

The Masters 2009

Stage 1

Brock's Gap Action Pistol Stage Name: Hallway Surprise

Bay F1

Course Designer: Mike Lunsford

Scenario:

You are standing in the hallway talking to a co-worker when an armed thug crosses in front of you and opens fire. You retreat to the open room behind you but find more bad guys waiting on you in other rooms. You must fight your way out.

Start Position:

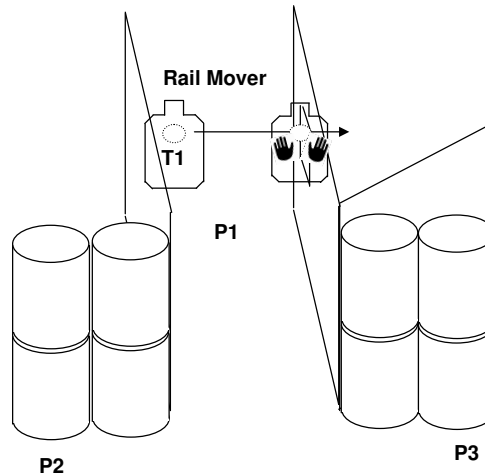
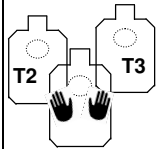
At P1 release rope in weak hand, gun at low ready in strong hand loaded to IDPA max.

Stage Procedure:

At the signal, pull the release cord and engage T1 with 3 rounds while retreating. Move to either P2 or P3 (your choice) and engage T2-T6 with 3 rounds each. T1 is a disappearing target and will not be scored as a failure to neutralize. Be careful of your muzzle as you move from P2 to P3.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 2 - 12 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 3 on paper



Safety Officers: Charlie Baker and Bill Masters

The Masters 2009

Stage 2

Brock's Gap Action Pistol Stage Name: Thugs And Dogs - Oh My!

Bay F2

Course Designer: Jimmy Duke

Scenario:

You are relaxed watching TV when a gang of thugs invade your home looking for trouble. You must protect yourself and your family who are outside. You discover the thugs have brought their rottweilers with them.

Start Position:

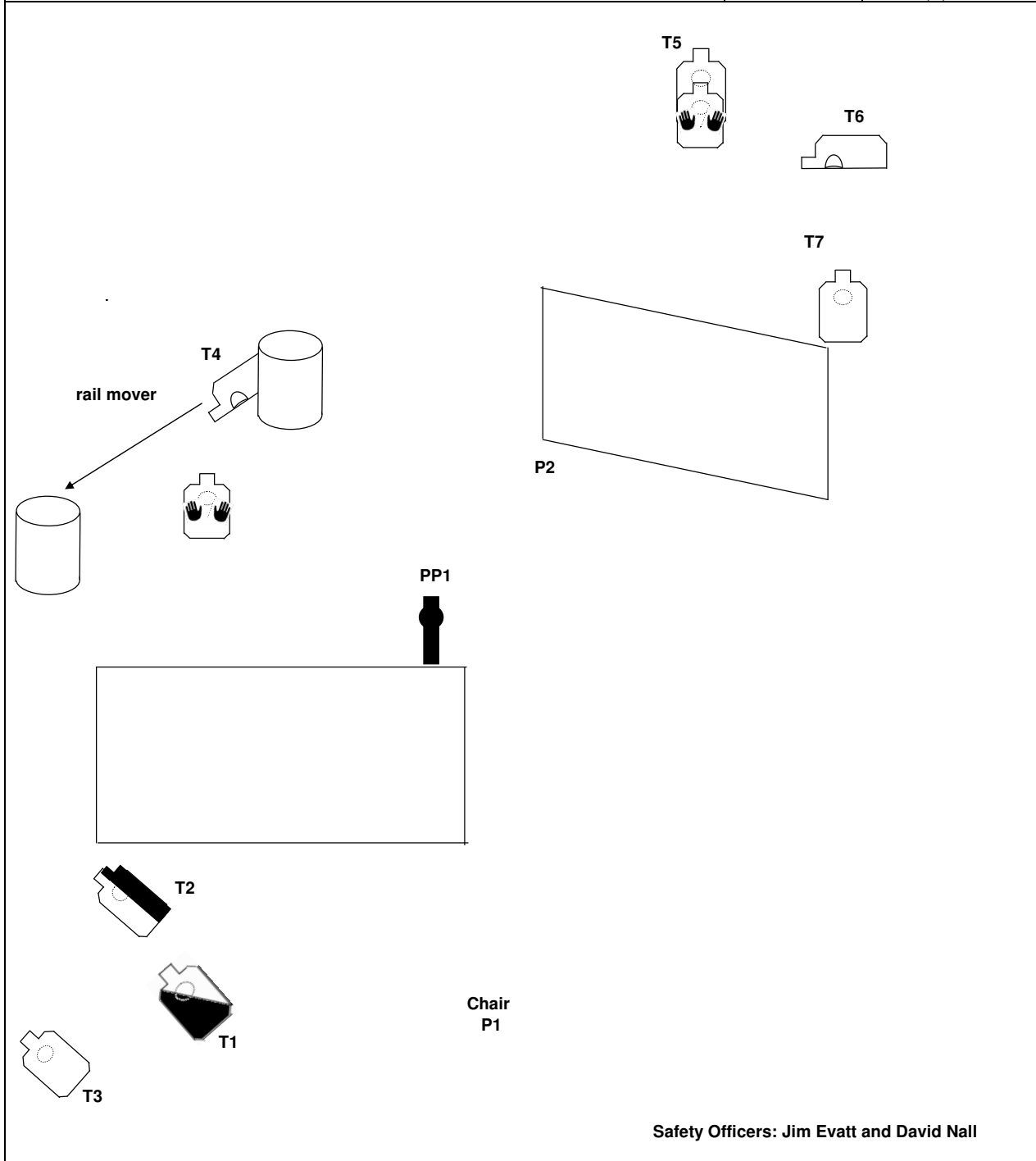
At P1, seated with legs outstretched, beverage in strong hand. Gun is holstered, loaded to IDPA max.

Stage Procedure:

At signal, draw and engage T1 - T3 in tactical sequence (1-1-2-1-1) with 2 rounds each while seated. Rise and move around the wall pushing over the pepper popper (thug) to activate T4. Engage T4 with 2 rounds while moving to P2. From P2 engage T5 - T7 with 2 rounds each. The non threat at T5 will be movable hands and be switched between shooters.

NOTES

Scoring: Vickers
Rounds: 14 Minimum
Distance: 5 - 10 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



The Masters 2009

Stage 3

Brock's Gap Action Pistol Stage Name: Fast Food Stickup

Bay F3

Course Designer: Mike Lunsford

Scenario:

You are working in the back of a fast food restaurant when someone bangs loudly on the back door. You open the door and come face to face with a bad guy with a bad gun intent on stealing money and leaving no witnesses. After taking him out you proceed to the front of the store and encounter more bad guys in the hall and through the pick up windows. You must protect the employees and customers in the store.

Start Position:

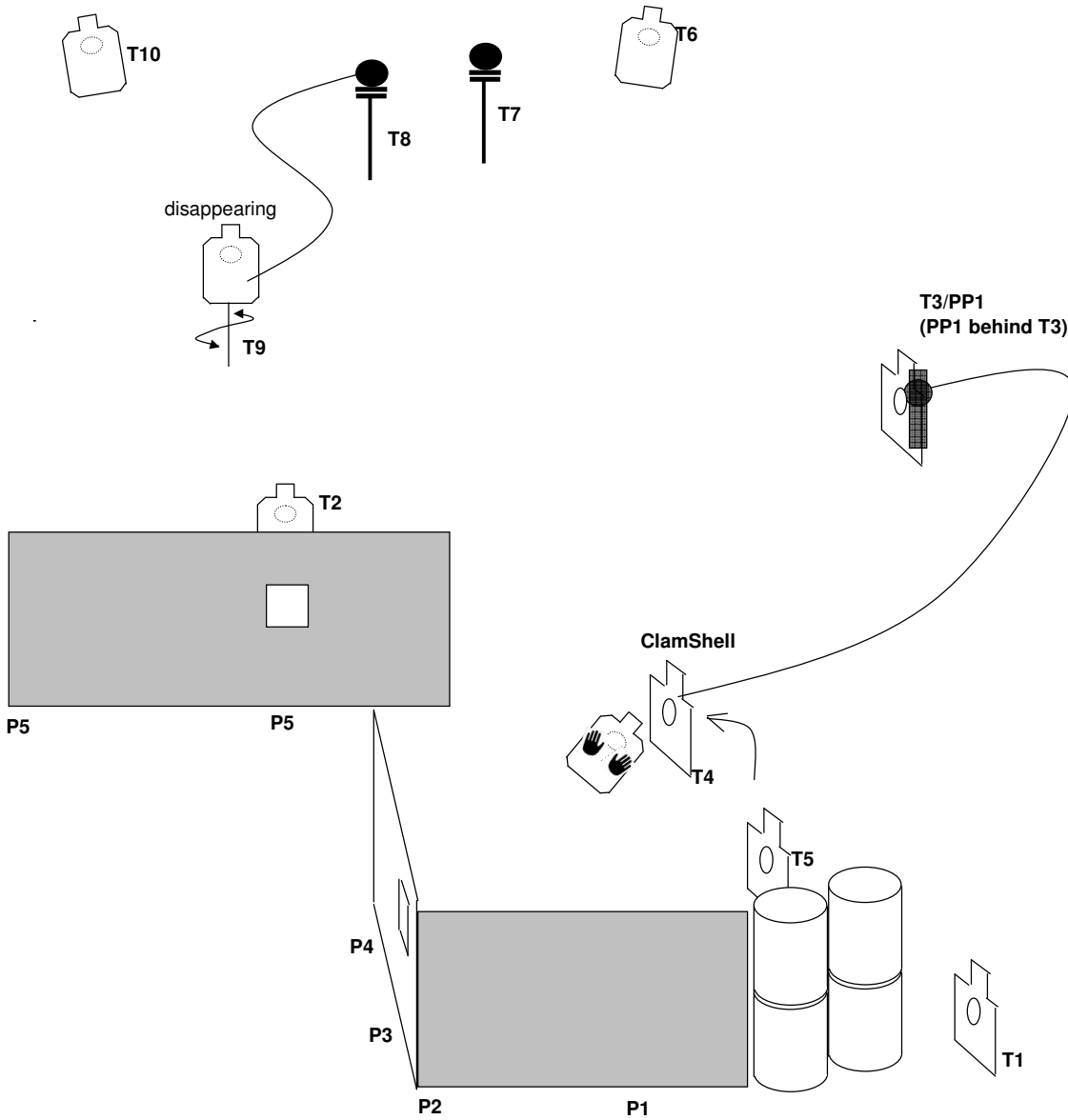
At P1 facing the wall, gun holstered loaded to IDPA max, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw and engage T1 with 2 rounds while retreating to P2. From cover at P2 engage T2 with two rounds. Proceed to P3, P4 and P5 engaging targets as you see them. T3 thru T6 must be shot through the windows. T7, T8, T9 and T10 can be shot through the window at P5 or from around cover to the left, your choice.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 5 - 10 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper - steel must fall



