

The Master's 2011

Bay F1

Brock's Gap Action Pistol

Stage 1

Stage Name: Hard and Fast

Course Designer: Randy Robinson

Scenario:

You've come home from a long day at work and hear screams as you get out of your vehicle. You realize your spouse and child are being kidnapped. You must take action fast.

Start Position:

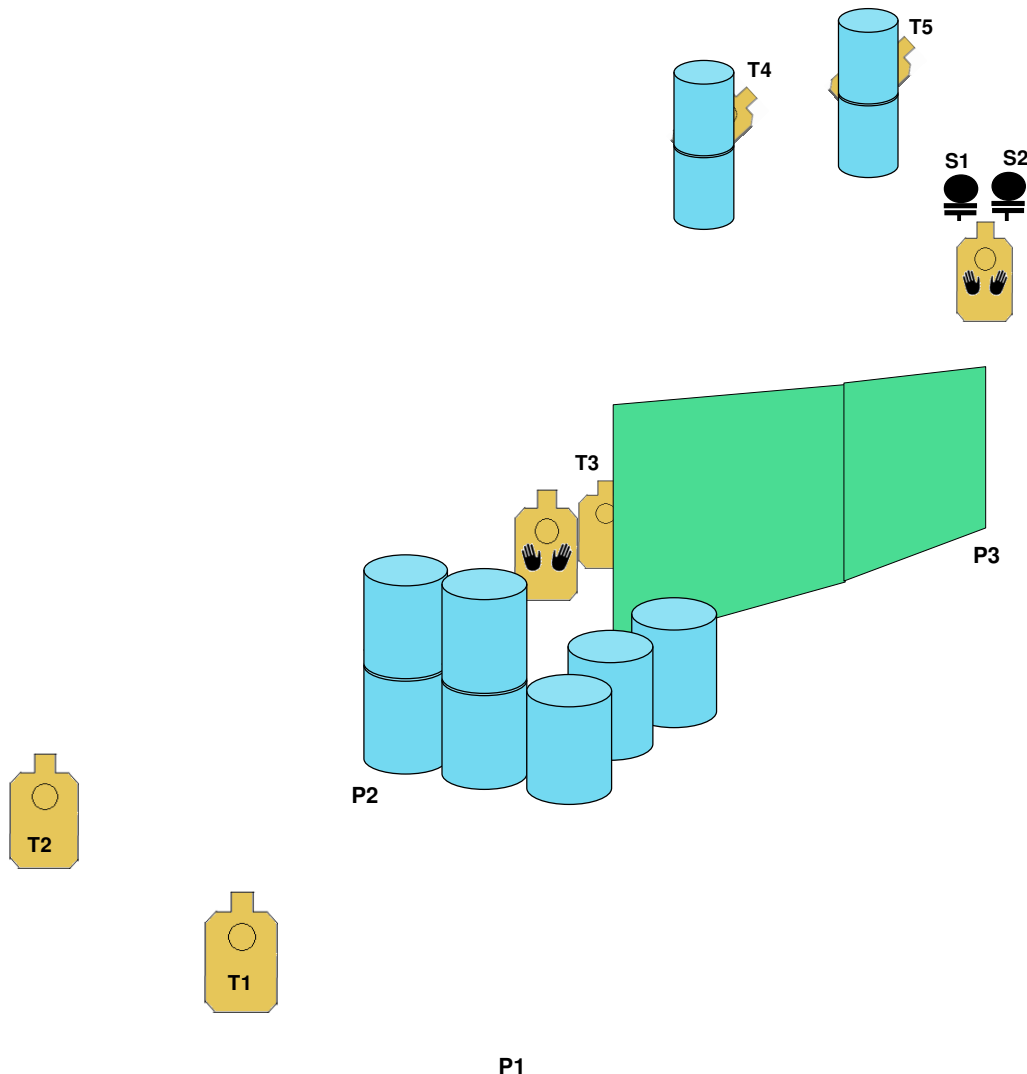
Standing at P1 facing downrange, gun holstered loaded to division capacity, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw and engage T1 and T2 with 3 rounds each while moving to cover at P2. From cover at P2 engage T3 with 3 rounds. Engage T4, T5, S1 and S2 from cover at P2 or you may move to cover at P3 and engage. All cardboard gets 3 rounds, steel must fall. Reloads must be made behind cover. Reloads can be made behind the walls.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 20 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 3 on paper, steel must fall



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Safety Officers: Jim Evatt, Austin Duke

The Master's 2011

Bay F2

Brock's Gap Action Pistol

Stage 2

Stage Name: A Walk In The Park

Course Designer: Dave Horn

Scenario:

You're taking a leisurely stroll through the woods one spring afternoon when a group of gangbangers decide to ambush you. You try to make it to safety but encounter bad guys along the way. You must defend yourself.

Start Position:

