

The Master's 2013
Brock's Gap Action Pistol
Stage Name: Stuck in the Drivers Seat

Bay F1
Stage 1

Scenario:

You have stopped to talk to a friend when gang members attack. You don't have time to get out of your car so you must retrieve your weapon from the glove box and defend yourself.

Start Position:

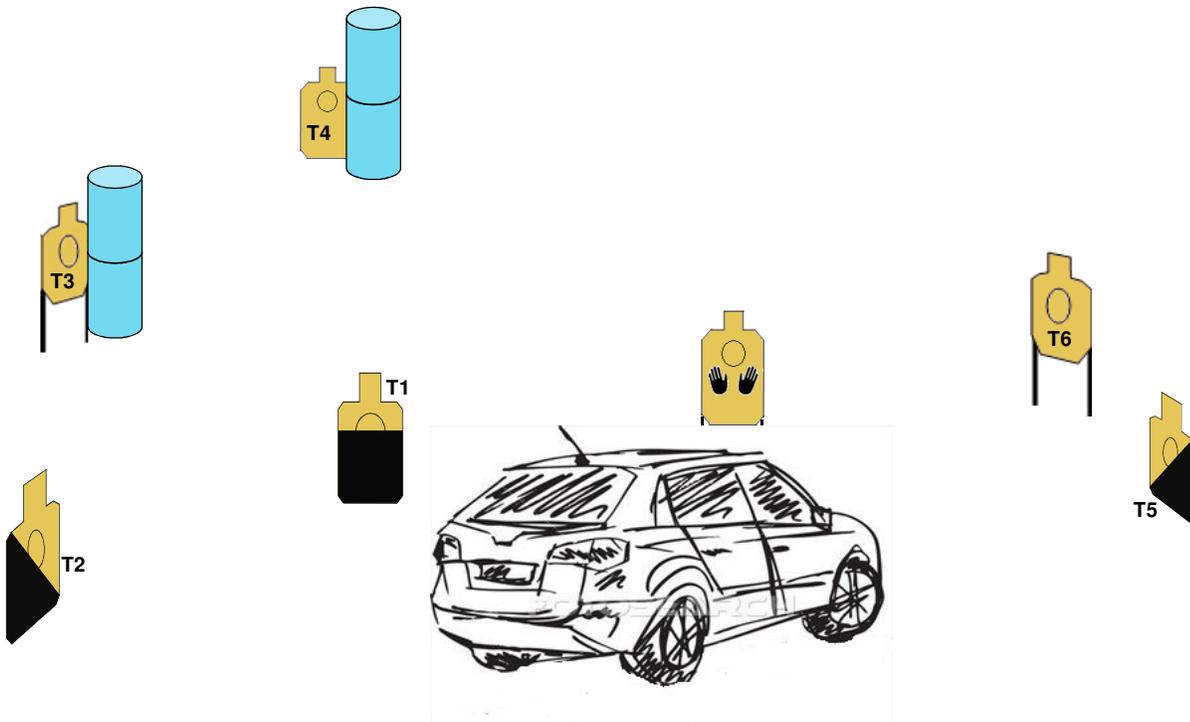
Seated at P1, gun loaded to division max capacity stored with all your magazines in your glove box, both hands on the wheel.

Stage Procedure:

At the signal, open the box and retrieve your weapon and ammo and engage targets from the drivers window, in tactical priority with 3 rounds each. Then engage the remaining two threat targets from the passenger window in tactical priority. All your ammo was in the "lock box" therefore no reloads will come from the belt. You may move in the seat but you must remain seated.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 7 - 10 yds
Start - Stop: Audible - Last shot
Concealed Carry: Not required
Scored Hits: Best 3 on paper



The Master's 2013
Brock's Gap Action Pistol
Stage Name: Should I Stay or Should I Go?

Bay F2
Stage 2

Scenario:

You suddenly hear screams and look around the corner to find gang members accosting people in the park with guns and knives. You need to act fast so you must decide if you can help them from where you stand or move closer. You may not have time to move closer. You decide.

Start Position:

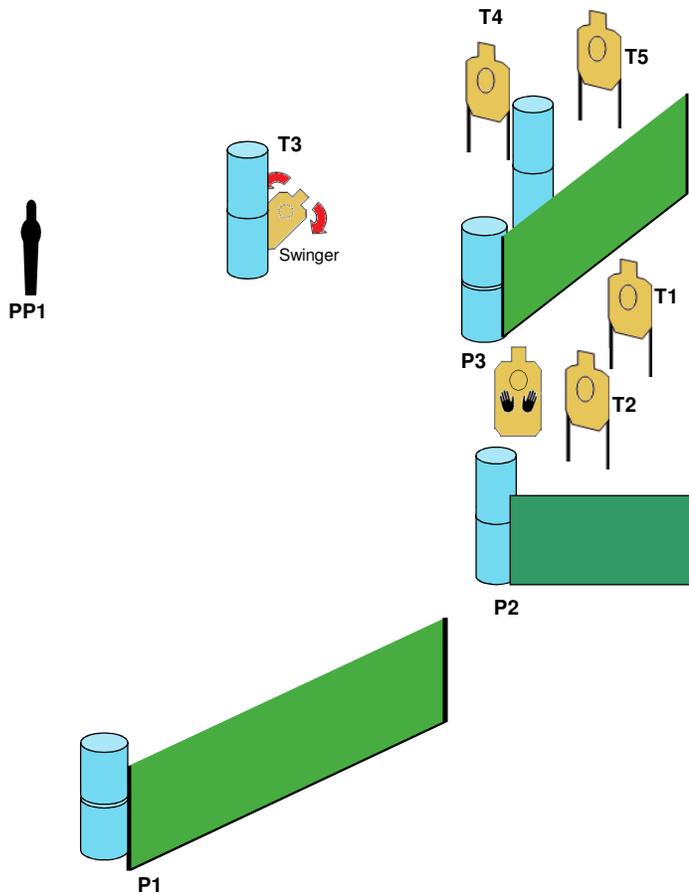
Standing at P1 facing wall, gun holstered loaded to IDPA division max, hands hanging at sides.

Stage Procedure:

At the signal, Draw and engage the Steel pepper popper (PP1) from cover at P1. You may continue to engage targets from cover at P1 or you may move to P2 and then P3 to engage. Movement from P1 to P2 must be on the right side of the wall. All shots must be made from cover. You may reload traveling down the wall to P2 but you must be finished before you leave cover of the wall. All cardboard gets 2 rounds.

NOTES

Scoring: Vickers
Rounds: 11 Minimum
Distance: 7 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



**The Master's 2013
Brock's Gap Action Pistol
Stage Name: Hallway Surprise**

**Bay F3
Stage 3**

Scenario:

You are at work at the drinking fountain in the hallway. You hear screams from down the hall and must proceed down the hall to investigate. You find thugs with guns have stormed your office intent on doing bodily harm. You must protect yourself and your co-workers.

Start Position:

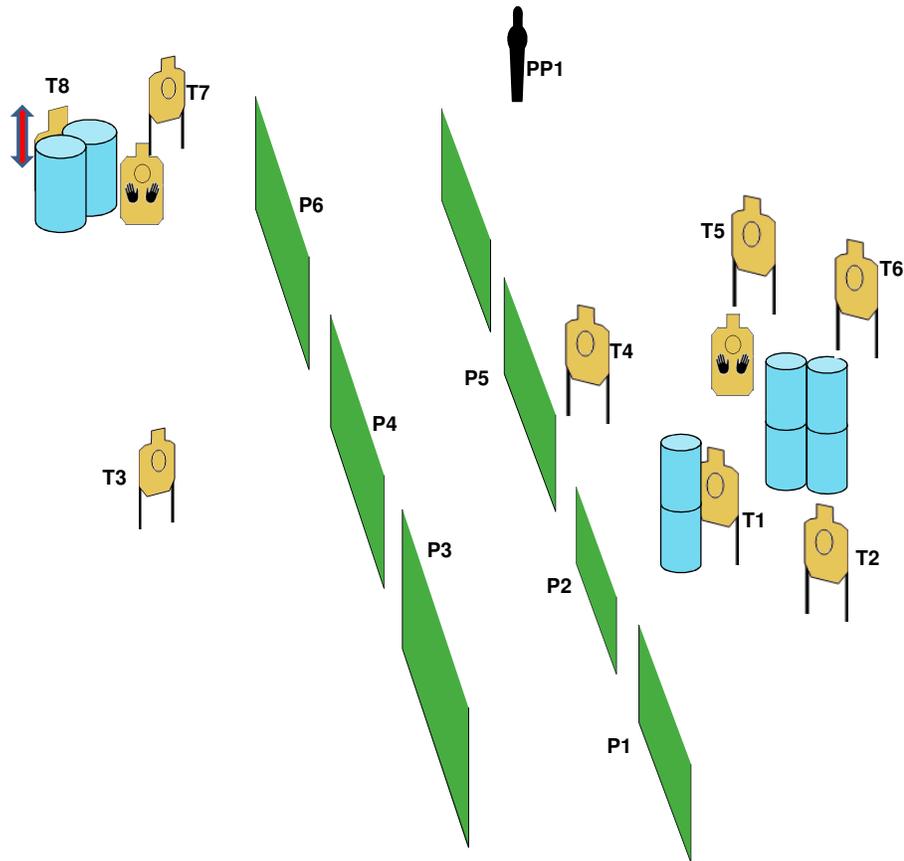
Standing at P1 facing wall, gun holstered loaded to IDPA division max, hands hanging at sides.

