

The Masters 2014 IDPA Championship

Bay F1

Brock's Gap Action Pistol

Stage 1

Stage Name: Dig Your Way Out

Course Designer: Justin Taylor

You are working on a construction site digging for a foundation when armed thugs invade intent on shutting things down and leaving no witnesses. You have to fight back to stay alive.

Start Position:

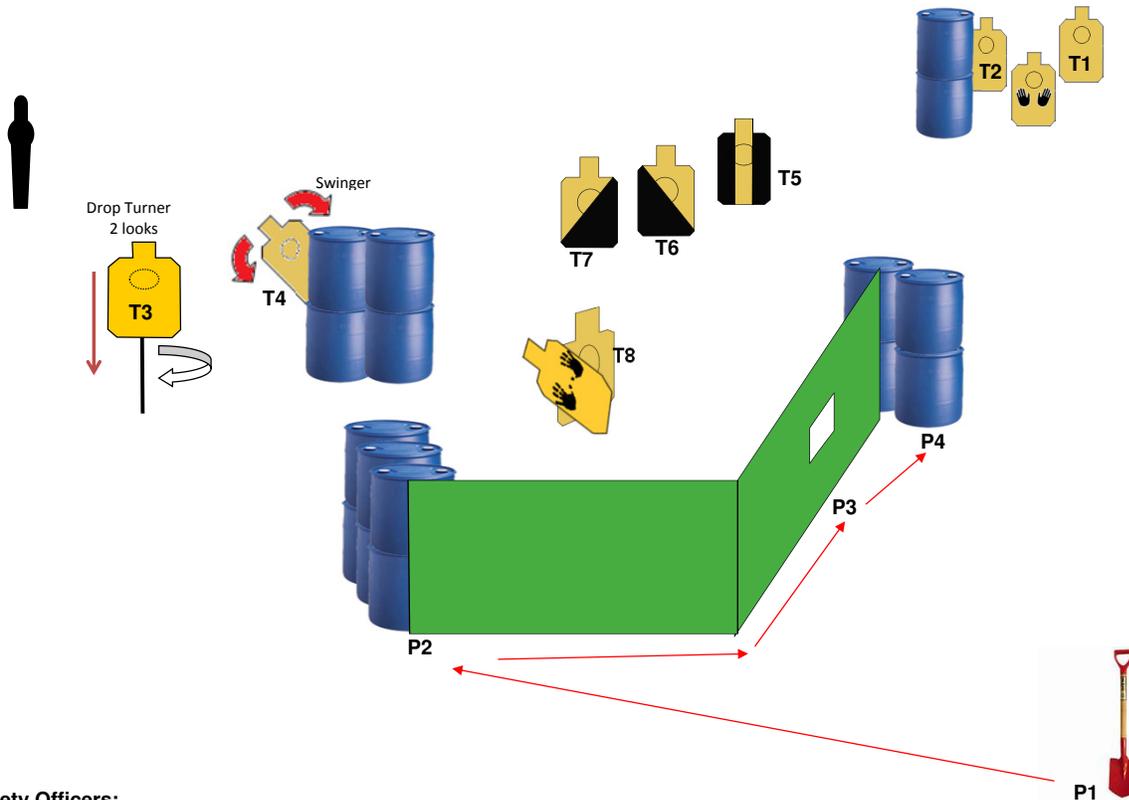
Standing at P1 facing downrange, gun holstered loaded to division max, both hands on the shovel and dominate foot on the shovel.

Stage Procedure:

At the signal, drop your shovel, draw and engage T1 and T2 with 2 rounds each. You may engage standing still or while moving to P2. At P2 engage PP1 from cover until it falls then engage T3 and T4 from cover with 2 rounds each. T3 and T4 may be shot in any order. Then move to P3 and engage T5, T6, T7 and T8 slicing the pie through the window. You may re-engage T1 and T2 from P4 if needed. All reloads must be IDPA legal. All cardboard gets 2 rounds.

NOTES

Scoring: Vickers Count
Rounds: 17 Minimum
Distance: 7 - 15 Yds
Start - Stop: On signal - last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
 Matt Sims - CSO
 Sam Henderson
 Gene Simmons

The Masters 2014 IDPA Championship

Bay F2

Brock's Gap Action Pistol

Stage 2

Stage Name: Should've Stayed at Home

Course Designer: Robert Moore

You're out late one night at your neighborhood pub and have to make a trip to the restroom. When you go through the door into the back of the building you stumble upon 3 thugs beating up the owner who is laying on the floor bleeding. When you ask them what the @#?# is going on they draw weapons on you. You have only seconds to engage and retreat to cover. You find the rest of their gang is waiting in the next room. Be careful. Looks like the proprietor may get up in panic and get in the way.