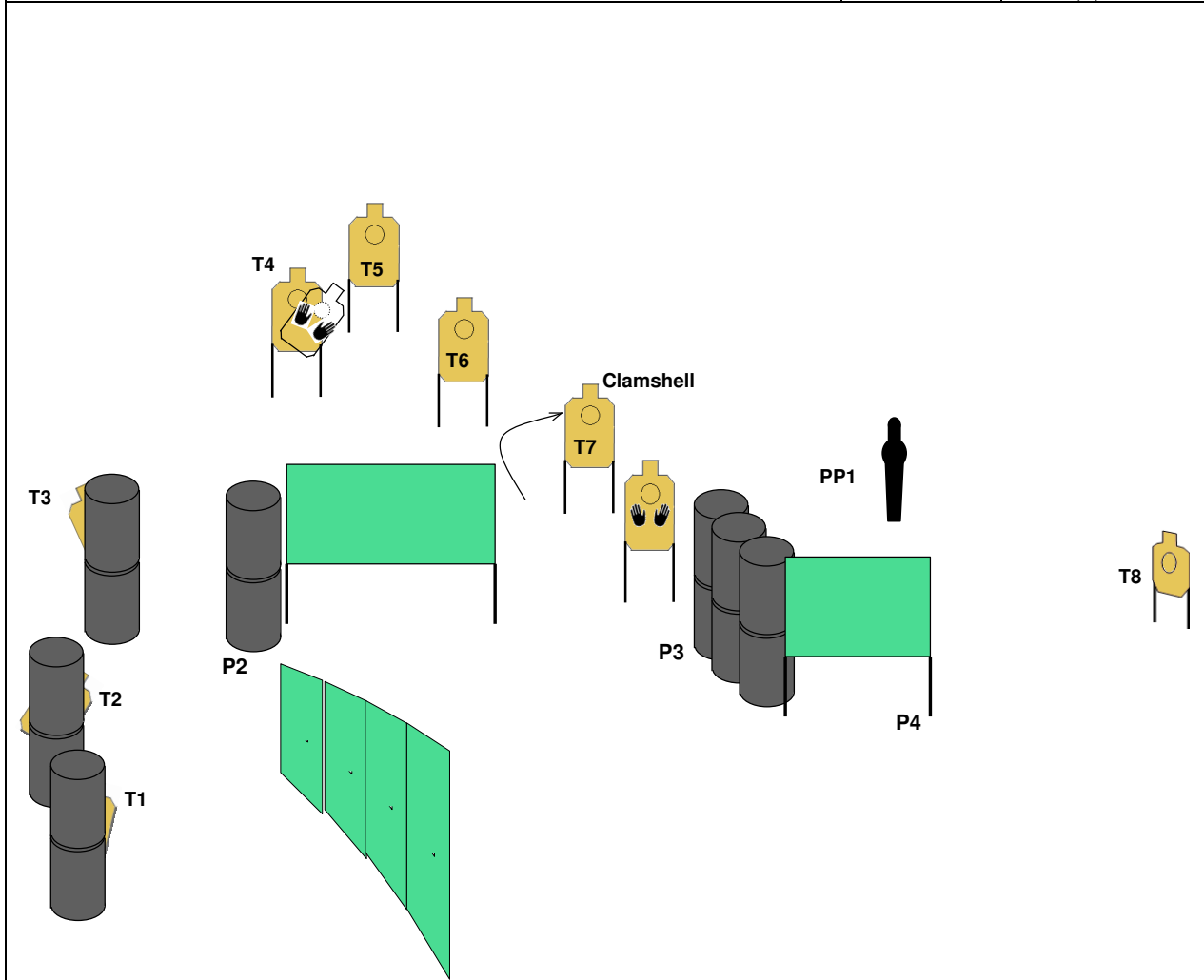
Standing at P1, facing downrange, gun holstered loaded to division capacity, hands hanging naturally at sides.

Stage Procedure:

At the signal draw and move to P2 engaging T1, T2 and T3 as they become visible. From P2 engage T4, T5 and T6 with 2 rounds each from cover. Move to P3 and engage the pepper popper when you can see it from cover. T7 (clamshell) will come into view and you must engage it with 2 rounds on the retreat to P4. Engage T8 from cover at P4. All reloads must be made behind cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 3 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



Safety Officers: Dave Rawlinson, Kevin Collins

The Master's 2011

Bay F3

Brock's Gap Action Pistol

Stage 3

Stage Name: After Match Robbery

Course Designer: Bill & Robin Dukemineer

Scenario:

You've stayed late after your club match and the only two people on the range are you and a buddy. You're standing looking at your buddy's gun which he has had a problem with when you realize some thugs have decided they want your range bag. You've left it sitting on a table unguarded. You must fight off 3 BG's to get to it. Then other BG's join the fray.

Start Position:

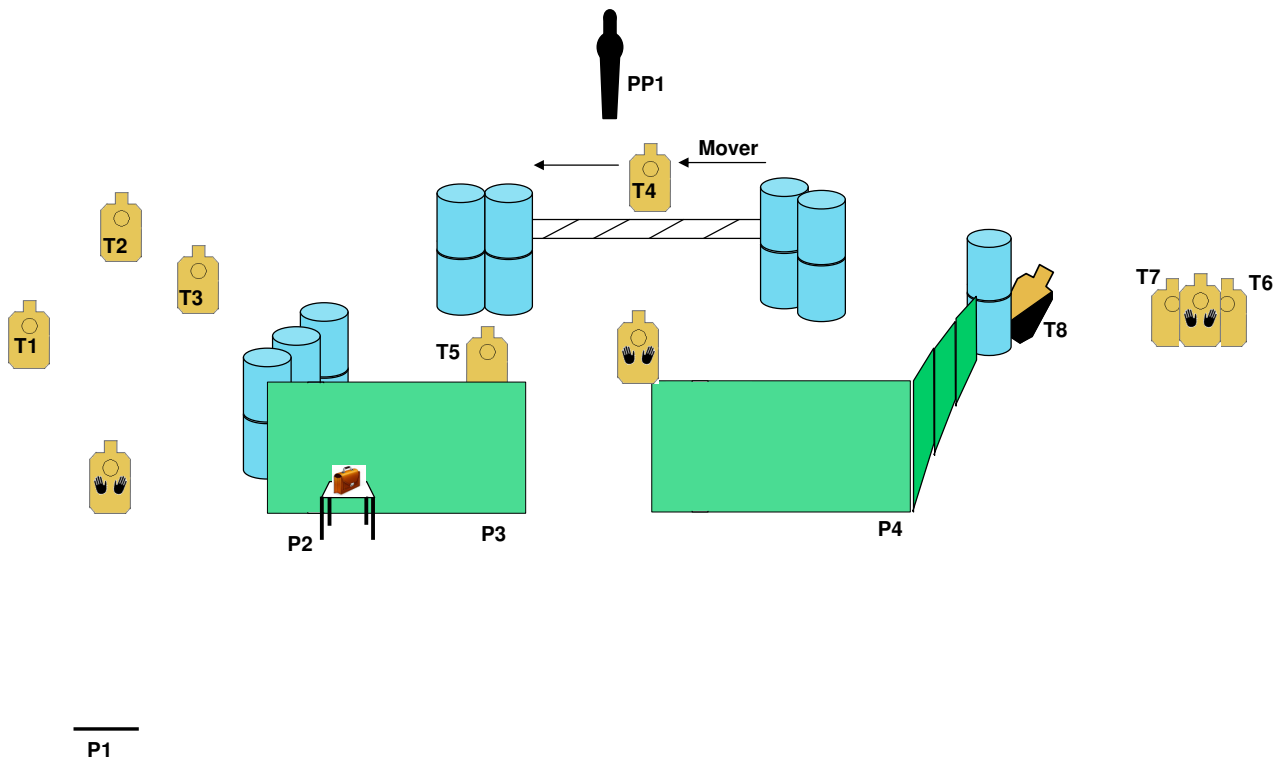
Standing at P1 facing uprange, Gun holstered, **loaded with 3 rounds only**, hands hanging naturally at sides. All your other ammo is in the range bag on the table.