Safety Officers: Mike Phillips, Jeff Phillips and Ken Swanson

The Masters 2009

Stage 4

Brock's Gap Action Pistol

Bay F3

Stage Name: Long Hall

Course Designer: Randy Robinson

Scenario:

You come home to find your spouse and children are being held hostage in your home. The phones are disabled and your cell phone shows no signal. It's up to you to free them before it's too late.

Start Position:

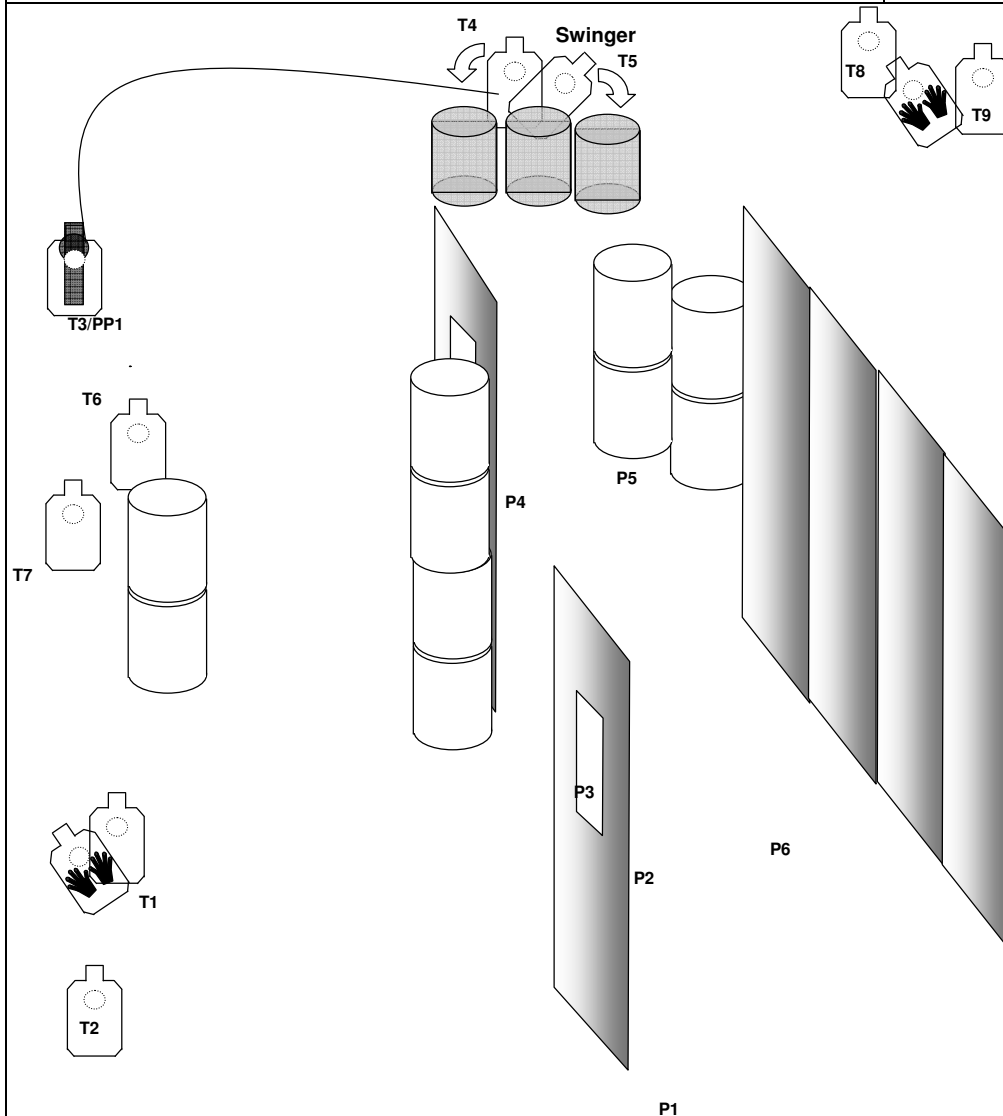
Standing at P1 hands hanging naturally at sides.

Stage Procedure:

Shoot on the move or from cover. Don't get caught in the open with an empty gun. T1 and T2 from P2. T3/PP1 from P3. PP1 must fall, 2 rounds scored on T3. PP1 activates double swinger. T4 and T5 on the move. T6 and T7 from P4. T8 and T9 from P5. You may make up shots on T4 and T5 from P5 if you wish.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 3 - 10 Yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



Safety Officers: Randy Robinson and John Mark Vaughn

The Masters 2009

Stage 5

Brock's Gap Action Pistol Stage Name: Watch Those Corners

Bay F4

Course Designer: Mike Lunsford

Scenario:

You're standing at the copy machine making copies when you hear screams from down the hall. You look up just in time to see three bad guys about to put an end to your day. Take them out then proceed down the hall checking the offices as you go.

Start Position:

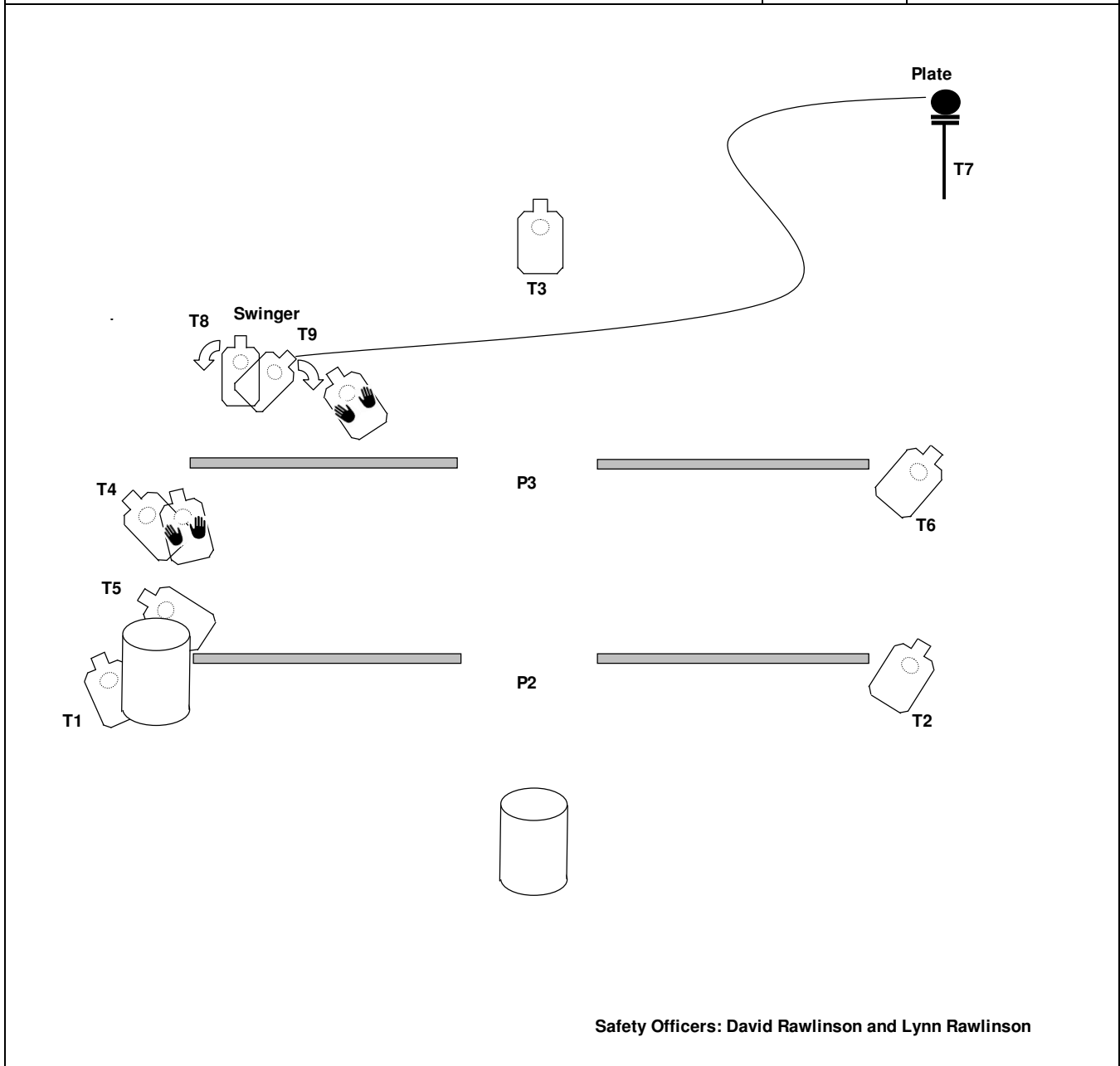
At P1 hands on the copy machine. At the signal draw and engage T1 - T3 with 2 rounds each in Tactical sequence and priority (1-1-2-1-1). Then move forward to P2 and engage T4 and T5 using cover. Advance to P3 and engage T6 - T9 using cover.

Stage Procedure:

At the signal draw and engage T1 - T3 with 2 rounds each in Tactical Sequence (1-1-2-1-1). Then move to P2 and engage T4, T5 and T6 using cover of the doorways. Advance to P3 and engage T7 - T9 using available cover. Be sure not to expose yourself at the corners otherwise you'll get a cover call. All cardboard targets will be scored for best 2 hits. Steel must fall. You will get only one cover warning, two will be a procedural.