Stage Procedure:

At the signal, move to P1 and engage T1 and T2 from cover. Proceed down the hall engaging targets as you see them. Be careful of cover. Targets may be on the left or on the right. All shots must be made from cover. All IDPA legal reloads must be made behind cover. Do not cross an opening with an empty gun. All reloads must start and finish behind cover per IDPA rules.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 10 Yards
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



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Stage Name: Working Man's Nightmare

Bay F4
Stage 4

Scenario:

You're working the late shift at the pipeyard one evening when gang members hopped up on drugs come in to take your money and your lives to feed their drug habit. You must make your way to safety but encounter bad guys along the way.

Start Position:

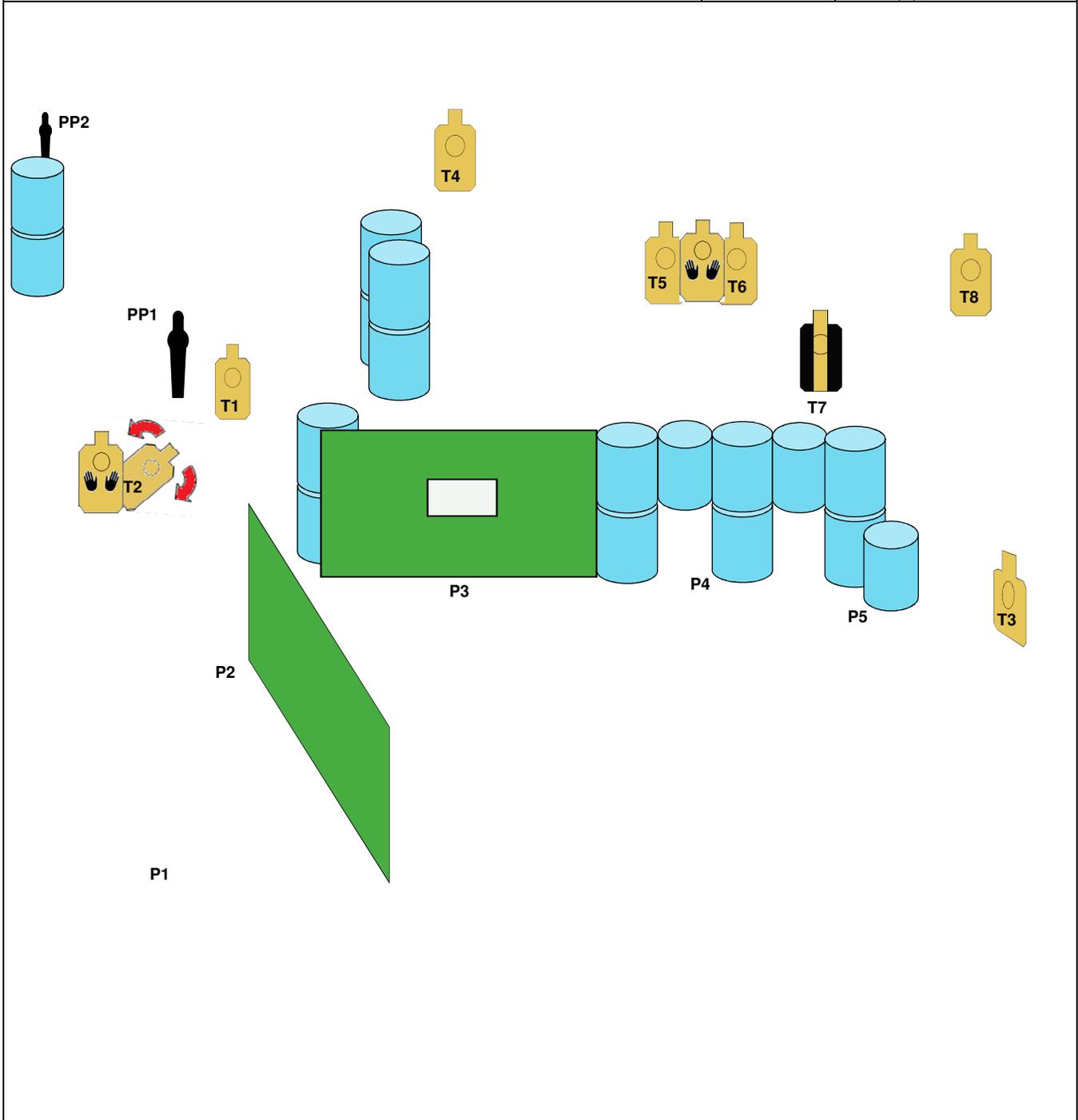
Standing at P1 even with the end of the wall, facing downrange, gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal, Engage Popper PP1 until it falls. Then engage T1 and T2 with 2 rounds each in any order. T2 is an Out-N-Back target. You may shoot S1, T1 and T2 standing still or while moving to P2. You may reload anywhere down the wall between P1 and P2. From P2 engage T3 from cover. Advance to P3 and engage T4 and Popper PP2 from the window. Then advance to P4 and engage T5, T6 and T7 from low cover. At least one knee must be on the ground. T8 may be shot advancing to P4 or from low cover at P5 depending on how you use cover. Be careful of cover to avoid cover calls.