Stage Procedure:

At the signal, turn, draw, and engage T1, T2 and T3 with 1 round each while moving to P2. Retrieve your extra ammo from your range bag perform your reload behind cover and re-engage T1 - T3 with 1 more round each from cover at P2. Move to P3 and engage the pepper popper, T4 and T5 from cover. After engaging PP1, T4 and T5 can be shot in any order. Move to P4 and engage T6, T7 and T8 from cover. All cardboard gets 2 rounds, steel must fall. Reloads must be made behind cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 20 yds
Start - Stop: Audible - Last shot
Concealed Carry: Optional
Scored Hits: Best 2 on paper, steel must fall



Safety Officers: Bill & Robin Dukemineer

The Master's 2011

Bay F4

Brock's Gap Action Pistol

Stage 4

Stage Name: Good Day Gone Bad

Course Designer: Joe Day

Scenario:

You are standing at the forms table behind a wall at your bank when you hear a scream and someone yell "This is a Holdup!" You look around the corner and see four thugs behind the tellers cage taking money from the drawers. One has a hostage and it appears he's about to do some harm. You decide to engage the four threats. You can shoot from your present position or move for better shots. You hear more screams and realize there are more BG's in the back. Do something before somebody gets hurt.

Start Position:

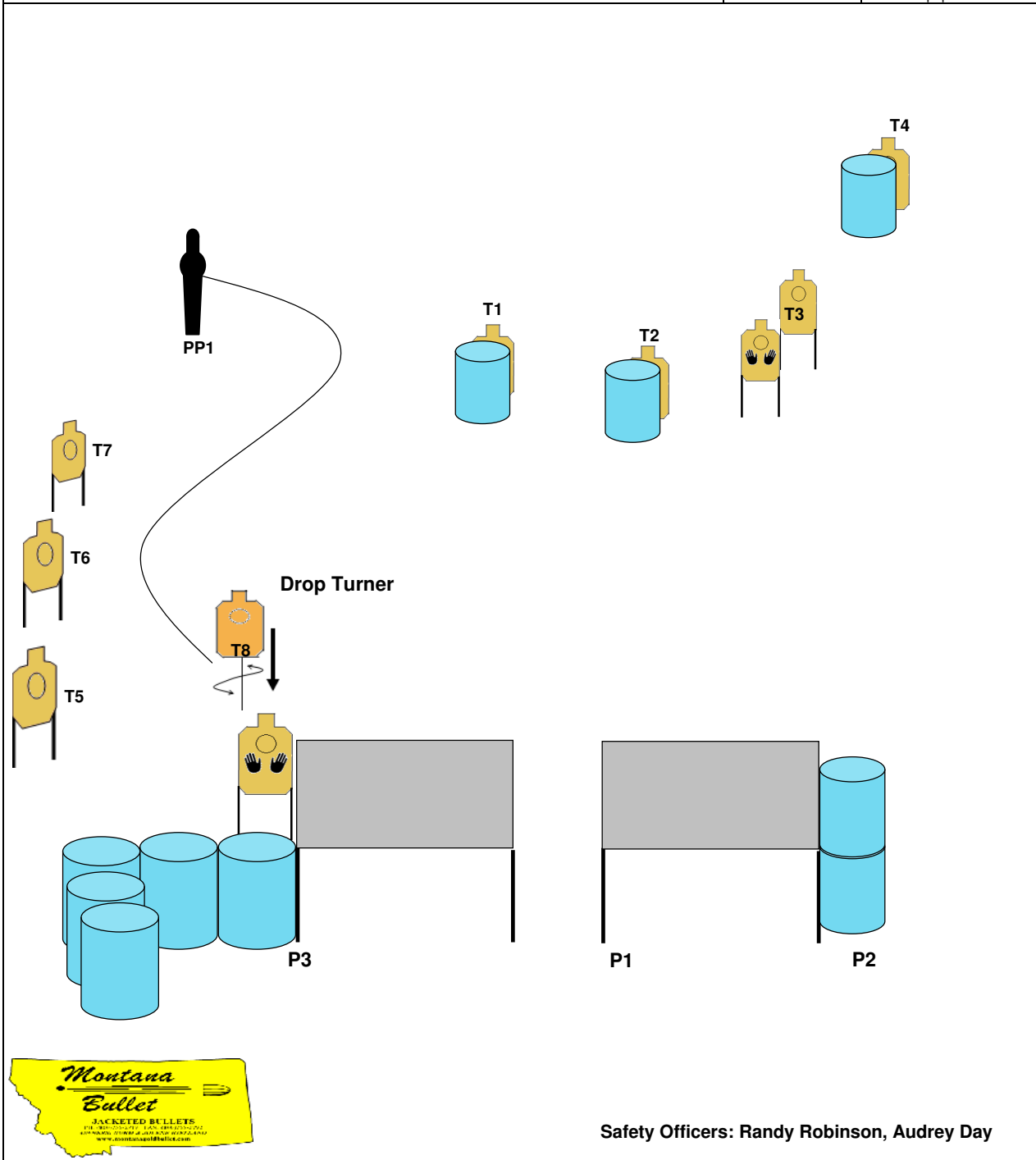
Standing at P1, facing the wall, gun loaded to IDPA division capacity, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw and engage T1 - T4 with 2 rounds each. You may engage T1 thru T4 either from P1 or P2, your choice. Move to P3 and engage T5 - T8 and PP1 slicing the pie from cover. You can perform any legal reload from behind the walls. Do not cross the opening while doing so. All shots must be fired from cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 4 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



The Master's 2011

Brock's Gap Action Pistol

Stage Name: Nuclear Nightmare

Bay F5

Stage 5

Course Designer: Robert Moore

Scenario:

You are providing security at a nuclear facility when a terrorist cell attempts to take control. You must stop the attack without harming innocents. You open the security window to the reactor room and realize you must engage them immediately.