NOTES

Scoring	Vickers
Rounds	17 Min.
Distance	5 - 15 yds
Start - Stop	Audible - Last shot
Concealed Carry	Yes



Safety Officers: David Rawlinson and Lynn Rawlinson

The Masters 2009

Stage 6

Brock's Gap Action Pistol Stage Name: The Last Patriot

Bay F5

Course Designer: Jimmy Duke

Scenario:

You are a CIA anti-terrorist operative. Terrorists have penetrated Homeland Security Headquarters dressed in body armor and wired with explosives. You must enter and clear the room quickly before someone detonates their explosives. You think you've cleared the room but spot one more hiding down the hall. All you see is his lower leg so go for it. (This is a tribute and a thanks to all the real-life "Mitch Rapp's out there")

Start Position:

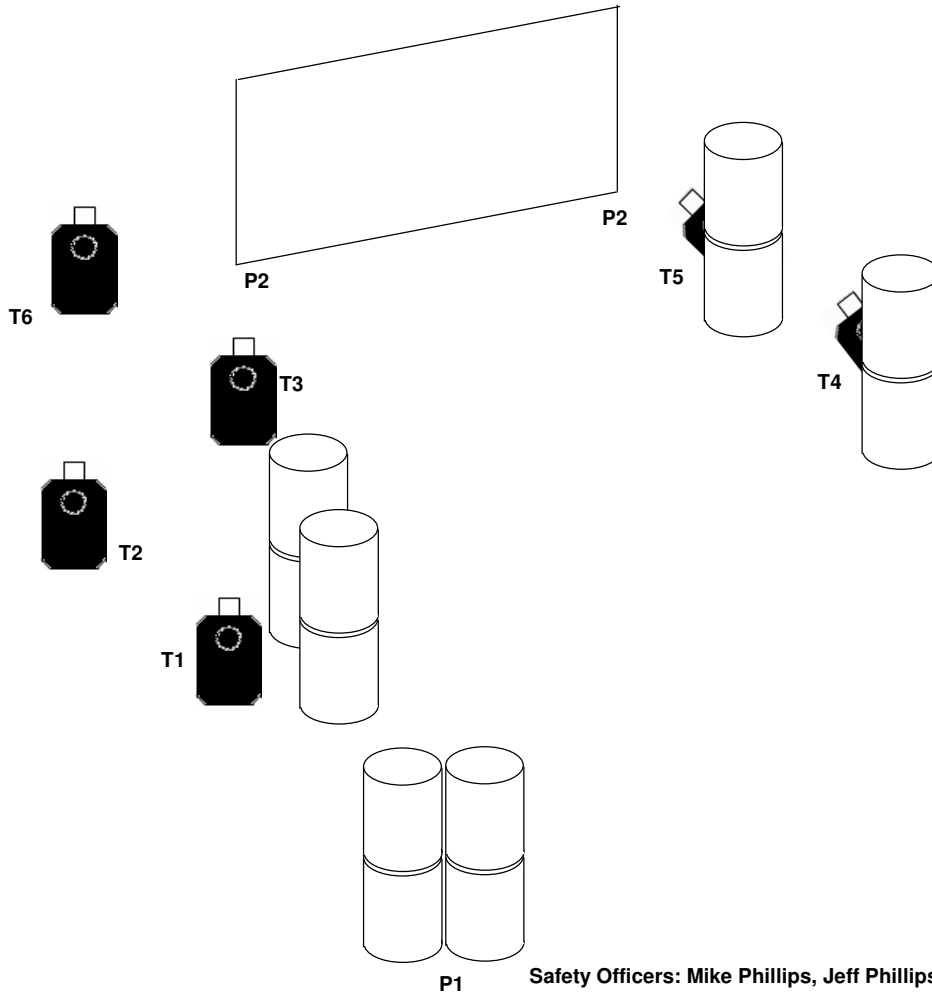
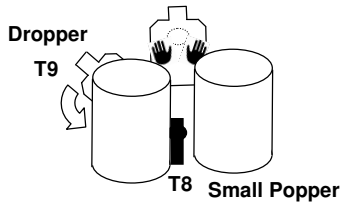
At P1 facing the wall with no targets visible, gun holstered loaded to IDPA max, hands hanging at sides. Concealed carry is not required.

Stage Procedure:

At the signal advance to P2 engaging T1 - T7 with one head shot each while on the move. From either side of P2 engage T8 which is an activator for T9. Steel must fall. Shoot T9 with 1 round to the head box when it becomes visible.

NOTES

Scoring:	Vickers
Rounds:	9 Minimum
Distance:	5 - 10 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Optional
Scored Hits:	1 shot each head box



Safety Officers: Mike Phillips, Jeff Phillips and Ken Swanson

The Masters 2009

Stage 7

Brock's Gap Action Pistol Stage Name: Alien Invasion

Bay F6

Course Designer: Mike Lunsford

Scenario:

You are sitting at your work bench one evening cleaning your carry piece when you hear glass break and realize a group of aliens (illegal) have invaded your home intent on doing harm. You must move to the rear of the house to protect your family. Don't waste any time.

Start Position:

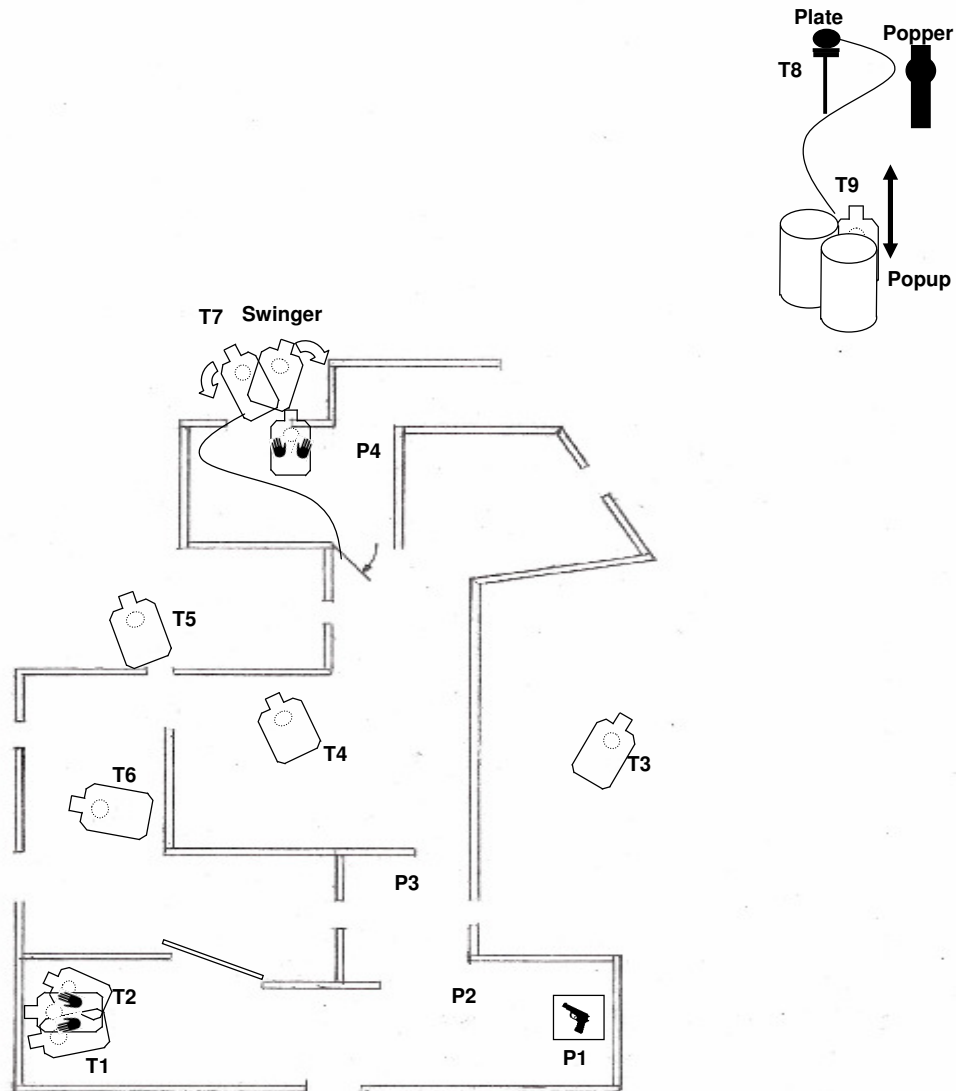
Seated at P1 empty gun laying on the table, all ammo you plan to use laying on the table as well.

Stage Procedure:

At the signal, stow your ammo, pick up your weapon, load and engage T1 and T2 from the seated position.
Rise and move to P2, P3 and P4 engaging targets as they become visible. All shots must be made from cover.
All reloads must be made behind cover.
Cardboard will be scored best 2 shots. Steel must fall.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 5 - 12 yds
Start - Stop: Audible - Last shot
Concealed Carry: Optional
Scored Hits: Best 2 on paper



Safety Officers: Joe Day and Audrey Day

The Masters 2009

Stage 8

Brock's Gap Action Pistol Stage Name: Do You Need Glasses?

Bay F6

Course Designer: Mike Lunsford/Jimmy Duke

Scenario:

This is a distance drill. Know your limits, take your time.

Start Position:

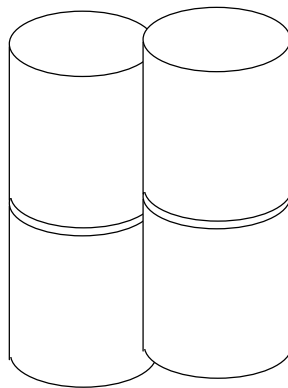
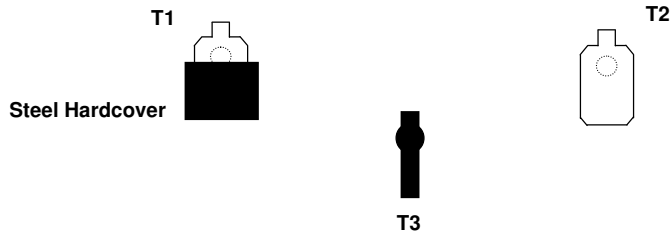
At P1, gun holstered loaded with only 6 rounds max, hands hanging naturally at sides, all reloads on your belt.

Stage Procedure:

At the signal, draw and engage T1 from the left side of the barricade with 3 rounds. Engage T2 from the right side of the barricade with 3 rounds then knock down the pepper popper to stop the clock.

NOTES

Scoring:	Vickers
Rounds:	7 Minimum
Distance:	30 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 3 on paper



P1

Safety Officers: Joe Day and Audrey Day

The Masters 2009

Stage 9

Brock's Gap Action Pistol

Bay F7

Stage Name: Someone's Mama

Course Designer: Mike Lunsford

Scenario:

While working in your pawn/gun shop downtown you hear screams coming from outside. You move to the window to find 6 gang members beating up on a woman and her child outside. You yell at them to stop and they open fire on you in the window. You engage the thugs from the window and then move to the front door to go out and check on the woman. As you open the door one more unseen bad guy engages you as you emerge. He's hopped up on meth and is difficult to put down.

Start Position:

At P1 gun loaded to IDPA max and holstered, hands leaning on wall above the window.

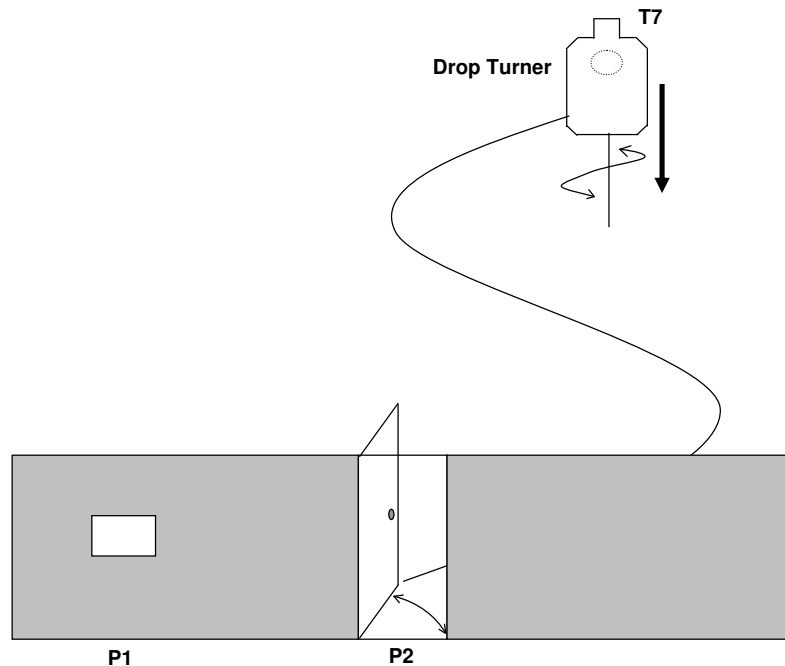
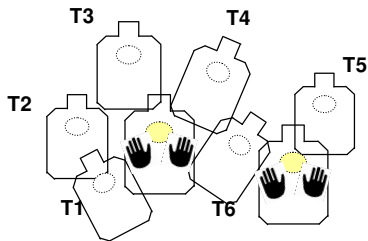
Stage Procedure:

At the signal draw and engage T1 thru T6 with 2 rounds each slicing the pie through the window. Move to P2 and open the door and engage T7 with 6 rounds as it becomes available.

T1 through T6 will be scored best 2 shots on paper. T7 will be scored best 6 shots on paper.

NOTES

Scoring:	Vickers
Rounds:	18 Minimum
Distance:	5 - 12 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	



Safety Officers: Matt Sims, Terry Clayton and Bill Allen

The Masters 2009
Brock's Gap Action Pistol
Stage Name: A Shot In The Arm

Stage 10
Bay F7

Course Designer: Mike Lunsford

Scenario:

While taking a walk you witness a drug deal gone bad, and a murder right in front of you. The dealers don't want to leave a live witness so you're next. The bad guy with the gun turns the gun on you and shoots you in your strong arm while you are retreating. Your strong arm is badly wounded. You must finish the second guy with your weak hand.

Start Position:

At P1 with arms hanging at sides, gun loaded with 6 rounds only.

Stage Procedure:

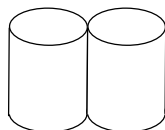
On the signal draw and engage T1 with 6 rounds **strong hand only** while retreating to P2.
Take low cover at P2 and engage T2 with 6 rounds **weak hand only**.
You must shoot from low cover at P2 using either side of barricade. **DO NOT** shoot over the barricade.
You may **not** makeup shots on T1 from P2.

NOTES

Scoring: Vickers
Rounds: 12 Minimum
Distance: 5 - 7 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 6 on paper



P1



P2

Safety Officers: Matt Sims, Terry Clayton and Bill Allen

The Masters 2009

Stage 11

Brock's Gap Action Pistol Stage Name: Down But Not Out

Bay F7

Course Designer: Jimmy Duke

Scenario:

You and your spouse are out for a late evening walk when you are attacked by two thugs. They surprised you from behind and as you tried to draw your weapon you are clubbed to the ground unconscious. As you come to you are laying on your strong arm which is badly broken. You see your gun laying on the ground close by. Your spouse screams as the BG's are about to have their way. The thugs think you are down but you are not out.

Start Position:

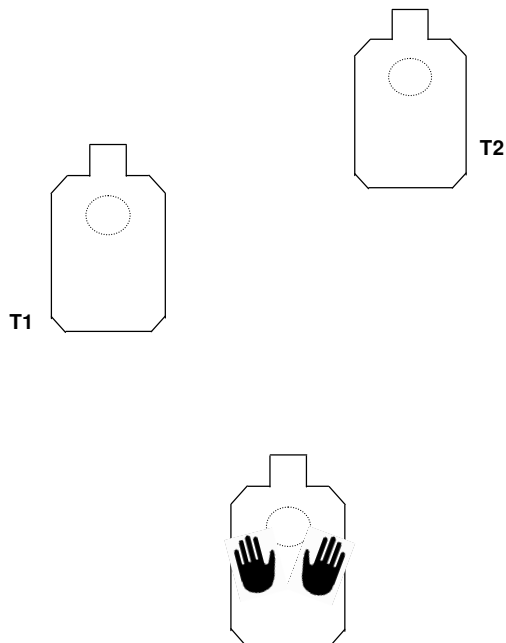
At P1, Lying on your strong arm side, weak arm straight down your body, head on ground. Your gun is loaded to division capacity laying on the ground.

Stage Procedure:

At the signal, pick up your gun with your weak hand and engage T1 and T2 **Weak Hand Only** with 3 rounds each in tactical sequence (1-3-2). Your strong side shoulder must stay in contact with the ground at all times unless you have a malfunction.

NOTES

Scoring: Vickers
Rounds: 6 Minimum
Distance: 7 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 3 on paper



P1

Safety Officers: Matt Sims, Terry Clayton and Bill Allen

The Masters 2009

Stage 12

Brock's Gap Action Pistol

Bay F8

Stage Name: Bang Bang The Gang's All Here

Course Designer: Rick Albright

Scenario:

While walking through the park one day... you end up in a bad place at the wrong time. A gang is in the process of robbing and beating up a young couple. The gang's dogs start barking and warn them of your bad timing. You must put them all down for the good guys to survive. The couple see's that a rescuer has arrived and hit the dirt.

Start Position:

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

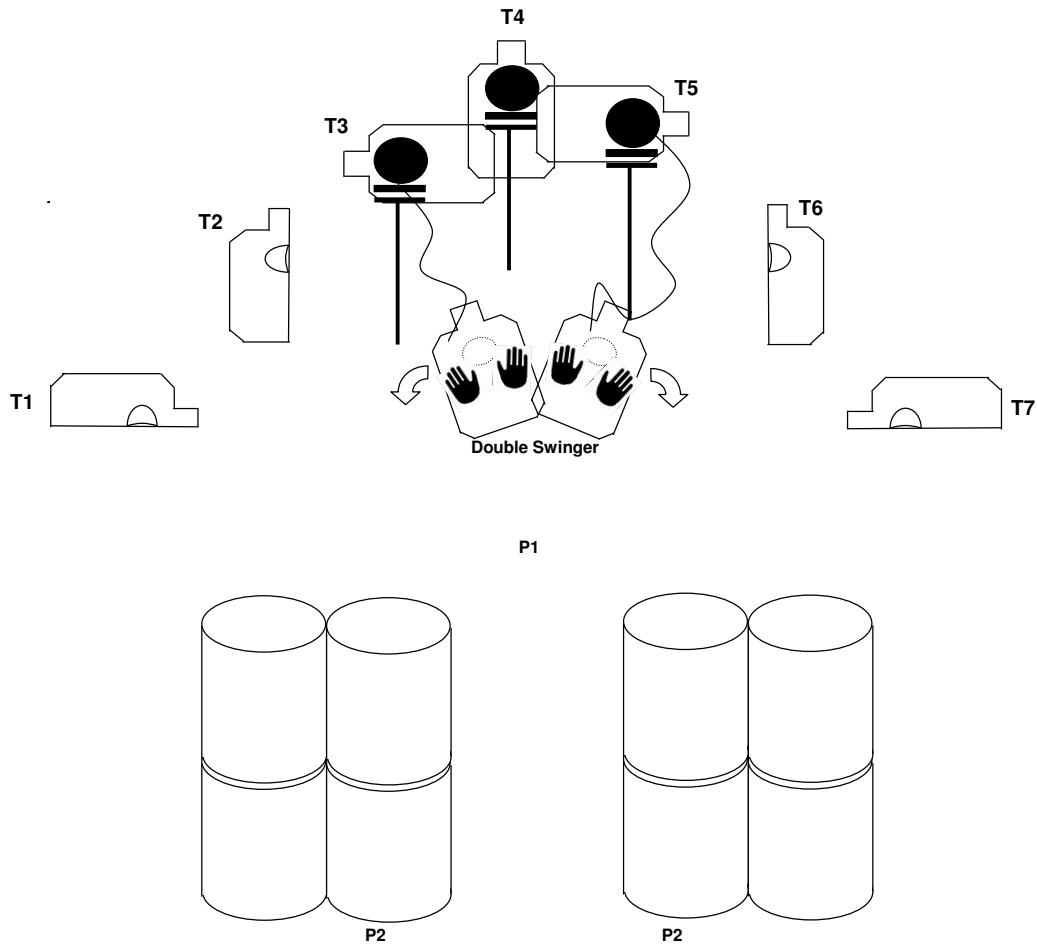
Stage Procedure:

On signal, engage T1 - T7 with 2 shots each in tactical sequence while retreating to P2. All threats are equal distance. Utilize cover when available. (All targets get 1 round before reengaging with the 2nd round)

The non-threats are not in play unless they are scared by the sound of bullets hitting steel - then one or both of them panic and get in your way. Steel does not have to drop --- your choice.

NOTES

Scoring:	Vickers
Rounds:	14 Minimum
Distance:	10 - 15 yards
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper



Safety Officers: Dustin McKinney and Steve Ruffner