NOTES

Scoring:	Vickers
Rounds:	18 Minimum
Distance:	7 - 12 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper, steel must fall



The Master's 2013
Brock's Gap Action Pistol
Stage Name: Back Yard Invasion

Bay F5
Stage 5

Scenario:

You are working in your back yard with your children when two bad guys jump out to abduct your kids. You must take out the BG's and move to your garage where you find more BG's waiting to do you harm. Defend yourself.

Start Position:

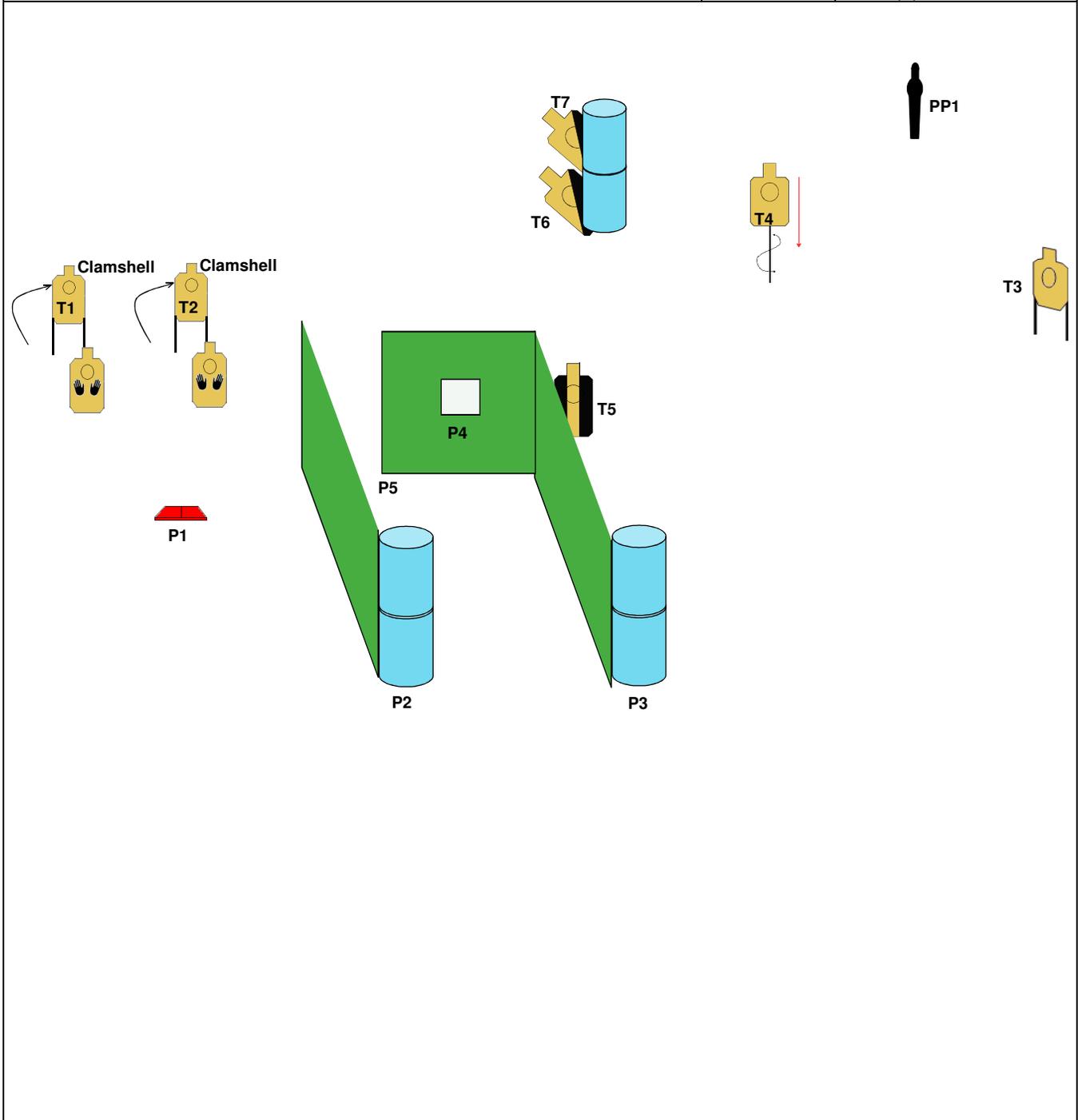
Standing at P1 facing downrange, gun holstered loaded to IDPA division max. Bag in both hands held at waist high over pad.