Start Position:

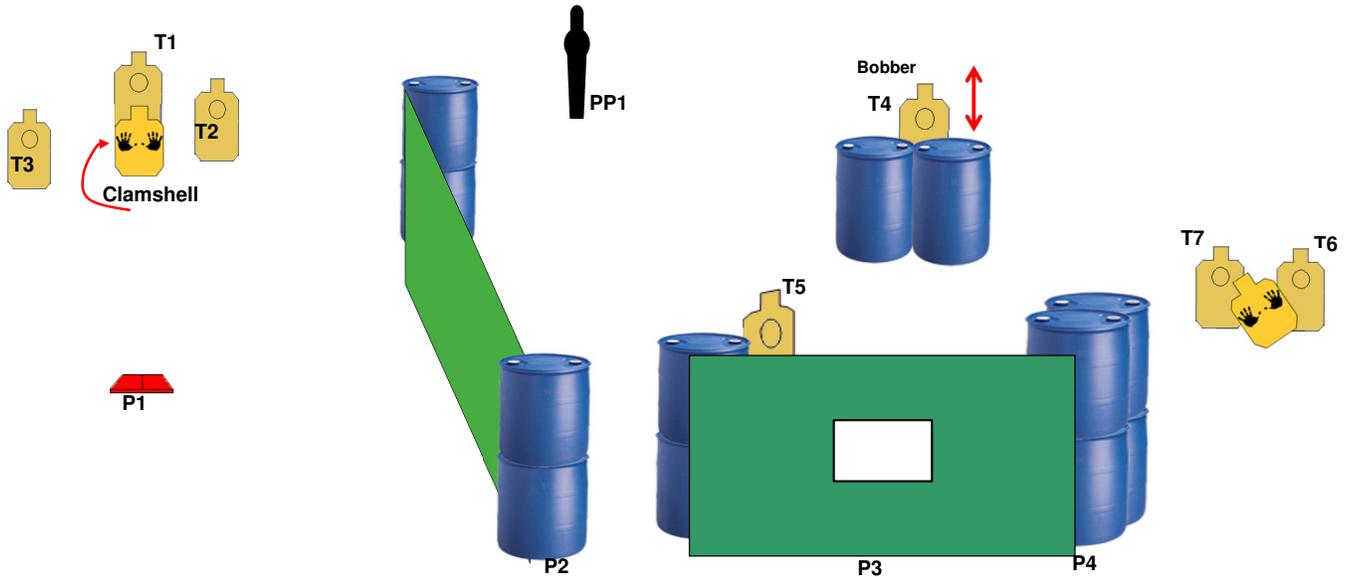
Standing at P1 facing downrange, gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal, draw, step on stomp pad (may be done simultaneously) and engage T1, T2 and T3 in any order with 2 rounds while retreating to P2. T2 and T3 may be reengaged from cover at P2. T1 is a disappearing target. From cover at P2 engage pepper popper. Quickly move to the window at P3 and engage T4 (bobber activated by PP1) and T5. Then move to P4 and engage T6 and T7 slicing the pie from cover. All legal IDPA reloads apply. All cardboard gets 2 rounds.

NOTES

Scoring: Vickers count
Rounds: 15 Minimum
Distance: 5 - 10 Yds
Start - Stop: On signal - last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
 Scott Randolph - CSO
 Josh Hamilton
 Rob Tompkins
 Joey Jodoin

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Bay F3

Brock's Gap Action Pistol

Stage 3

Stage Name: Hot Chili Mama

Course Designer: Mike Lunsford

You have gone south below the border to pick up a truck load of hot chili peppers. On the way back you have to stop for gas before you cross back into the US. While you are checking your load you are accosted by a gang of illegal immigrant thugs who want to steal your truck to cross over the border into the US. You must fight for your life.

Start Position:

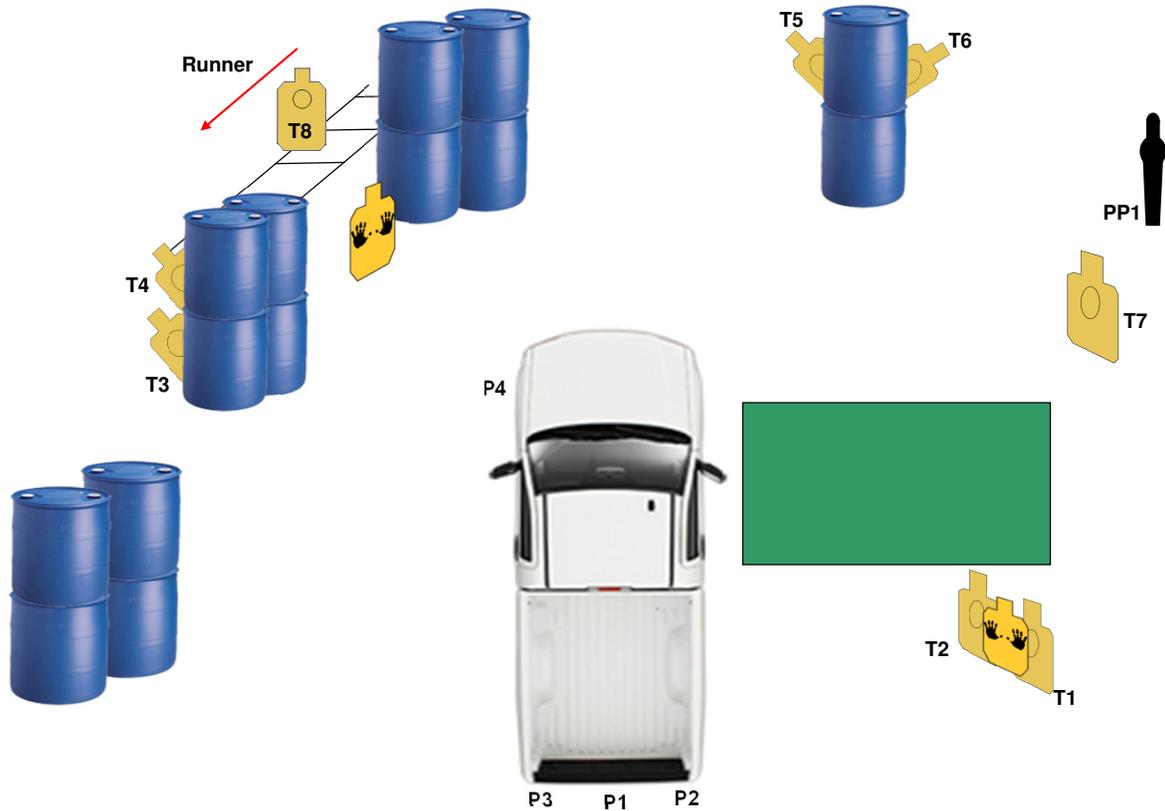
Standing at the rear of the pickup in the middle of the tailgate behind cover, hands on tailgate facing downrange. Gun is loaded to division max, holstered. All ammo is on your belt.

Stage Procedure:

At the signal, move to P2 and engage T1 and T2 with 2 rounds each from cover slicing the pie. Move to P3 and engage T3 and T4 with 2 rounds each from cover. Move to P4, take low cover and engage T5, T6, T7 and PP1 from around the front of the vehicle slicing the pie. At least one knee must be on the ground. You may not shoot over the hood of the truck. After engaging PP1, T8 will advance toward you and you must engage with 2 rounds. T8 is a disappearing target therefore no failure will be assessed. NOTE: All reloads will be approved IDPA reloads.

NOTES

Scoring: Vickers
Rounds: 17 minimum
Distance: 5 - 12 Yds
Start - Stop: On signal - Last shot
Concealed Carry: Yes
Scored Hits: best 2 on paper, steel must fall.



Safety Officers:
 Randy Robinson - CSO
 Alan Howard
 Mark Golson

The Masters 2014 IDPA Championship

Bay F4

Brock's Gap Action Pistol

Stage 4

Stage Name: The Choices We Make....

Course Designer: Stanley Wade

You are working late one night in your garage when thugs try to rob you. You have to take out the first bad guy quickly as more are moving in. Protect yourself!

Start Position:

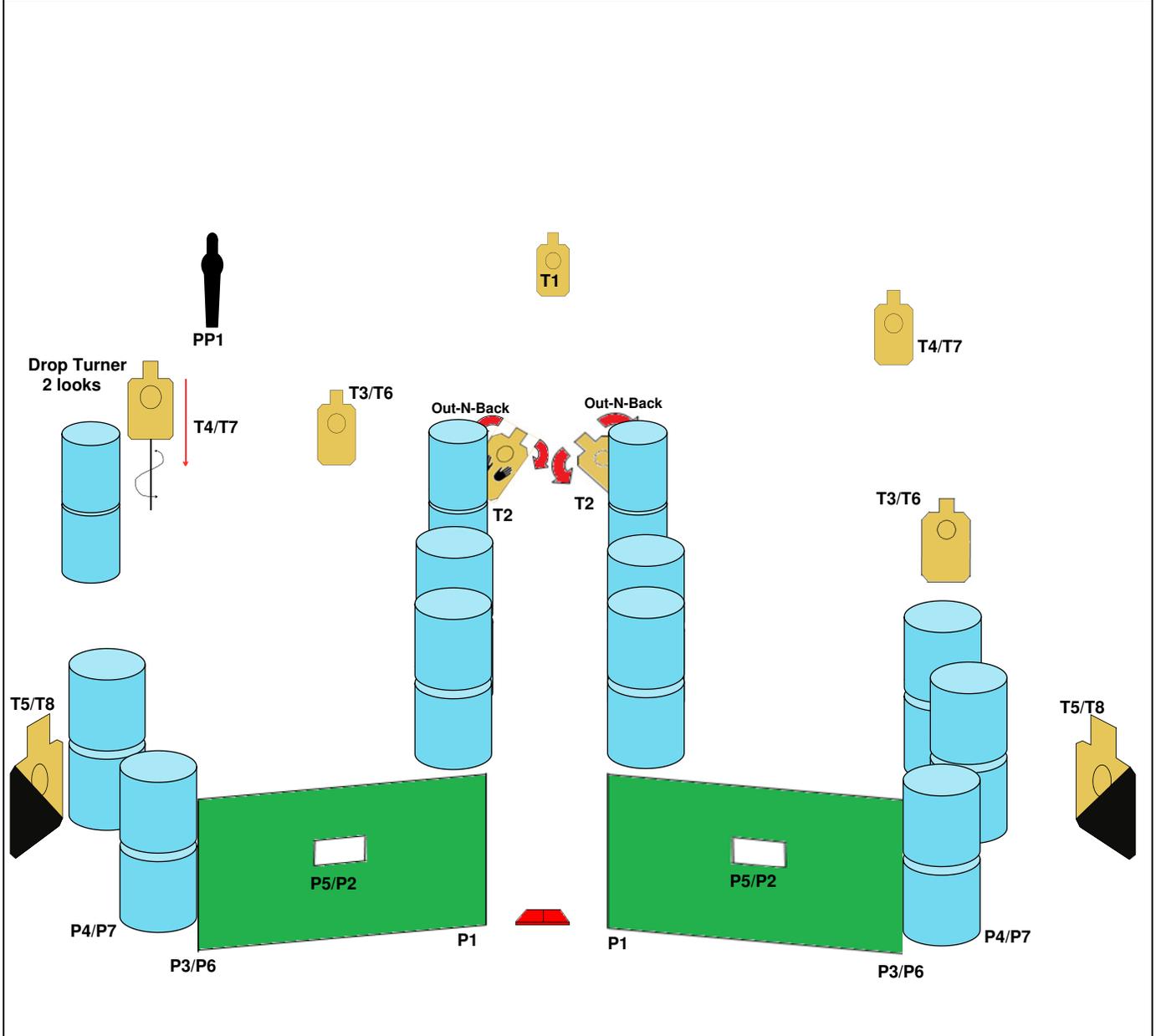
Standing at P1 facing downrange, gun holstered loaded to division max, hands hanging naturally at sides. Shooter will face uprange while the no shoot is switched randomly between the out-n-back targets.

Stage Procedure:

At the signal, draw and engage T1 with 2 rounds from cover then step on the stomp pad to activate T2. Engage T2 with 2 rounds from cover. T2 will have the non threat switched between the two out-n-back targets so the shooter will not know which target will be the threat. Then move left or right (shooters choice) to P2 and engage threat targets slicing the pie through the window. T3 and T4 on the left side may be shot in any order as T4 is not in play until the pepper popper falls. Then move to P3 and engage threat targets slicing the pie from cover. Then move to the opposite window at P5 and engage targets slicing the pie through the window and finally move to P6 and engage targets from cover. You may re-engage T2 from cover at P4 or P7. All reloads to be made per IDPA rules.

NOTES

Scoring: Vickers
Rounds: 17 minimum
Distance: 7 - 12 Yds
Start - Stop: On signal, last shot
Concealed Carry: Yes
Scored Hits: Best 2 on cardboard, steel must fall.



Safety Officers:
 Stanley Wade- CSO
 Robbie Nichols
 Brad Lunsford
 Justin Taylor

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Bay F5

Brock's Gap Action Pistol

Stage 5

Stage Name: Restricted

Course Designer: Bill Dukemineer

Your State Legislation has recently restricted magazine capacity to 6 rounds. What the liberal politicians fail to realize is this will not stop the crap from hitting the fan. Unfortunately for you today is that day. You must fight your way to safety with your limited ammo supply.

Start Position:

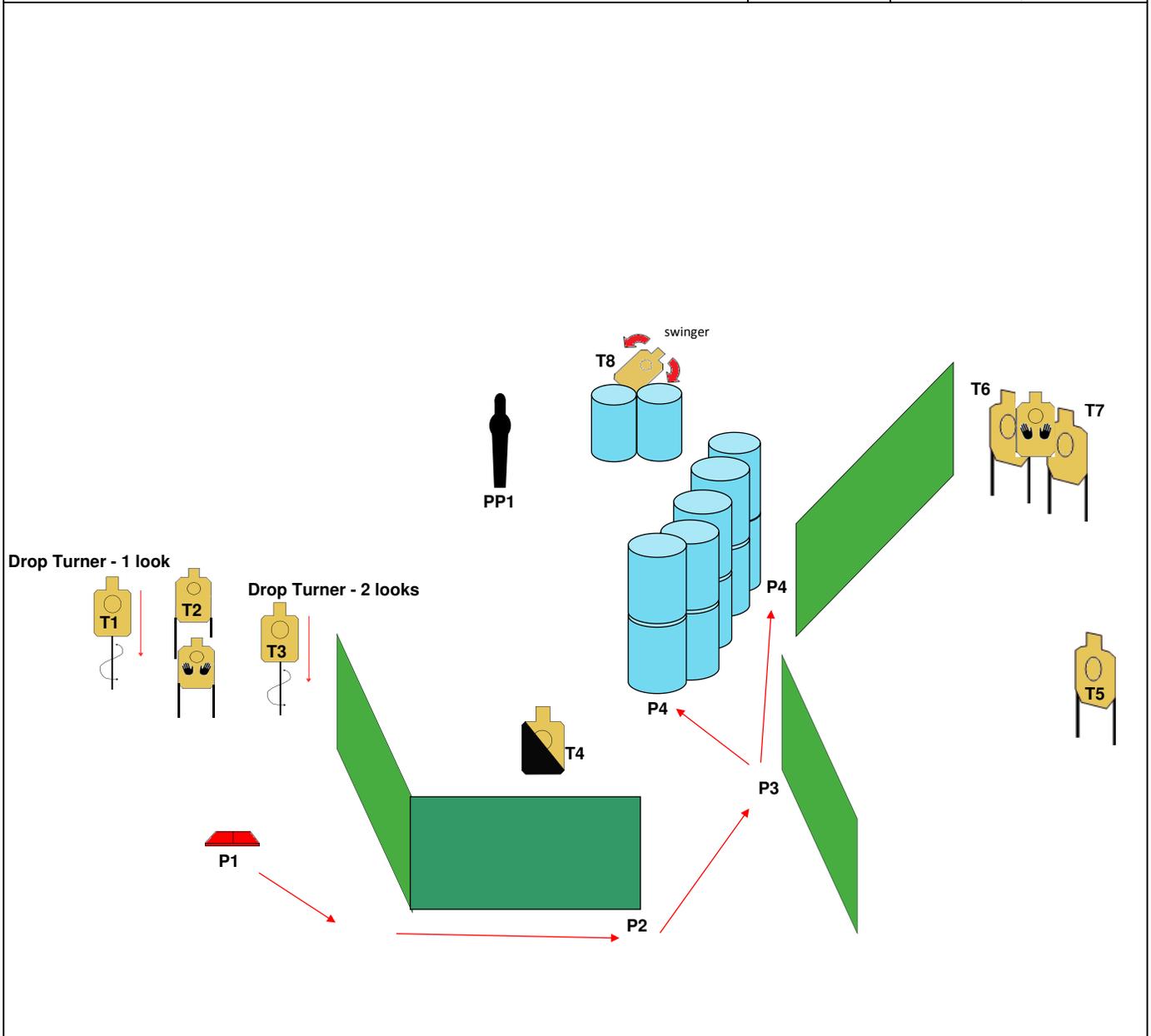
Standing at P1 facing downrange gun holstered loaded with 6 rounds in the mag/cylinder + 1 chambered (if pistol), holding bag with both hands at waist level over the stomp pad. All other magazines must be loaded with 6 rounds max. Be mindful of your round count. One additional magazine may be placed on the belt or pocket, not in a shirt pocket or mouth.

Stage Procedure:

At the signal drop the bag on the stomp pad and engage T1 - T3 with 2 rounds each while retreating to cover. T1 and T3 are disappearing targets. Move to P2 and engage PP1 until it falls and T4 with 2 rounds slicing the pie from cover. Move to P3 and engage T5, T6 and T7 with 2 rounds slicing the pie. You may move to P4 to the left of the barrels and engage T8 with 2 rounds or you may move to P4 to the right of the barrels and engage T8. All magazines will be downloaded to 6 rounds. All reloads to be IDPA legal.

NOTES

Scoring: Vickers
Rounds: 17 minimum
Distance: 5 - 15 Yds
Start - Stop: Audible- last shot
Concealed Carry: Yes
Scored Hits: Best 2 on cardboard, steel must fall



Safety Officers:
 Bill Dukemineer - CSO
 Robin Dukemineer
 Daniel Meadows

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Bay F6

Brock's Gap Action Pistol

Stage 6

Stage Name: B'ham After Dark

Course Designer: Mike Lunsford

You're leaving the office late one evening heading to your car when a gang of thugs confronts you. They want your money and the keys to your car. They intend to leave no witnesses. You must engage and try to make your way to your car. Defend yourself!

Start Position:

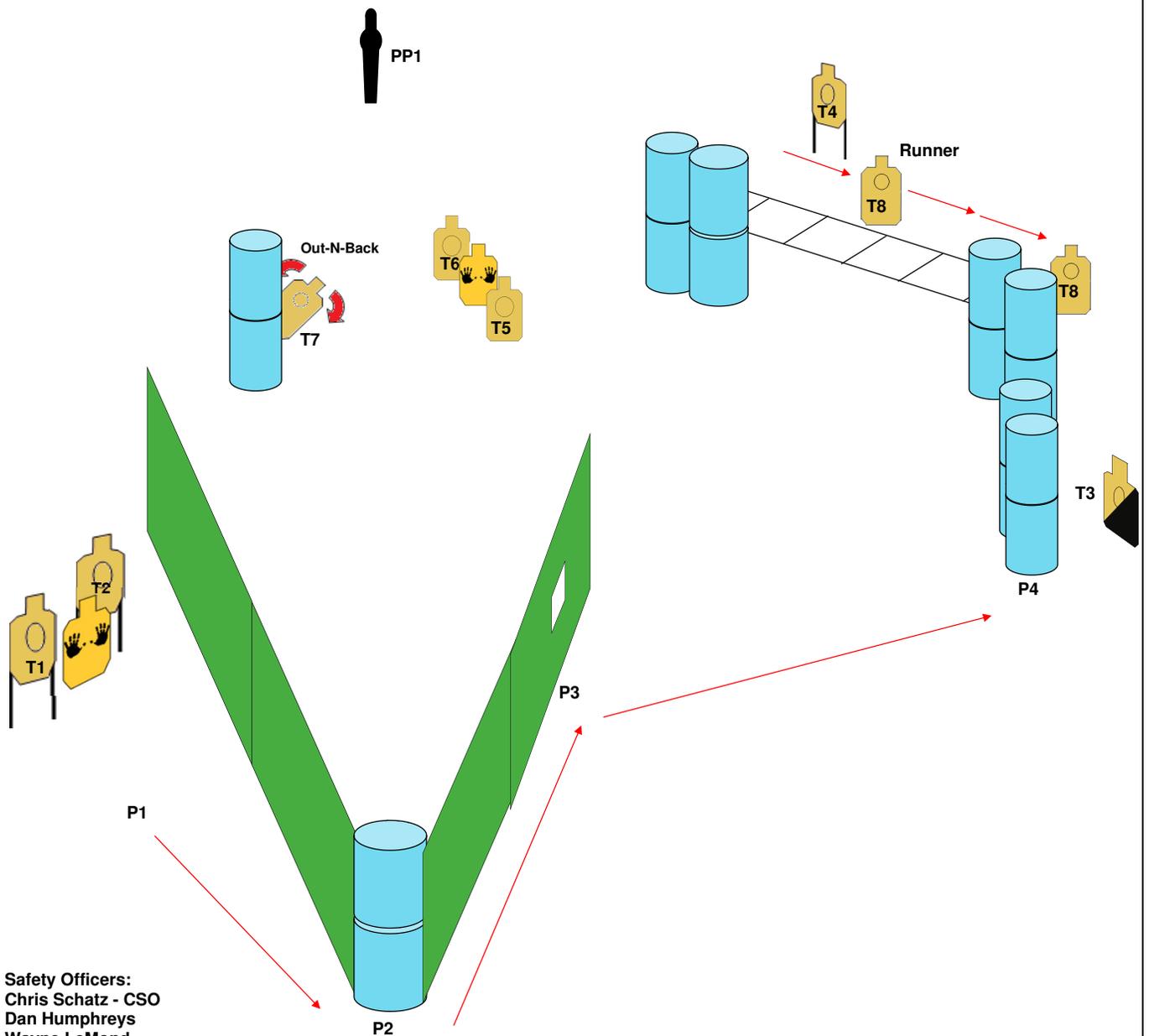
Standing at P1, facing downrange, gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal draw and engage T1 and T2 with 2 rounds each in tactical sequence (1-2-1) while retreating to P2. From cover at P2 engage T3 and T4 with 2 rounds each slicing the pie. Move to P3 and engage T5, T6, PP1 and T7 slicing the pie through the window. Engage T8 when it becomes available. Move to P4 and reengage T8 using cover if it has not been neutralized. You may also make up shots on T3 from P4 if desired. All legal IDPA reloads apply. All cardboard gets 2 rounds.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 5 - 12 Yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
 Chris Schatz - CSO
 Dan Humphreys
 Wayne LeMond
 Clint Bowen

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Bay F7

Brock's Gap Action Pistol

Stage 7

Stage Name: 12 or 16

Course Designer: Robert Moore

You're in your garage when you realize thugs have invaded your home. Your gun is sitting on your reloading bench so you must move to retrieve it in order to engage the bad guys. After you engage the first trio of BG's you move to engage the rest. You must decide to take head shots through the door opening or move closer to engage. If you take the head shots then T4 and T5 see you take out their buddies and run away.

Start Position:

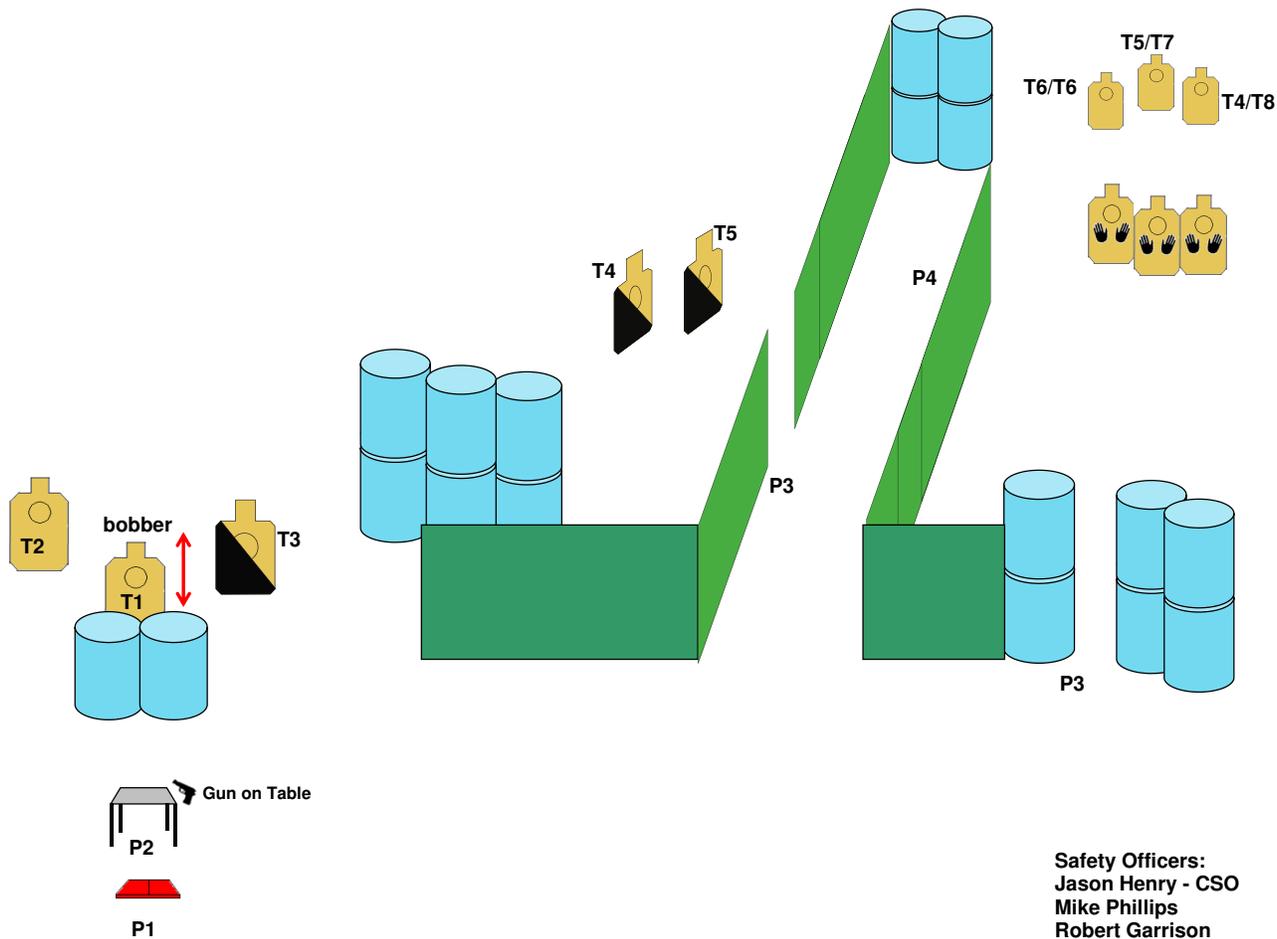
Standing at P1 facing downrange in front of stomp pad, gun loaded to division max on table, all spare ammo on your belt.

Stage Procedure:

At the signal, advance to the table activating the stomp pad, pick up your gun and engage T1, T2 and T3 with 2 rounds each in any order. You may engage T1 - T3 stationary or while moving to P3. You may move to P3 between the barrels and take the head shots slicing the pie. If you do, then the scenario is over. If you elect to move to P3 down the hall then you must engage T4 and T5 slicing the pie from the open doorway. Then move to P4 and engage T6, T7 and T8 slicing the pie from cover. If you engage from P3 at the barrels then it is a 12 round stage. If you elect to travel down the hall then it is a 16 round stage, your choice.

NOTES

Scoring: Vickers
Rounds: 12 or 16 accordingly
Distance: 6 - 12 Yds
Start - Stop: On signal - last shot
Concealed Carry: Yes
Scored Hits: Best 2 on cardboard



Safety Officers:
 Jason Henry - CSO
 Mike Phillips
 Robert Garrison

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Bay F8

Brock's Gap Action Pistol

Stage 8

Stage Name: Target Reacquisition Drill

Course Designer: Robert Moore

Standard stage

Start Position:

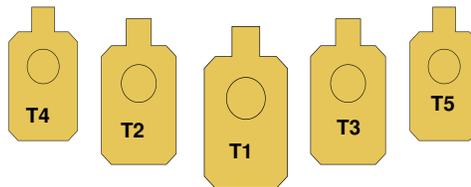
Standing at P1, gun holstered loaded to division max, hands hanging at sides

Stage Procedure:

At the signal draw and engage T1 with 2 rounds then engage T2 with 2 rounds, come back to T1 with 2 rounds, then engage T3 with 2 rounds, then reengage T1 with 2 rounds, then engage T4 with 2 rounds, then reengage T1 with 2 rounds, then engage T5 with 2 rounds and finally reengage T1 with 2 rounds. After first engaging T1 with 2 rounds you may move to either side (T2 next or T3). You must alternate back to T1 after engaging T2, T3, T4 and T5 which will result in T1 getting 10 rounds total and all others getting 2 rounds each. If you shoot out of this sequence it will be a procedural error. If you fire more than the required rounds it will be a procedural error.

NOTES

Scoring: Limited Vickers
Rounds: 18
Distance: 5 yards
Start - Stop: On signal, Last shot
Concealed Carry: No
Scored Hits: T1 gets 10 Rds, all others get 2 rounds



P1

Safety Officers:
Charlie Baker - CSO
David Bertanzetti
Scott Collins

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Bay F9

Brock's Gap Action Pistol

Stage 9

Stage Name: Neither Rain nor Snow....but Bad Guys maybe

Course Designer: Joe Day

You're a dedicated civil servant delivering the mail. You've pulled up to a mailbox in an unsavory part of town to pick up the mail. You realize several thugs have decided they want what's in the mailbox and are going to take your life to get it. You must act fast.

Start Position:

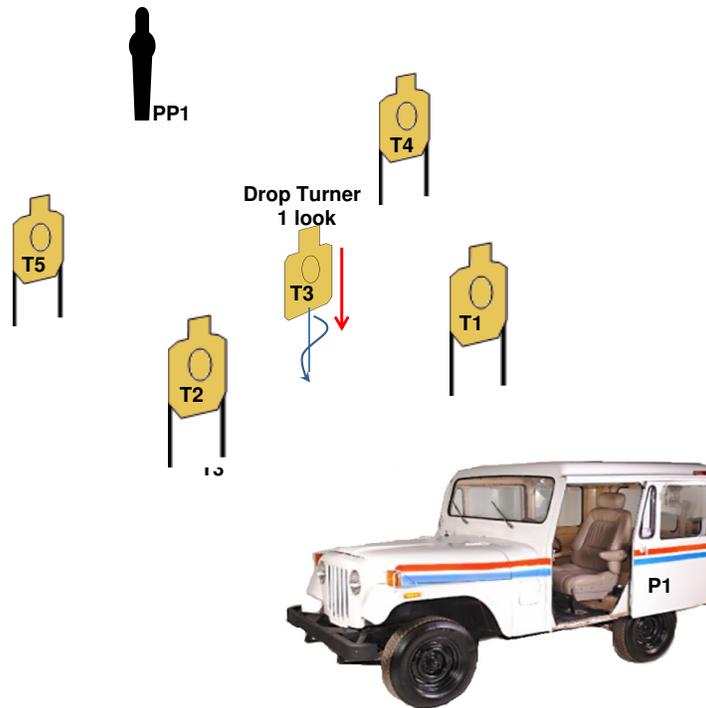
Sitting in the Jeep, Gun loaded to division capacity placed on the passengers seat, all extra ammo on your belt, hands on your knees.

Stage Procedure:

At the signal pick up your gun from the passenger seat and engage the pepper popper (PP1) first until it falls. Then engage T1 - T5 with two rounds to the body and 1 round to the head in tactical priority (near to far). T1, T2 and T3 may be engaged in any order.

NOTES

Scoring: Vickers
Rounds: 16 Minimum
Distance: 5- 7 yds
Start - Stop: On signal, last shot
Concealed Carry: Not required
Scored Hits: 2 to the body 1 to the head, steel must fa



Safety Officers:
Joe Day - CSO
Audrey Day
Jim Clark

The Masters 2014 IDPA Championship

Bay FA

Brock's Gap Action Pistol

Stage 10

Stage Name: Luck be a Lady Tonight

Course Designer: Mike Lunsford

You're in a high stakes poker game when you realize the player directly across from you is cheating. When you confront him with this news he stands up with intent to take you out of the game. That's when you discover all the other players want you gone as well. Act fast to defend yourself!

Start Position:

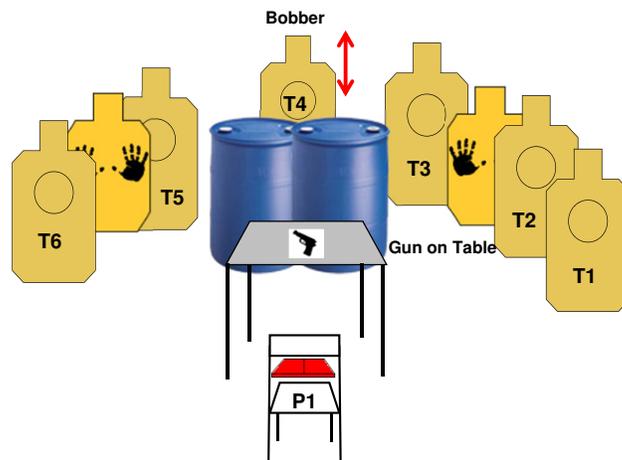
Seated at P1, playing cards in your hand, gun loaded to division max placed on the table, all ammo on your belt.

Stage Procedure:

At the signal stomp the pad, retrieve your gun and engage T1 through T6 with 2 rounds to the body in any order. Then engage each target with one round to the head. Shooter must remain seated while engaging targets. Shooter must stomp the pad while retrieving gun, not after. This will result in a procedural error if not adhered to.

NOTES

Scoring: Vickers
Rounds: 18 minimum
Distance: 3-5 yards
Start - Stop: On signal, last shot
Concealed Carry: Yes
Scored Hits: 2 rounds to the body, one head shot



Safety Officers:
Ryan Newbern - CSO
Scott Healey
Scott Johnson