Start Position:

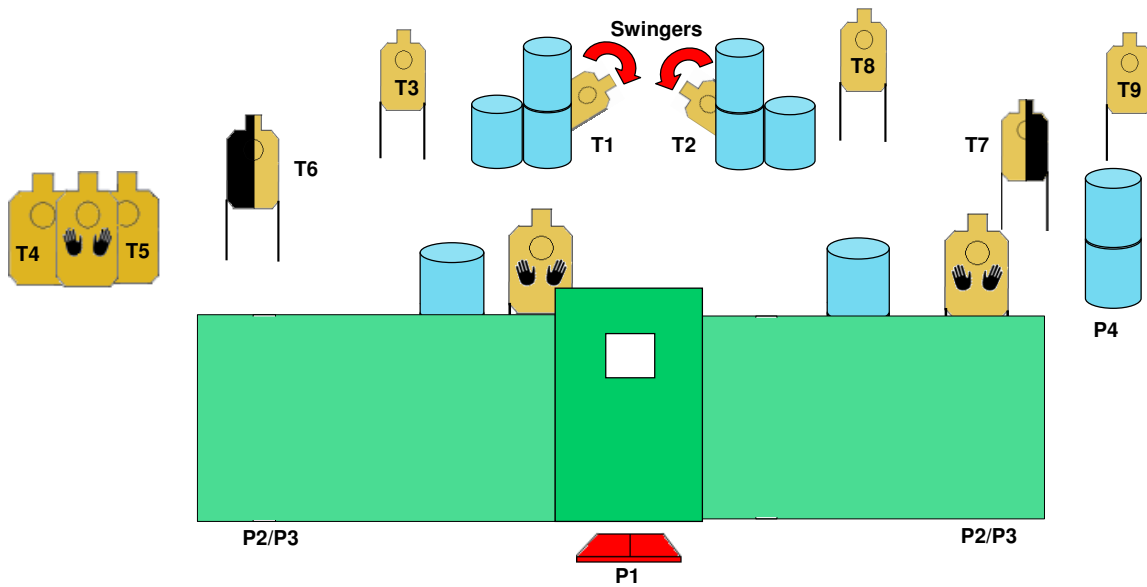
Standing at P1, gun holstered loaded to max division capacity, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw your weapon, open the port, step on stomp pad (in any order) and engage T1 through T3 through the window. Move to P2 or P3 (shooters choice) and engage remaining targets from cover. T9 may be engaged from cover at P2/P3 or while advancing to P4. All reloads must be made behind cover. Anywhere behind the walls is considered cover.

NOTES

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



Safety Officers: Robert Moore, Ken Swanson

The Master's 2011 Brock's Gap Action Pistol

Bay F6

Stage 6

Stage Name: Late Night Heist

Course Designer: Mike Lunsford

Scenario:

You're working late one night in your jewelry store when you hear glass breaking and voices. You draw your weapon and investigate. You discover that thieves have decided to empty your store and now you're in their way. You must clear the building and save your loyal employess who stayed late to help you.

Start Position:

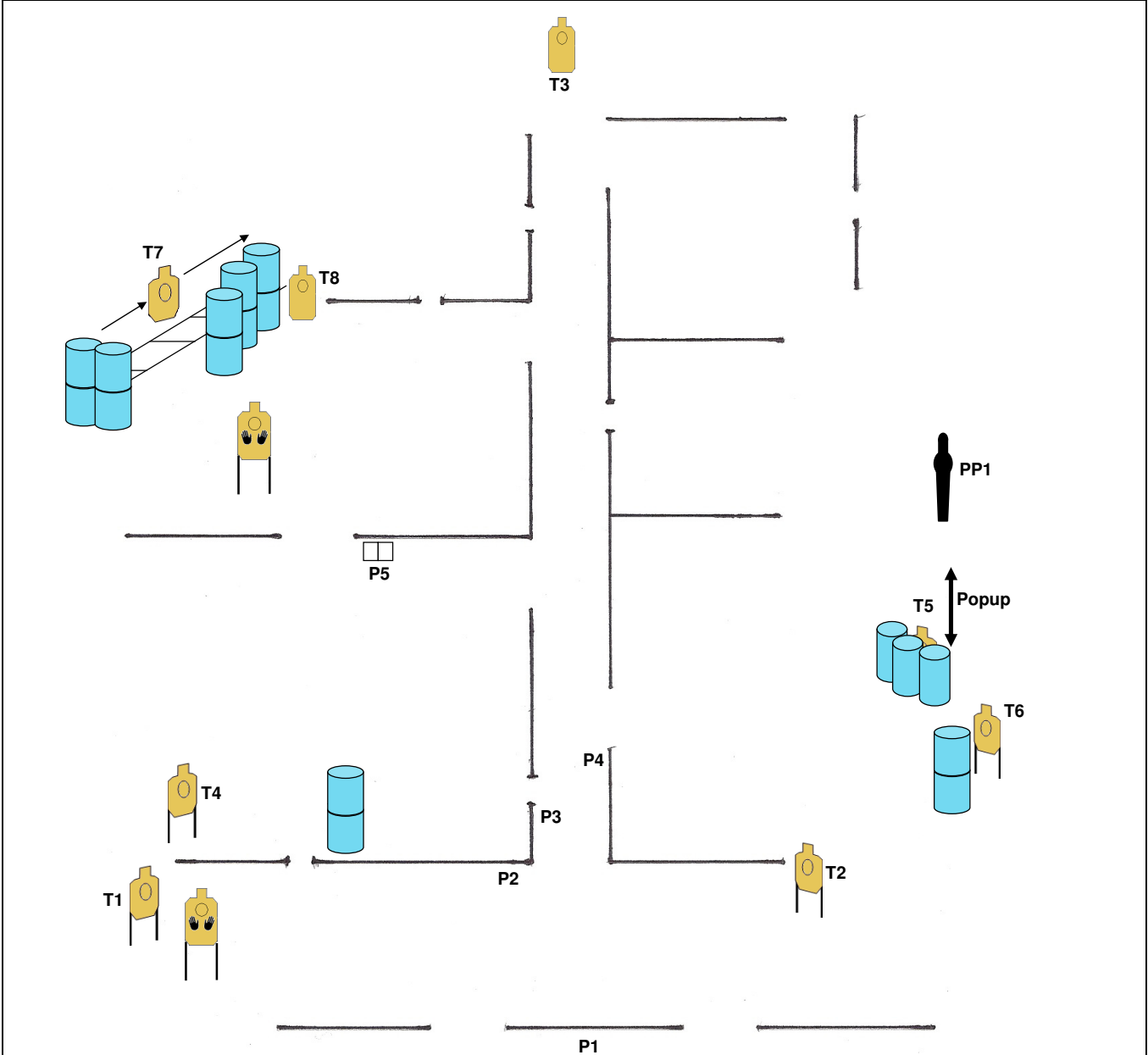
Standing at P1, gun holstered loaded to max divisaion capacity. Hands on the wall in front of you.

Stage Procedure:

Advance from P1 to P5 engaging targets as you see them from cover with two rounds each. Steel must fall. All reloads must be done from cover. Down the hall is considered cover but do not cross an open window or doorway while reloading or with an empty gun

NOTES

Scoring:	Vickers
Rounds:	17 Minimum
Distance:	5 - 20 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper, steel must fall



Safety Officers: Scott Randolph, Will Jones

The Master's 2011

Brock's Gap Action Pistol

Stage Name: Right Easy Cafe

Bay F7

Stage 7

Course Designer: Bill Allen

Scenario:

You are approaching your favorite café' for a nice cold tasty beverage and a sandwich when you notice armed thugs inside and out, robbing the place. Take action and protect the customers and your tasty beverage.

Start Position:

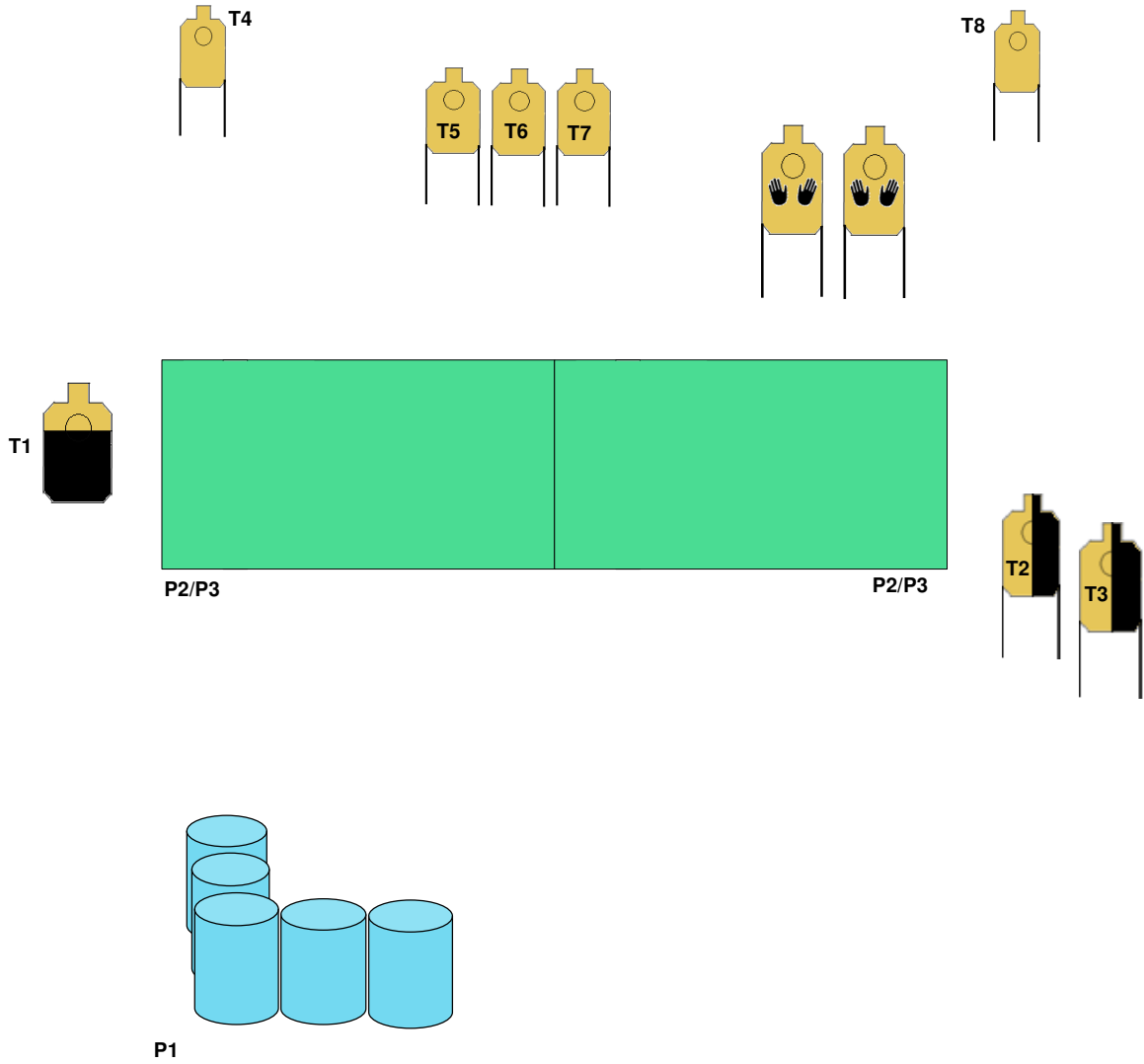
Standing at P1, facing downrange, loaded to max division capacity hands hanging naturally at sides.

Stage Procedure:

At the signal, from P1 or while moving to P2 or P3 (shooters choice) engage T1, T2 and T3 with 2 rounds each. Then from P2/P3 engage T4, T5, T6, T7 and T8 with 2 rounds each from cover. All reloads must be made behind cover along the wall. The barrels represent a wrought iron fence and offer no cover.

NOTES

Scoring: Vickers
Rounds: 16 Minimum
Distance: 5 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper



Safety Officers: Bill Allen, Ryan Newbern

The Master's 2011

Bay F8

Brock's Gap Action Pistol

Stage 8

Stage Name: It Went BOOM

Course Designer: Mike Lunsford

Scenario:

You are an armed guard in a plant that makes explosives. The plant comes under attack by terrorists who intend to blow up the plant and everyone within range. A terrorist has left a bomb in the explosives storage room where you are making your rounds. You must engage the terrorists and dispose of the bomb before it blows you and everything else up. You must dispose of the bomb into the bomb disposal unit and finish the business with the remaining terrorists.

Start Position:

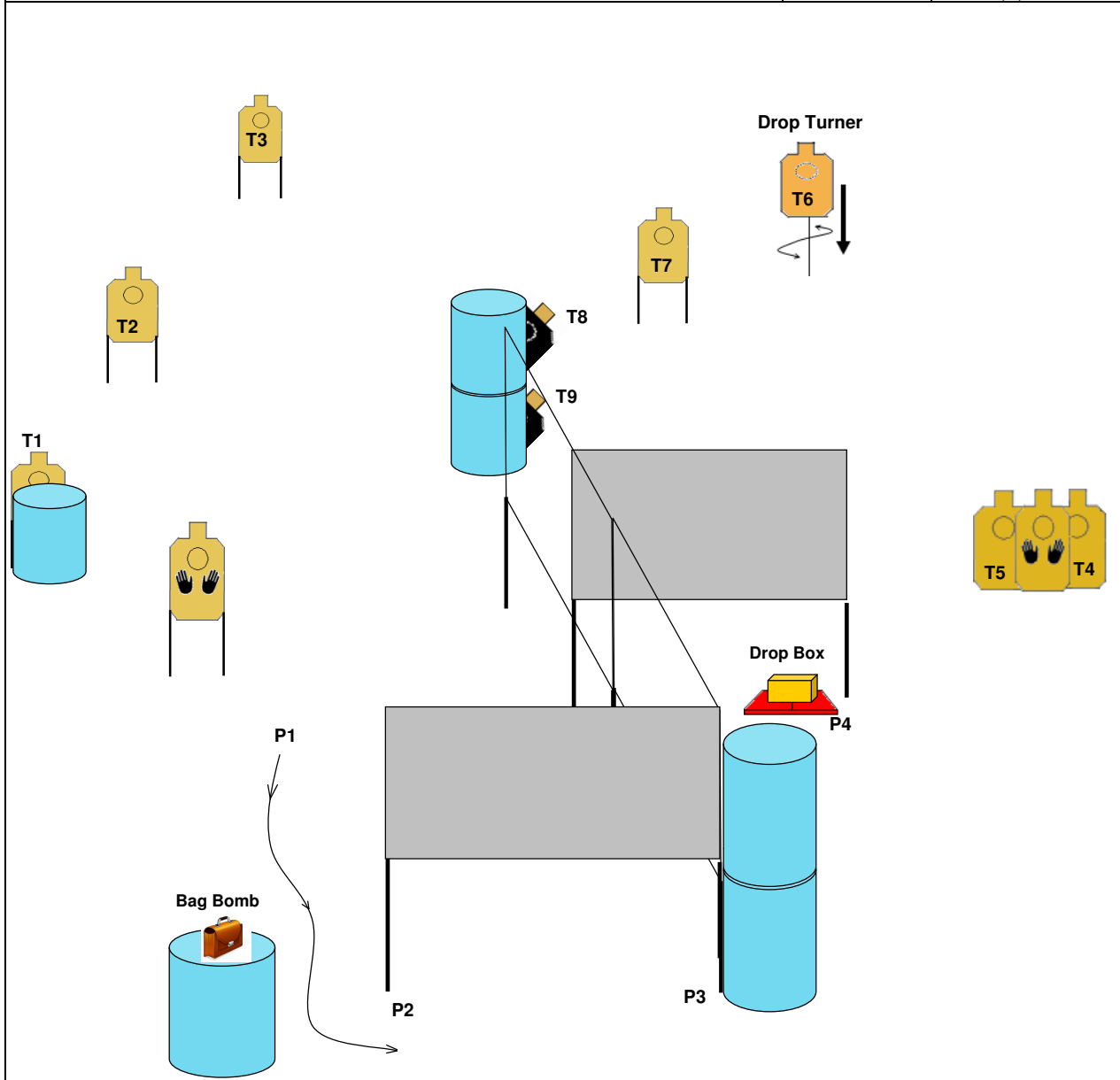
Standing at P1, Gun holstered, loaded to max division capacity, hands hanging naturally at sides.

Stage Procedure:

On signal, draw and engage all threats with two rounds each. T1 through T3 must be engaged on the retreat to P2. If you engage T1-T3 on the retreat they may be engaged in any order. Once you make it to P2 you must engage from cover slicing the pie. If you've already engaged T1-T3 before making it to P2 you may make up shots from cover at P2. Then pick up the bag bomb and progress to P3 and engage T4 and T5 from cover at P3 **STRONG HAND ONLY**. (bag bomb must be in weak hand) Proceed to P4 and drop the bag bomb into the disposal unit and engage T6, T7, T8 and T9 from cover at P4. All cardboard gets 2 rounds each. All reloads must be made behind cover.

NOTES

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



Safety Officers: Dustin McKinney, Brad Hettich

The Master's 2011

Bay F9

Brock's Gap Action Pistol

Stage 9

Stage Name: **Bad Day At The Reloading Bench**

Course Designer: Jimmy Duke

Scenario:

You are in your workshop late one night sitting at your reloading bench reloading ammo. Your gun is lying on your bench unloaded and one magazine is there loaded with 6 rounds only. All available extra ammo is in your storage box on your shelves. You hear the door behind you burst open and thugs have decided to clean out your workshop. You take out the first 6 BG's but one stabs you in the strong arm while you make for your ammo. You must act fast!

Start Position:

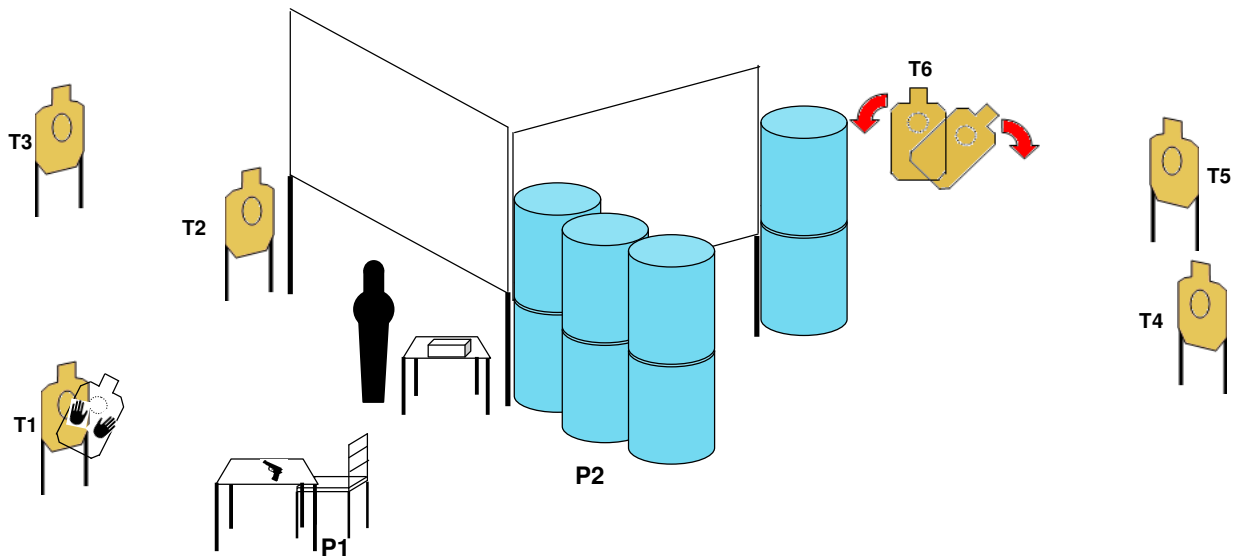
Seated at P1, unloaded gun lying on the table. One mag/speedloader loaded with 6 rounds lying next to the gun. All extra ammo must be stored in the box on the table next to the wall. Butt must be in chair, hands on knees.

Stage Procedure:

At the signal pick up your weapon, load and engage T1 - T3 with 2 rounds each in tactical priority (near to far) **while seated**. Rise and while moving to the table kick the BG (pepper popper) down. Retrieve your extra ammo, reload and engage T4 - T6 from cover at P2 **WEAK HAND ONLY**. You must remain seated while engaging T1, T2 and T3.

NOTES

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



Safety Officers: Brian Atchison, Wes Cheplen

The Master's 2011

Bay: **Cowboy G1**

Brock's Gap Action Pistol

Stage 10

Stage Name: **Home Invasion**

Course Designer: Jimmy Duke

Scenario:

You have come upstairs from your basement to find that bad guys have invaded your home. You neutralize the first bad guy that you encounter, sending your young child to hide in the basement while you rescue your spouse.

Start Position:

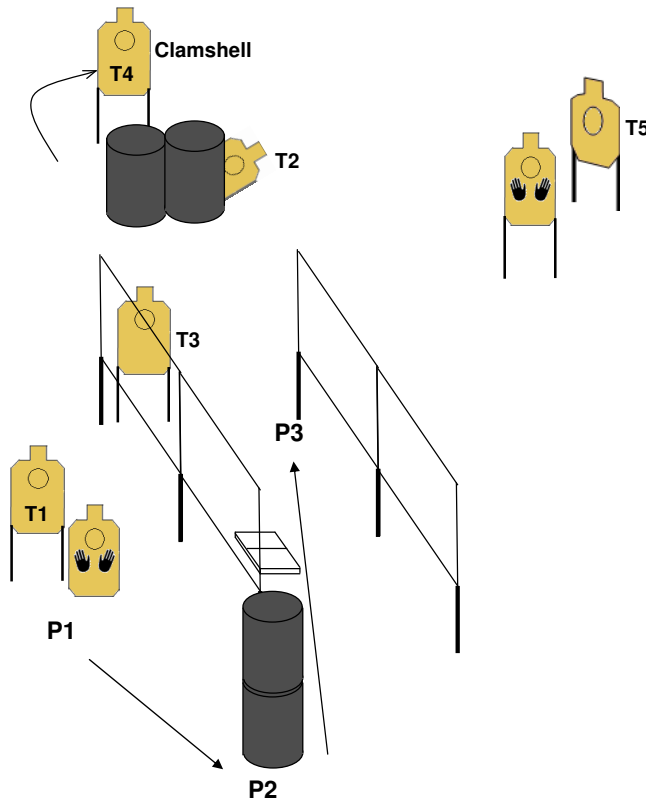
Standing at P1, "child" cradled in weak arm, hand on gun. loaded to division capacity.

Stage Procedure:

At the signal, draw and engage T1 with 6 rounds **STRONG HAND ONLY** while retreating to P2. Send child downstairs (place in barrel) and engage T2 and T3 with 3 rounds each from cover at P2. Move up hallway from P2 to P3 stepping on pressure plate and engaging T4 with 3 rounds as it becomes visible on the move. Finish up T5 and T6 from cover with 3 rounds each. All reloads must be done from cover. T1 is engaged **STRONG HAND ONLY**. All other targets are engaged free style. T4 may be engaged on the move or from P3 with no cover available. T4 appears as you are reaching P3 and there is not enough room to require that you be moving.

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: Lynn Rawlinson, David Burks

The Master's 2011

Bay:

Rifle Bay H

Brock's Gap Action Pistol

Stage Name: Standards

Course Designer: Jimmy Duke

Stage 11

Scenario:

Standards

Start Position:

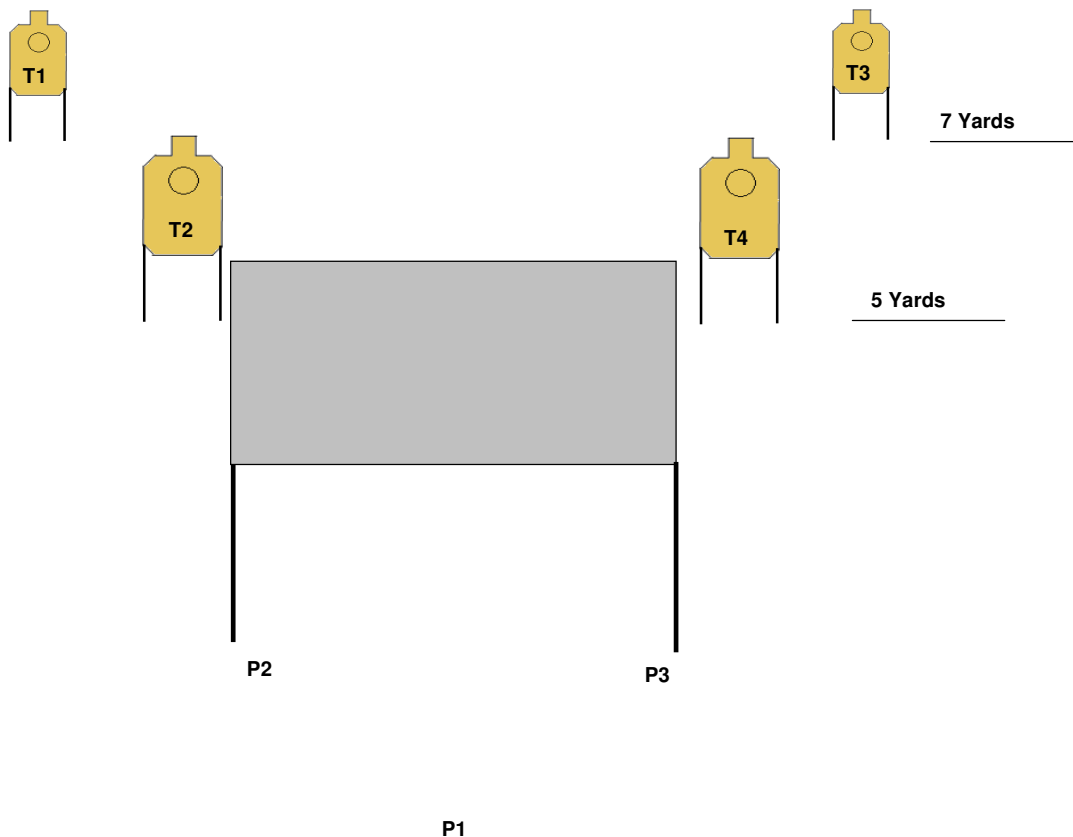
Standing at P1, gun holstered loaded to division capacity, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw and move to either P2 or P3 (your choice) and engage the two targets in tactical priority from cover. **ALL SHOTS FIRED FROM P3 WILL BE SHOT RIGHT HANDED ONLY. ALL SHOTS FIRED FROM P2 WILL BE SHOT LEFT HANDED ONLY.** Each target will get 2 torso shots and 1 head shot. Move to the opposite corner and engage the two targets with 2 torso shots and 1 head shot each. NOTE: The targets will be scored per the IDPA rule book concerning Limited Vickers Count. If more than 3 rounds are fired at a target then a PE will be given and the target scored accordingly.

NOTES

Scoring:	Limited Vickers Count
Rounds:	12 Only
Distance:	5 - 7 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	No
Scored Hits:	Two to the torso, One to the head



Safety Officers: Charlie Baker, Jed Duke

The Master's 2011

Bay: Rifle Bay H

Brock's Gap Action Pistol

Stage 12

Stage Name: Warehouse Attack!

Course Designer: Mike Lunsford/Jimmy Duke

Scenario:

You hear a commotion in the warehouse. Upon entering, you are attacked and engage threats leaving you with only six rounds in your gun. Your co-worker has been shot and you kneel to check on him. This scenario begins at this point when more threats appear.

Start Position:

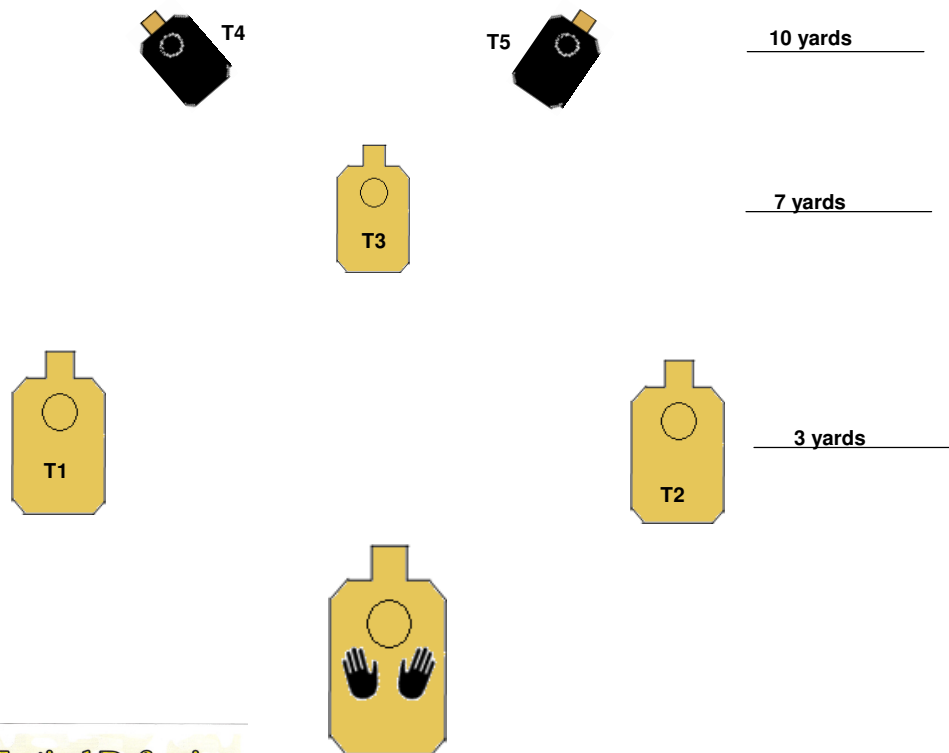
Kneeling at P1 beside downed coworker, facing downrange. At least one knee must be on the ground or shooter may elect to start in the sitting position. Gun will be at low ready. Gun is loaded with 6 rounds ONLY.

Stage Procedure:

At signal, engage T1 - T3 in tactical priority with 2 rounds each. Reload and engage T4 and T5 with 2 rounds each. Be cautious of your muzzle. All rounds must be fired with at least one knee on the ground or while seated on the ground.

NOTES

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



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Place dummy here

P1

Safety Officers: Mark Golson, Chris Marcum