Stage Procedure:

At the signal, drop the bag, draw and engage T1 and T2 with 3 rounds each while retreating to P2. From P2 you may make up shots on T1 and T2 from cover. Then you may proceed to P3 and engage T3 through T5 with 2 rounds each slicing the pie. You may engage T5 before T4 if you wish since T4 is not a threat until PP1 is engaged. Then move to P4 and engage T6 and T7 with 2 rounds each. If you wish you may move to P5 and reengage T6 and T7. IDPA legal reloads must be made behind cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 10 Yards
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



**The Master's 2013
Brock's Gap Action Pistol
Stage Name: Rescue Me**

**Bay F6
Stage 6**

Scenario:

You are working late when you hear your buddy scream for help. Suddenly two bad guys confront you eager to rob you and take your life. You dispatch the two thugs and rush to find your buddy down. You must drag him to safety all the while fighting off bad guys. Good luck!

Start Position:

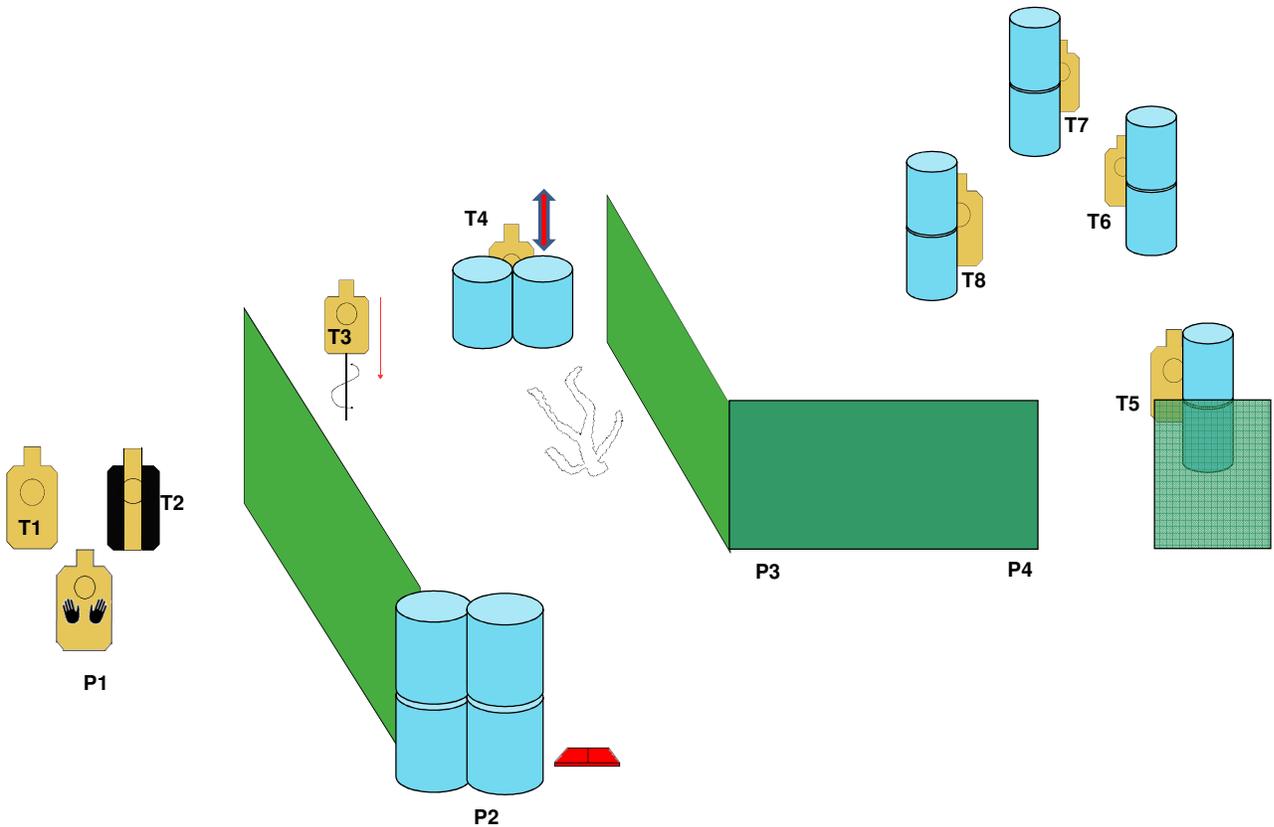
Standing at P1 arms length from the non threat, facing downrange, gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal, draw and engage T1 and T2 with 2 rounds each while retreating to P2. Makeup shots may be made on T1 and T2 from cover at P2. Advance through the doorway stepping on the stomp pad and engage T3 with 2 rounds while advancing to your buddy. Grab hold of your buddy with your weak hand and proceed to drag him to safety behind cover at P3. Engage T4 with 2 rounds Strong Hand Only while dragging your buddy to safety. Proceed to P4 and engage T5 through T8 with 2 rounds each slicing the pie from cover. IDPA legal reloads must be made behind cover. You may reload at any time between P2 and P3.

NOTES

Scoring: Vickers
Rounds: 16 Minimum
Distance: 7 - 12 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



**The Master's 2013
Brock's Gap Action Pistol
Stage Name: Trapped**

**Bay F7
Stage 7**

Scenario:

You're working in your garden one afternoon when you hear someone approaching. You see several bad guys trying to sneak up on you to rob you and take what they want. You take cover as the bad guys think they have you trapped. They don't realize you've got your handgun on under your jacket. You must fight to make your way out of your back yard.

Start Position:

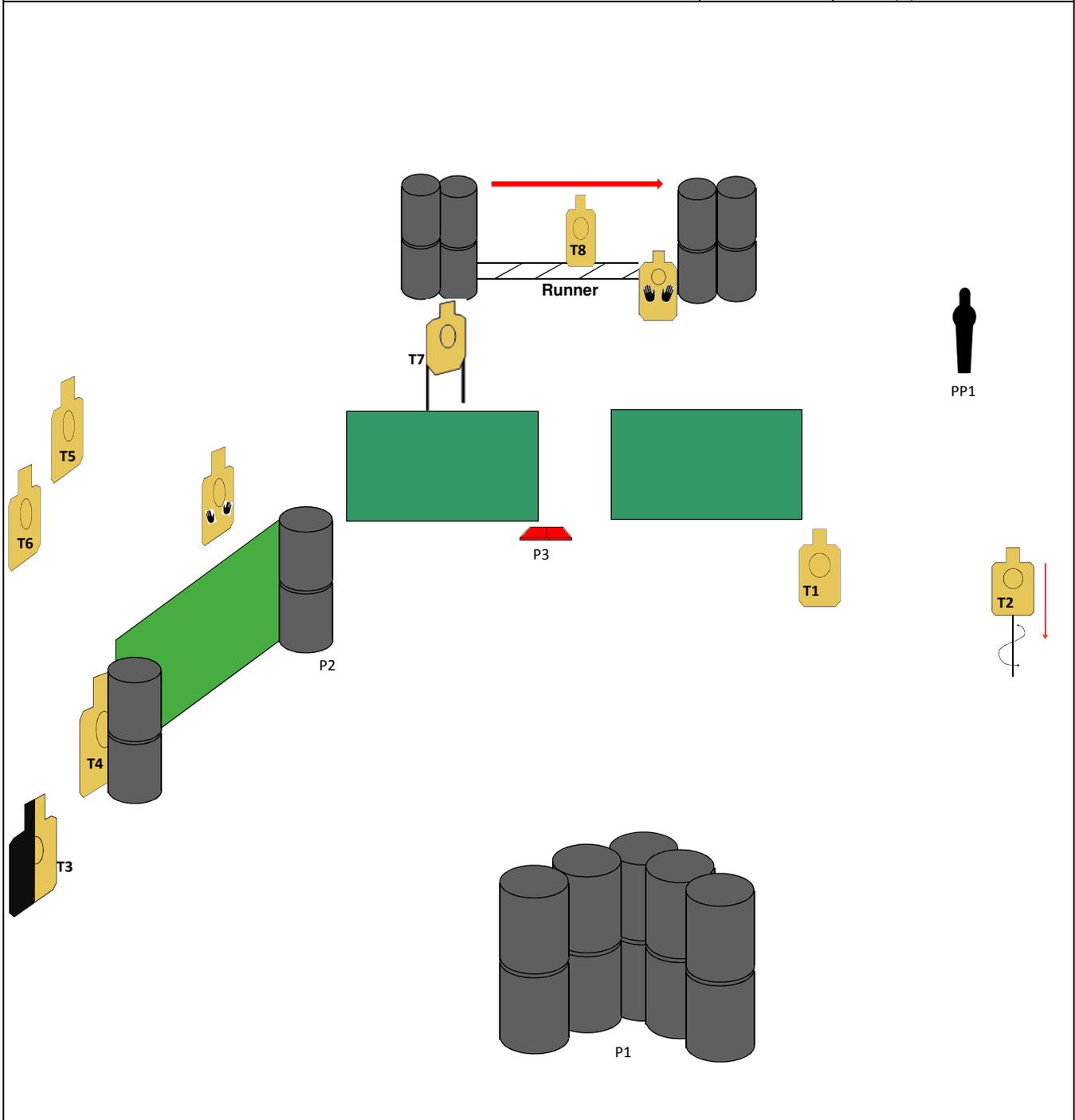
Standing at P1 behind cover, Gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal draw and engage PP1, T1 and T2 slicing the pie from cover at P1. T1 and T2 may be shot in any order. Engage T3 and T4 from cover at P1 slicing the pie. Advance to P2 and engage T5 and T6 from cover. Advance to P3 step on the pad and engage T7 and T8 from cover. T7 and T8 may be shot in any order since T8 is an appearing target. All cardboard gets 2 rounds each and the steel must fall. Any IDPA legal reload must be made behind cover according to IDPA rules. You may reload behind the wall sections but not out in the open.

NOTES

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



The Master's 2013
Brock's Gap Action Pistol
Stage Name: You Gonna Draw Them Pistols?

Bay F8
Stage 8

Scenario:

You are the notorious outlaw Josey Wales, suddenly facing down several union troops on the boardwalk. You stand there and ask them "You gonna draw them pistols or whistle Dixie?" You must pick the order in which to shoot in order to save your hide.

Start Position:

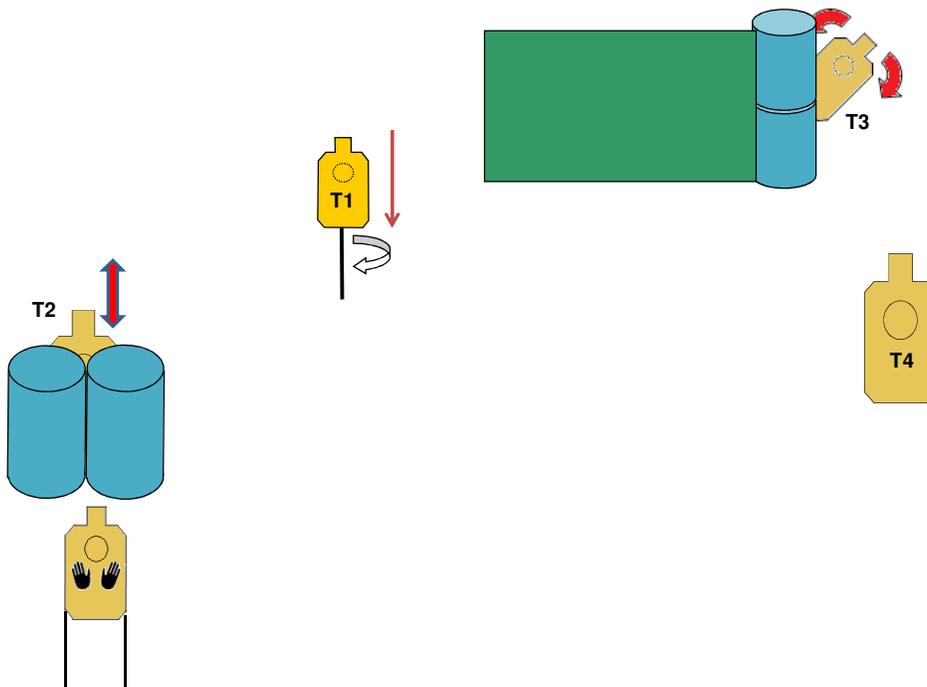
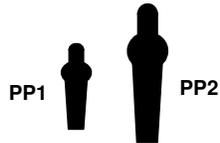
Standing at P1, holding supplies in both arms, gun holstered loaded to division capacity, concealed.

Stage Procedure:

At the signal, drop your supplies, draw and engage one of the steel targets. Then engage all remaining targets when available with two rounds each. Shoot the remaining steel target as you see fit. You are caught flat footed so remain stationary with no cover.

NOTES

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



P1

The Master's 2013
Brock's Gap Action Pistol
Stage Name: Walking in The Park

Bay F9
Stage 9

Scenario:

You were walking in the park one day, in the very merry month of May.... When suddenly you are set upon by bad guys! Looks like you will have to shoot your way out.

Start Position:

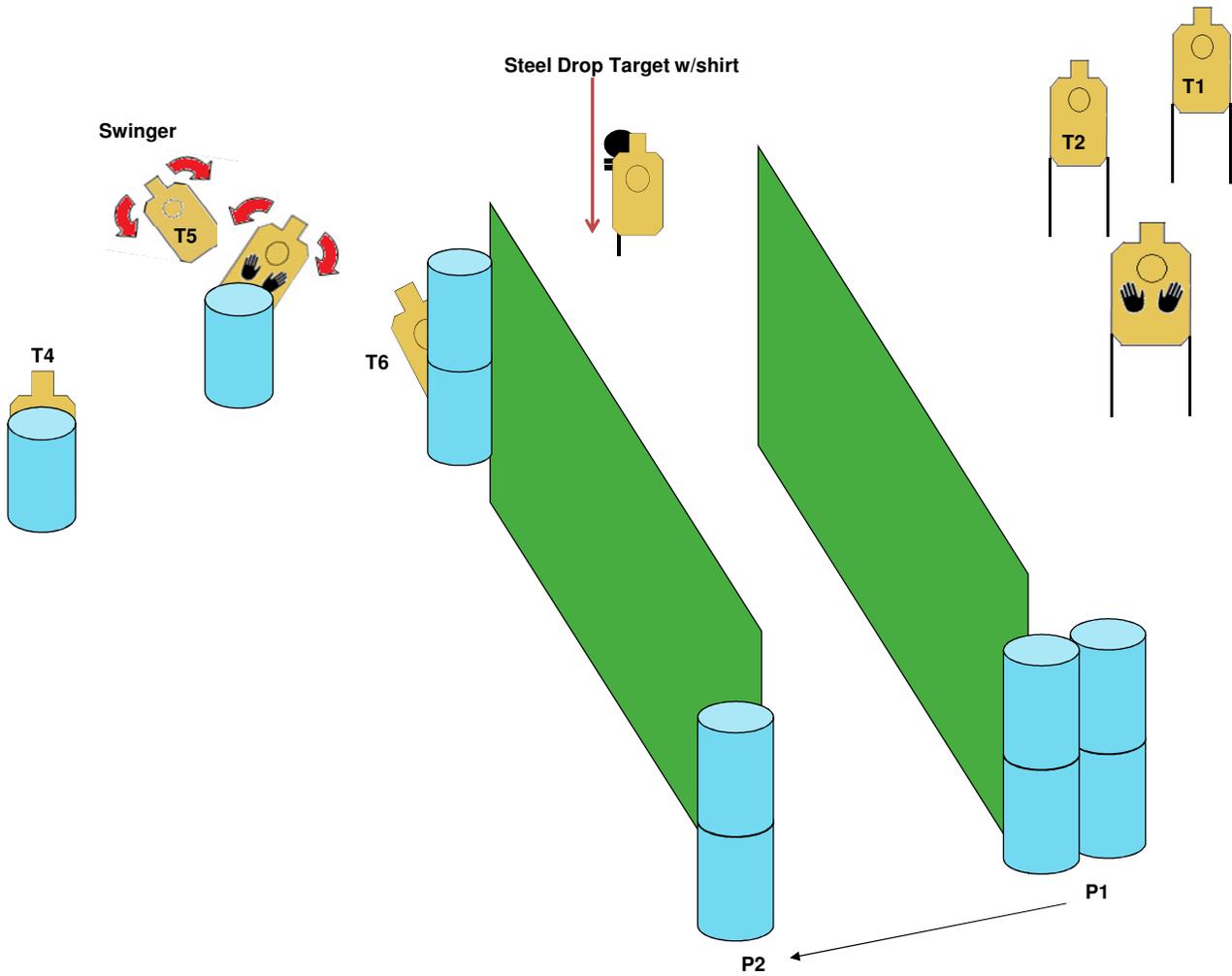
Standing at P1 facing downrange centered up on the barrels. Gun is holstered loaded to IDPA division max, hands hanging naturally at sides.

Stage Procedure:

At the signal, Draw and engage T1 and T2 with 3 rounds each from cover at P1. Engage T3 with 3 rounds from cover at P1 before moving to P2. The steel drop target must fall and if it hasn't when you get to P2, reengage until it does from cover at P2. Then engage T4 - T5 with 3 rounds each from cover at P2. All reloads must be made from cover per IDPA rules

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 7 - 12 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 3 on paper, steel must fall



The Master's 2013
Brock's Gap Action Pistol
Stage Name: Righty Tightly, Lefty Loosey

Bay FA
Stage 10

Scenario:

You've come to the bad side of town to find your younger brother has gotten in trouble with a loan shark. You want to pay off what your brother owes him but he has other ideas. They want ALL your money and your life to seal the deal. You must retreat and fight your way out of his slimey establishment.

Start Position:

Standing at P1 right or P1 left facing downrange, gun holstered loaded to IDPA division max, hands hanging at sides.

Stage Procedure:

At the signal draw and engage T1 and T2 with 2 rounds each while retreating to P2. From cover at the window engage T3 and T4 with 2 rounds each. Move to P3 and engage T5 and T6 with 2 rounds each from cover. Move to the window at P4 and engage T7 and T8 with 2 rounds each from cover of the window.

NOTES

Scoring: Vickers
Rounds: 16 Minimum
Distance: 7 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper

