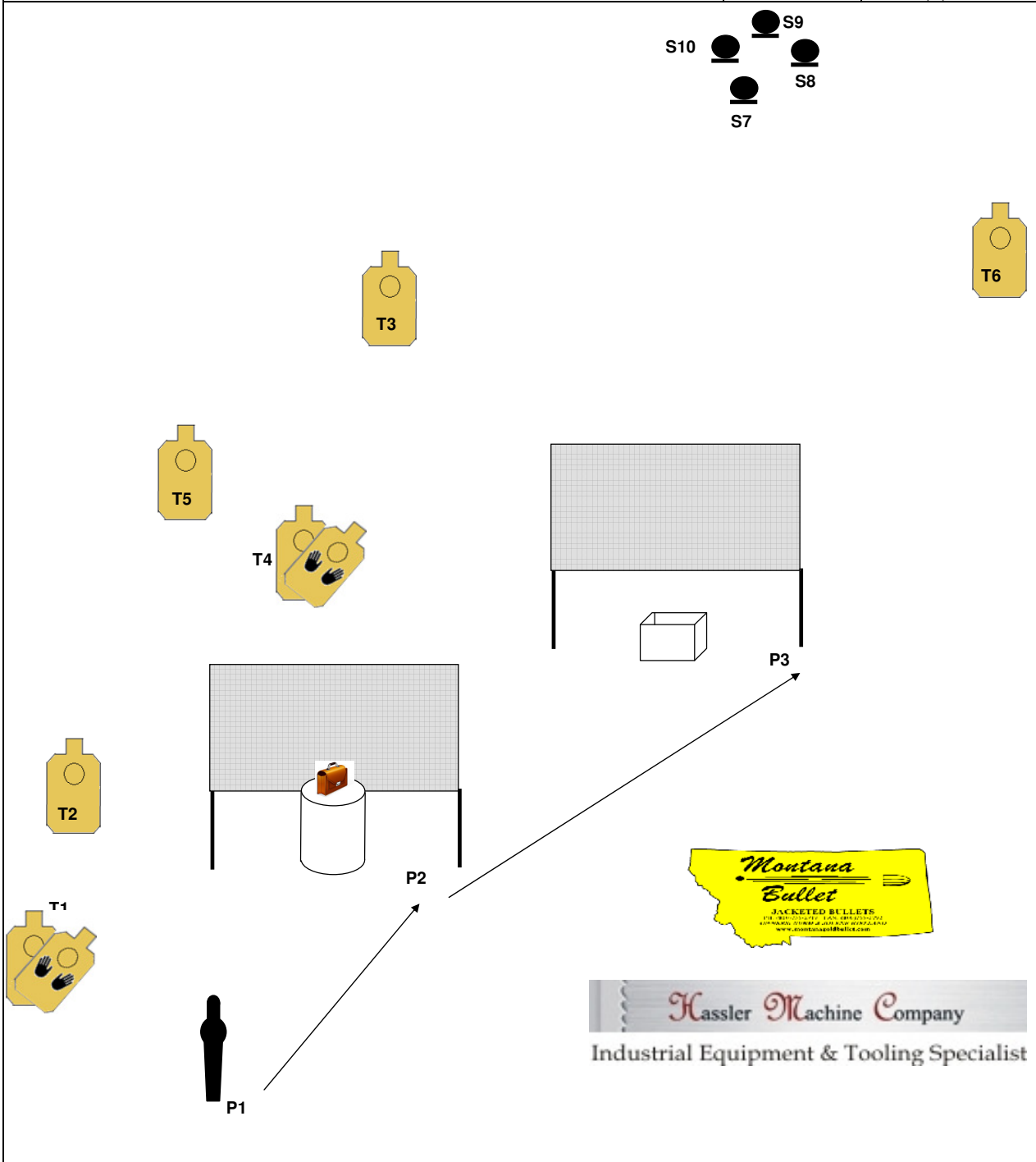
At P1, gun holstered, loaded to IDPA max, hands hanging at sides.

Stage Procedure:

At the signal kick down the pepper popper in front of you, draw and engage T1 and T2 with 2 rounds each from a stationary position or while moving to cover at P2. Engage T3, T4 and T5 either from cover at P2 or while moving to P3. You must pick up the brief case with your weak hand before leaving P2. At P3 drop the case in the box and engage remaining targets from cover. T6 can be engaged while moving to P3 or from cover at P3. All paper gets 2 rounds, all steel must fall.

NOTES

Scoring:	Vickers
Rounds:	16 Minimum
Distance:	2 - 12 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



The Masters 2010

Bay F6

Brock's Gap Action Pistol

Stage Name: Crack House Blues

Course Designer: Mike Lunsford/Jimmy Duke

Scenario:

You work for the local police department and you've been assigned the task of cleaning out a local suspected crack house. When you enter the front door it seems the house is full of BG's. Be careful of your cover as you "clean house".

Start Position:

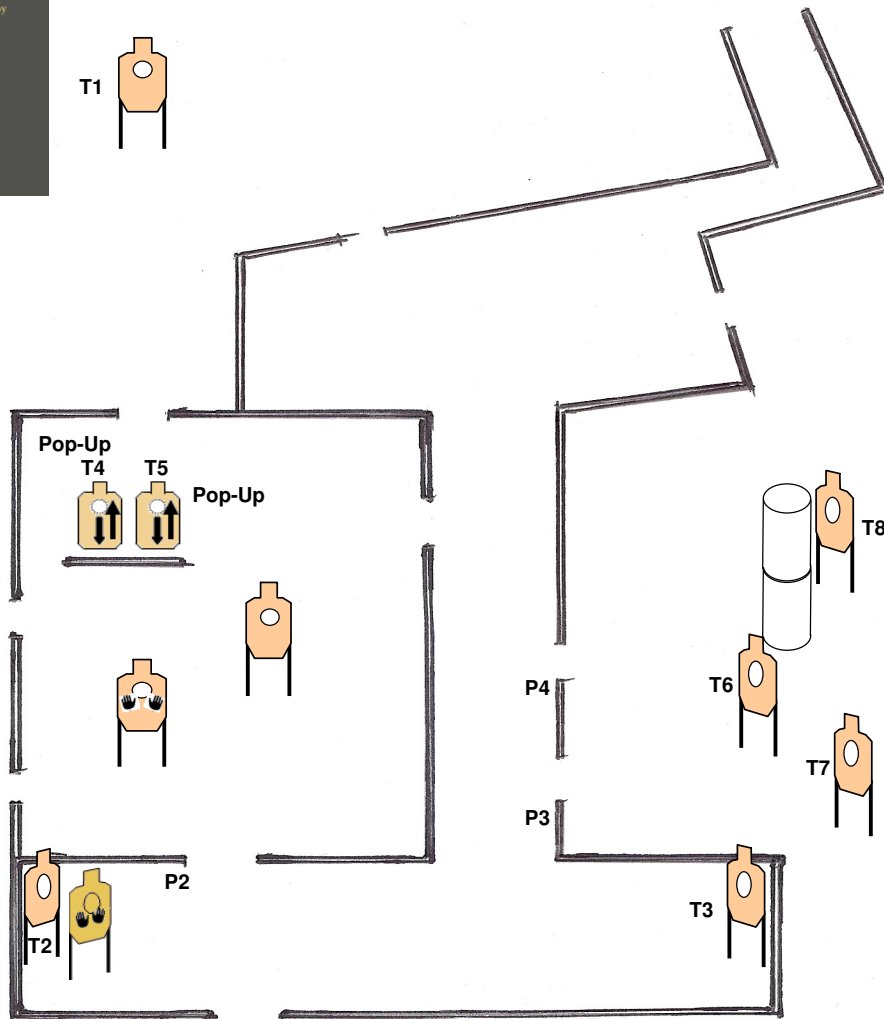
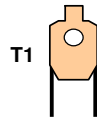
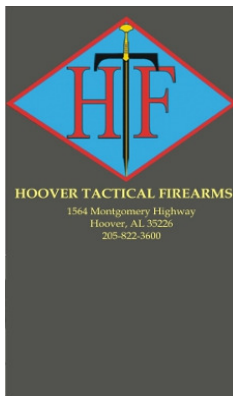
Standing at P1, gun loaded to IDPA max, hands hanging at sides.

Stage Procedure:

At the signal, draw and engage T1 through T8 with 2 rounds each while advancing to P4. You must use cover while engaging targets. All IDPA reloads apply and must be made behind cover. Steel must fall.

NOTES

Scoring:	Vickers
Rounds:	17 Minimum
Distance:	3 - 20 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



Simmons Sporting
Goods
(205)426-0490

P1

The Masters 2010

Bay F6

Brock's Gap Action Pistol

Stage Name: Crack House Blues 2

Course Designer: Jimmy Duke/Mike Lunsford

Scenario:

After clearing the front part of the crack house you hear sounds from the rear through a closed door. Looks like you will have to clear the rear of the house as well. Looks like they are running out the back door and trying to make a stand.

Start Position:

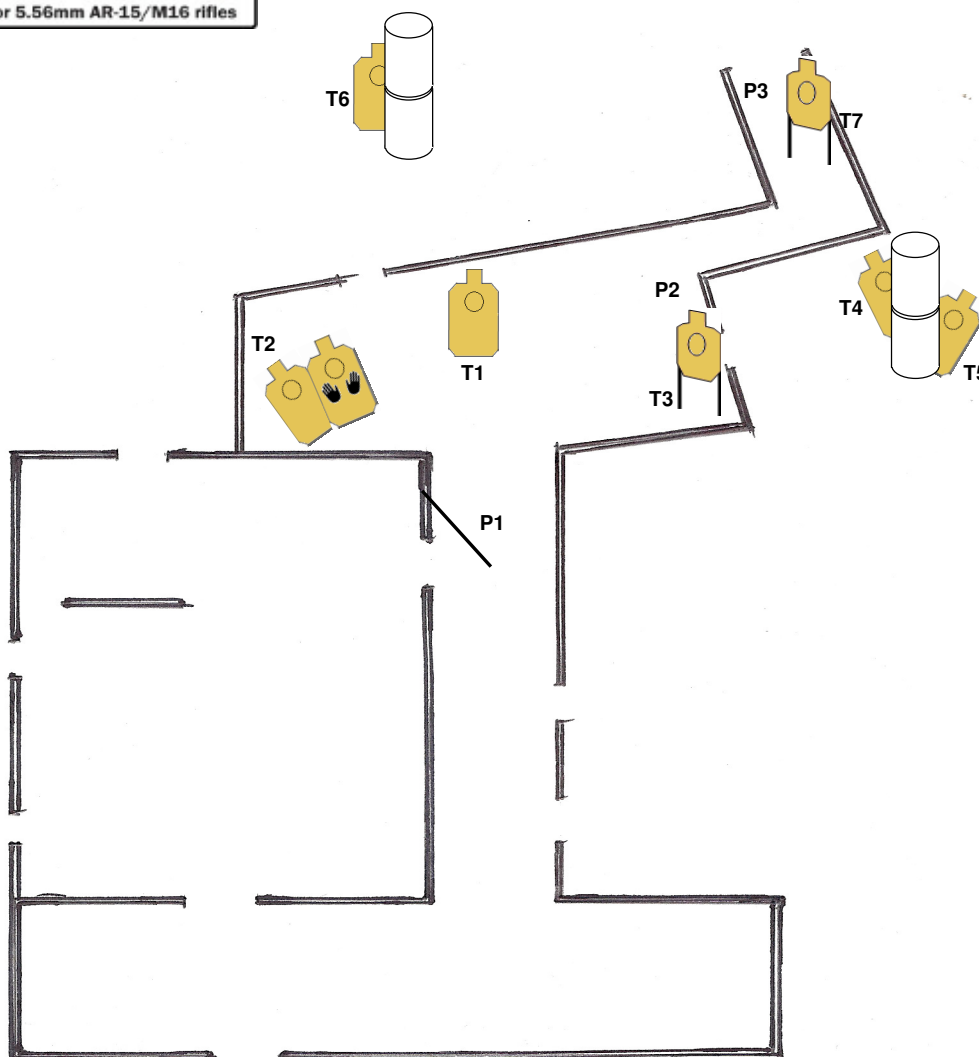
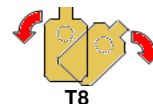
Standing at P1, facing the closed door, gun holstered loaded to IDPA max, hands hanging at sides.

Stage Procedure:

At the signal, open the door, draw and engage T1 through T8 as you see them with 2 rounds each. All shots must be made from cover. Steel must fall.

NOTES

Scoring:	Vickers
Rounds:	17 Minimum
Distance:	2 - 12 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



The Masters 2010

Bay F7

Brock's Gap Action Pistol

Stage Name: Late Night Ambush

Course Designer: Mike Lunsford

Scenario:

You're out late one night headed back to your car. You've just turned the corner toward the parking lot when three BG's confront you. Two of them have guns drawn but the one in the middle rushes you with a knife. Bullets are faster than the knife but who gets you first?

Start Position:

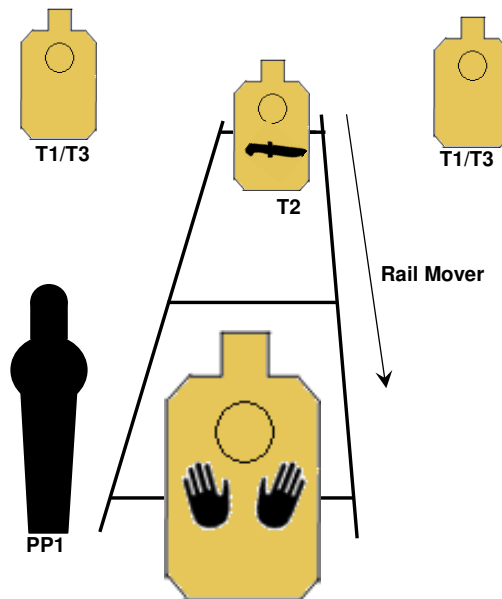
At P1, gun loaded to IDPA max hands hanging naturally at sides.

Stage Procedure:

At the signal knock down the pepper popper with your strong hand, draw and engage T1, T2 and T3 with 3 rounds each on the retreat in any order. T2 advances fast so hurry to get out of his reach. There will be a procedural incurred if any rounds are shot flat footed or without cover. Any necessary reloads must be made from cover. Cardboard will be scored for best 3 hits. Makeup shots on T2 are NOT permitted after initial engagement. If there are any malfunctions take cover and finish up from there.

NOTES

Scoring:	Vickers
Rounds:	9 Minimum
Distance:	2 - 10 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 3 on paper



The Masters 2010

Bay F7

Brock's Gap Action Pistol

Stage Name: Advance to Cover

Course Designer: Randy Robinson

Scenario:

You've been confronted by a bunch of gangbangers while leaving work late one night after a long shift. You realize that turning and running will leave you open for attack. The best defense is a strong offense. You decide to charge forward making use of available cover.

Start Position:

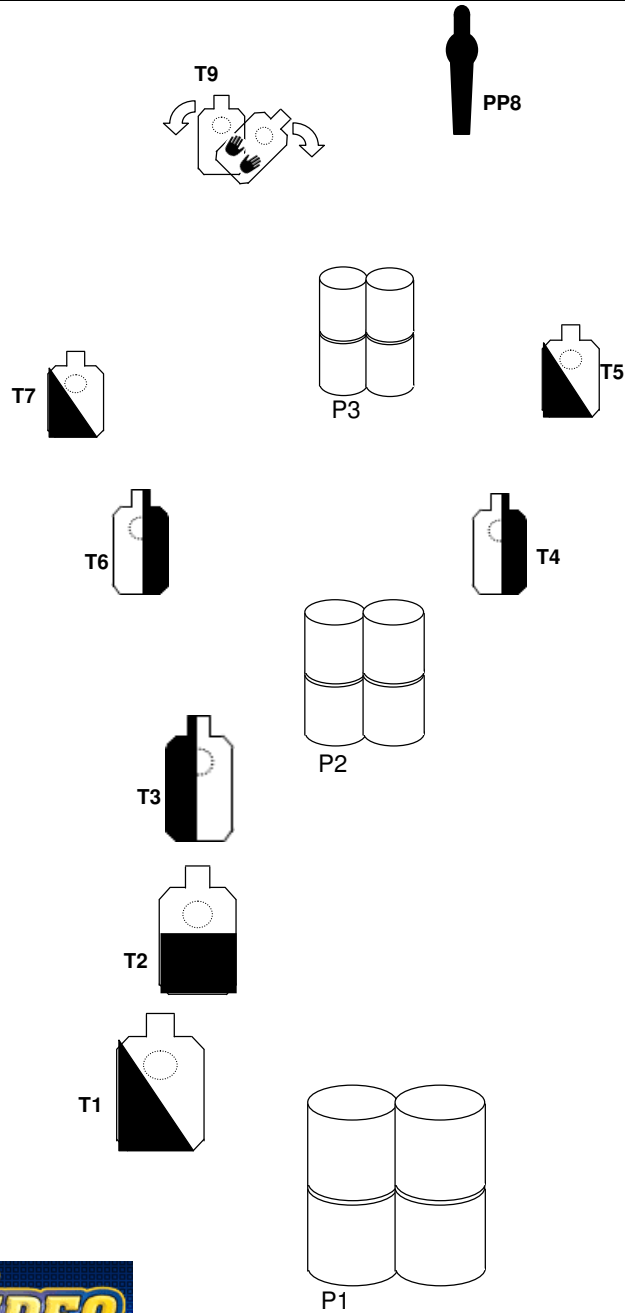
At P1, gun holstered, loaded to IDPA max, hands hanging at sides.

Stage Procedure:

All targets get 2 rounds. Shoot on the move and/or from cover. T1-T3 from P1 and/or while advancing to P2. T4-T8 from P2 and/or while advancing to P3. Engage T9 from cover at P3. You may not advance past P3. Don't get caught in the open with an empty gun. Any legal IDPA reload as required.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 5 - 10 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



The Masters 2010

Bay F7

Brock's Gap Action Pistol

Stage Name: What's Behind Door #1

Course Designer: Jimmy Duke

Scenario:

You are at home one evening waiting on your better half to return from the store. You hear the car pull in the driveway but wonder what's going on when you hear her/him call your name from outside. Upon opening the door you realize three thugs have forced your better half to call your name hoping to gain entrance to your home. They intend to shoot you both and help themselves to all your possessions. Don't waste time, take them out!

Start Position:

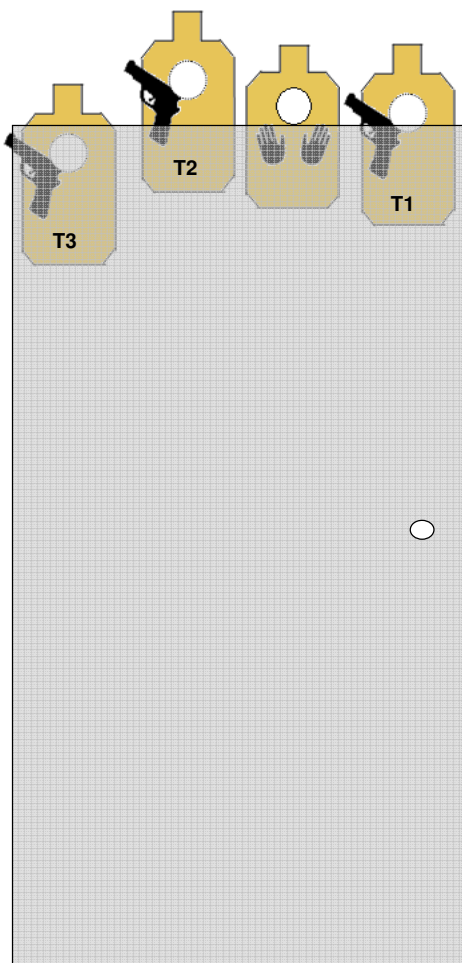
At P1 behind the closed door, loaded to IDPA max, strong hand on doorknob.

Stage Procedure:

At the signal, open the door with your strong hand, draw and engage T1, T2 and T3 with 2 rounds each in tactical sequence. (1-1-2-1-1). The guns and non-threat will be switched between each shooter so that the shooter will not know which target is which until the door is opened. Shooter may remain in the open doorway as you are caught flatfooted.

NOTES

Scoring:	Vickers
Rounds:	6 Minimum
Distance:	6 yards
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



P1

PrecisionWrite
Writing and Editorial Services



The Masters 2010

Brock's Gap Action Pistol

Stage Name: Making A Withdrawal

Bay F8

Course Designer: Randy Robinson

Scenario:

You are at your banking establishment in the restroom when you hear screams and someone yell "This Is A Robbery!" You exit the restroom and find 8 gangmembers have locked the front door and are threatening patrons and the tellers. They see you as you turn the corner and open fire on you. You must defend yourself and the other innocents in the bank.

Start Position:

Standing at P1 gun holstered, loaded to IDPA max, hands hanging at sides.

Stage Procedure:

At the signal, draw and engage T1 and T2 with 2 rounds each in tactical sequence while moving to P2 or P3 (your choice). From cover engage all remaining targets in tactical priority as available. Cardboard gets 2 rounds each, T5 activates double swinger T6, steel must fall. T7 and T8 heads visible from P2. T6 not visible from P2 or P3 until T5 activated

NOTES

Scoring:	Vickers
Rounds:	17 Minimum
Distance:	2 - 20 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper

