

The Master's 2012

Bay F1

Brock's Gap Action Pistol

Stage 1

Stage Name: **HANDY MAN TOOL TEST**

Course Designer: Charlie Baker

Scenario:

Standards Stage

Start Position:

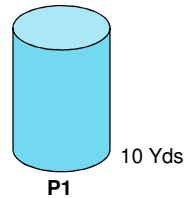
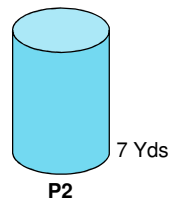
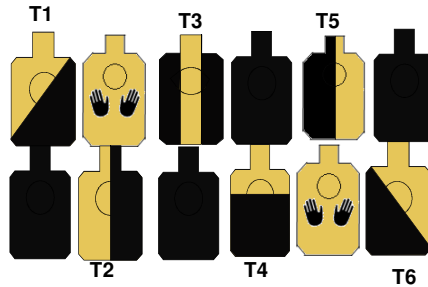
At P-1, facing downrange, shooter has 3 magazines with 6 rounds only in each, 1 in the gun and two in ammo holders on the hip. No cover garment required. Limited Vickers Count!

Stage Procedure:

At the signal, shooter draws and engages T1 through T6 in any order with one round each **free style** to slide lock; perform a slide lock reload and engage T1 through T6 **strong hand only** in any order with one round each to slide lock; perform a slide lock reload at P1. At this point the shooter has an option to remain at P1 or advance to P2 and engage T1 through T6 in any order with one round each **weak hand only**.

NOTES

Scoring:	Limited Vickers
Rounds:	18 rounds limited
Distance:	7 to 10 yards
Start - Stop:	Audible - Last shot
Concealed Carry:	No
Scored Hits:	Best 3 on paper



CPWSA
CHRIS' WINNING
SHOOTING ACCESSORIES

The products available here
are what I consider
"best in class"
products for competitive
shooters and law
enforcement professionals.



Safety Officers:
Charlie Baker
Guido Masters
Kerry Pinkerton

The Master's 2012

Bay F2

Brock's Gap Action Pistol

Stage Name: Gun Cleaning Nightmare

Course Designer: Mike Lunsford

Stage 2

Scenario:

You're in your workshop with a couple of buddies putting the final touches on cleaning your handgun when thugs break in intent on doing harm. Luckily you've finished with your gun but it is lying there unloaded. You must quickly load your weapon and dispatch the BG's. They have over run your home.

Start Position:

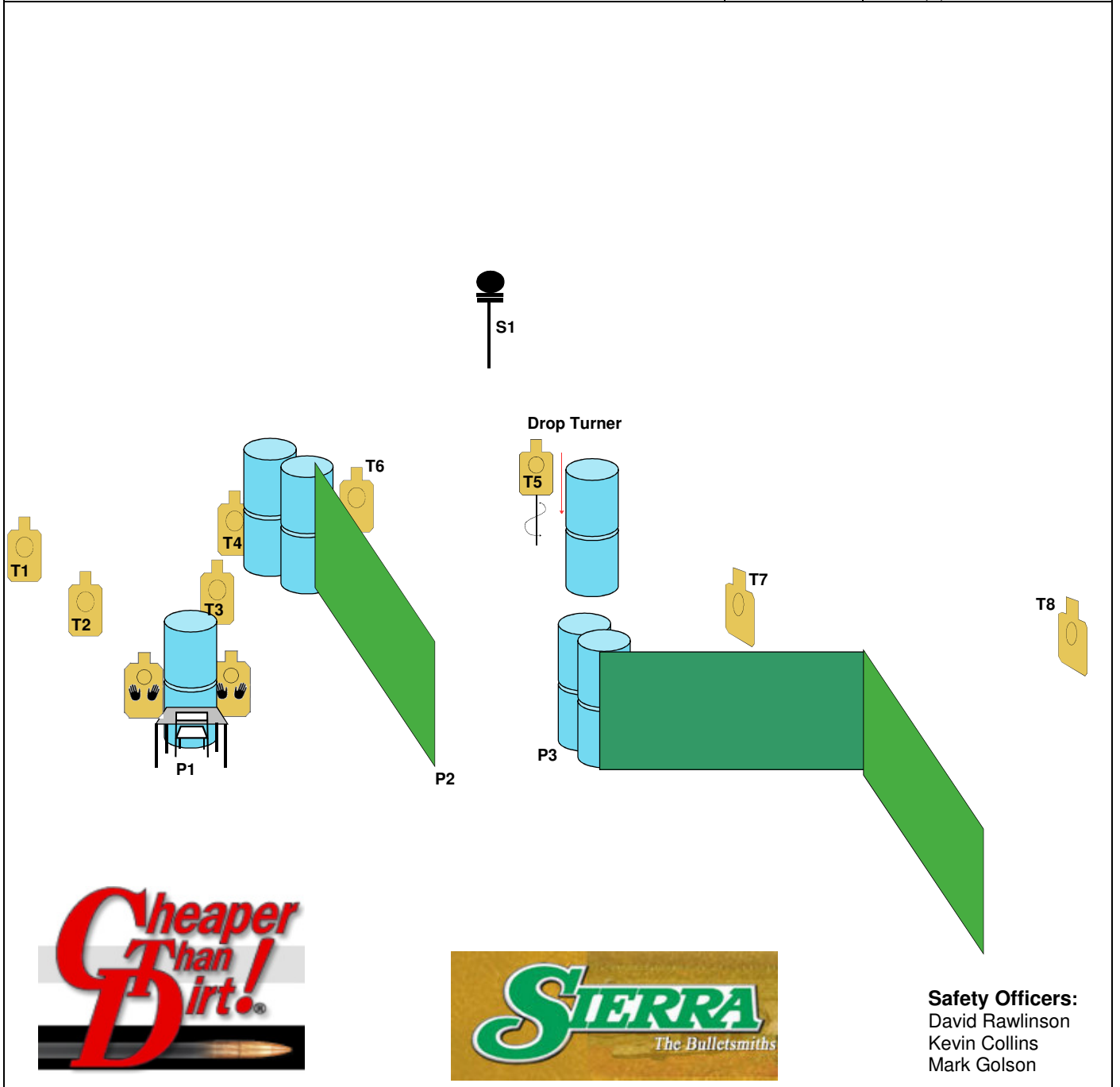
Seated at P1, Unloaded gun in IDPA box and all ammo lying on the table.

Stage Procedure:

At the signal retrieve your weapon from the box, load and engage T1 - T4 from the seated position with 2 rounds each with your right hand only from the right side and your left hand only from the left side slicing the pie. (Strong Hand, Weak Hand). You may start either side. Stow whatever ammo you want to use and move to P2. Engage S1, T5 and T6 from Cover at P2. S1 is engaged first slicing the pie. You may engage T5 and T6 in any order from cover. Then move to P3 and engage T7 and T8 from cover. You may reload at the table before you move to P2 or while moving to P2. Otherwise reloads must be made from cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Optional
Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
 David Rawlinson
 Kevin Collins
 Mark Golson

The Master's 2012

Bay F3

Brock's Gap Action Pistol

Stage Name: Delivery Dilemma

Course Designer: Mike Lunsford

Stage 3

Scenario:

You're working as a package courier making a special delivery to a client in an unpleasant part of town. As you pull up and turn off your engine you realize that a group of BG's are intent on taking your packages and leaving no witnesses. You must engage them before they trap you in your truck.

Start Position:

At P1 seated in the drivers seat, both hands on the wheel. Your gun is lying on the passenger seat loaded to division max capacity. Ammo is stowed on your belt.

Stage Procedure:

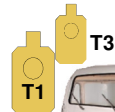
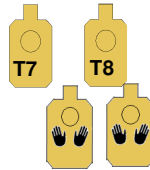
At the signal, retrieve your weapon and engage T1 through T6 from the drivers seat. You must engage them near to far through the doors. Then exit the vehicle and move to P2 and engage the pepper popper (PP1) first, slicing the pie from low cover around the front of the vehicle. Then engage T7 and T8 also from low cover. Any shots fired over the hood will result in a procedural penalty.

NOTES

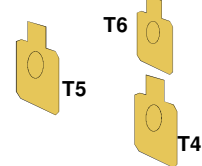
Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 20 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



Clamshells



P2



Safety Officers:
 Lynn Rawlinson
 Joyce Beggs
 David Burks

The Master's 2012

Bay F4

Brock's Gap Action Pistol

Stage 4

Stage Name: We've Got a Runner!

Course Designer: Robert Moore

Scenario:

You are seated at a table making an undercover drug buy when the BG's discover you are a cop! The bad guys plan on doing away with you and you must fight your way out. One bad guy makes off with the drugs and tries to run for it. Shoot your way out and stop the runner.

Start Position:

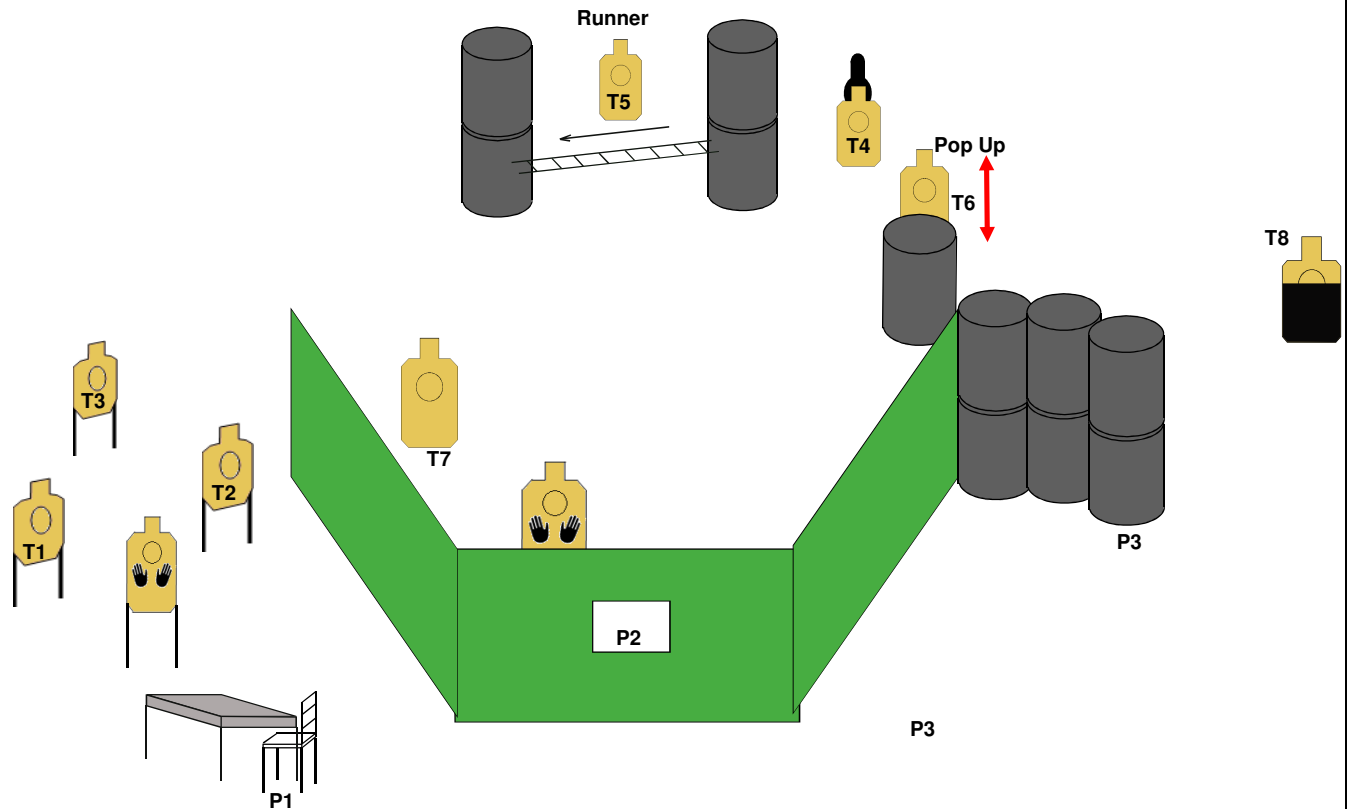
Seated at P1, gun loaded to division capacity laying on table, hands on knees.

Stage Procedure:

At start signal, pick up gun and engage targets T1 through T3 with two rounds each in any order while seated. Move to P2 and engage targets T4-T7 with two rounds each in tactical priority from cover. Steel activator behind T4 must fall! Move to either P3 to engage T8.

NOTES

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



Safety Officers:
Ryan Newbern
Brad Hettich
Chris Heinz

The Master's 2012

Bay F5

Brock's Gap Action Pistol

Stage Name: Stand and Deliver Again

Course Designer: Dukemineer

Stage 5

Scenario:

You are caught in the middle of a gang war with nowhere to run and no place to hide. Bust some caps!

Start Position:

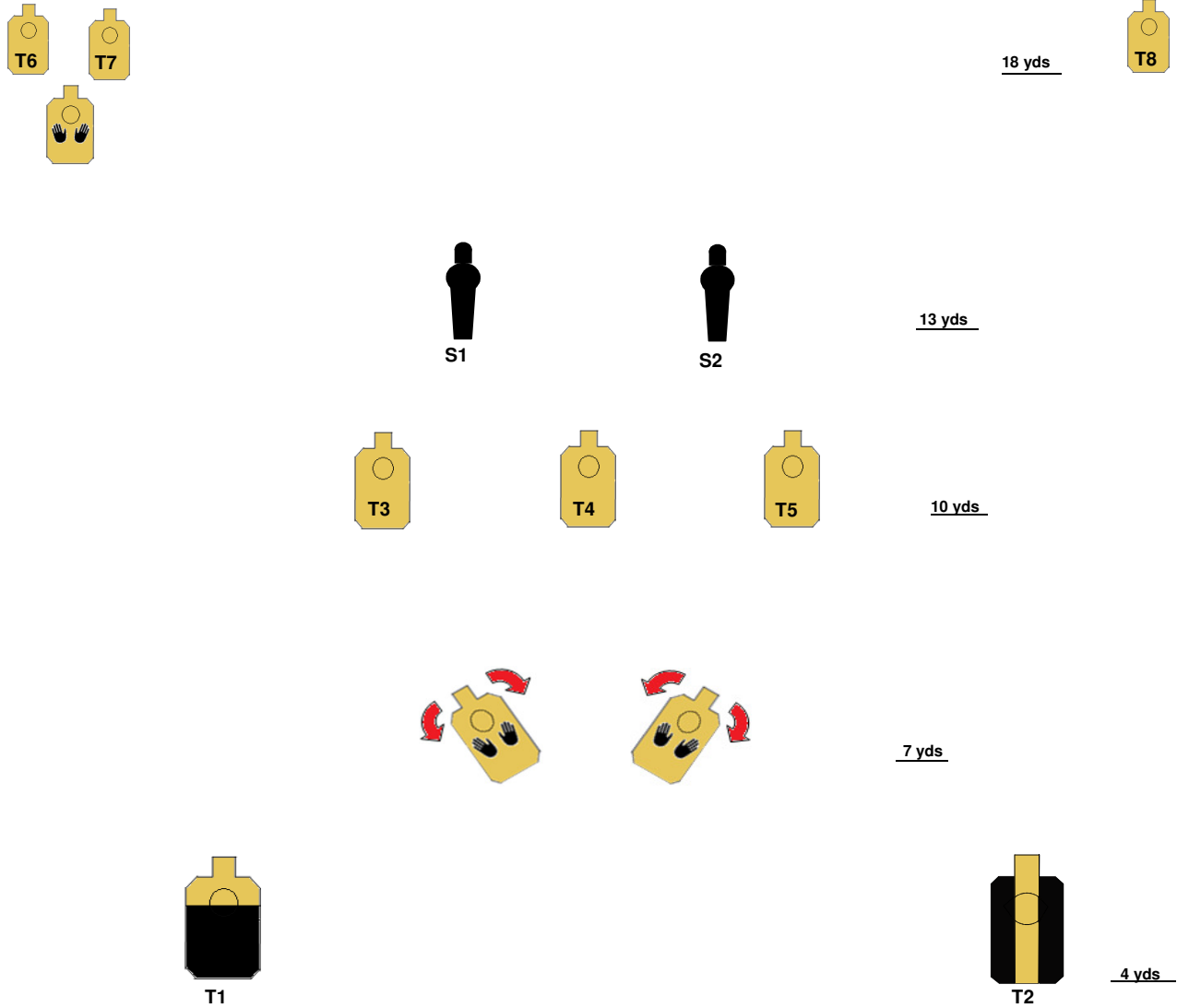
At P1, gun holstered loaded to division max, activator rope in strong hand.

Stage Procedure:

At signal, activate swinger with strong hand, draw and engage in tactical priority (near to far) T1 - T8 with 2 rounds each and S1 and S2 until they fall. T1 and T2 are equal distance, T3 - T5 are equal distance, S1 and S2 are equal distance and T6 - T8 are equal distance. You may move side to side if need be but you cannot advance.

NOTES

Scoring: Vickers
Rounds: 18 Minimum
Distance: 4 - 18 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



P1

Safety Officers:
 Bill Dukemineer
 Robin Dukemineer
 Bob Smith

The Master's 2012

Bay F6

Brock's Gap Action Pistol

Stage Name: Don't Kill the In-Law

Course Designer: Robert Moore

Stage 6

Scenario:

You've gone over to your in-laws to get your hand tool back that he borrowed and didn't bring back. You're ready to have it out with him but they don't answer their doorbell. You see their car in the driveway so you go around to the back to investigate. You quickly realize that a gang of thugs have invaded their home and are beating up on them intent on leaving no witnesses. You must help your in-laws just be sure not to shoot them in the process.

Start Position:

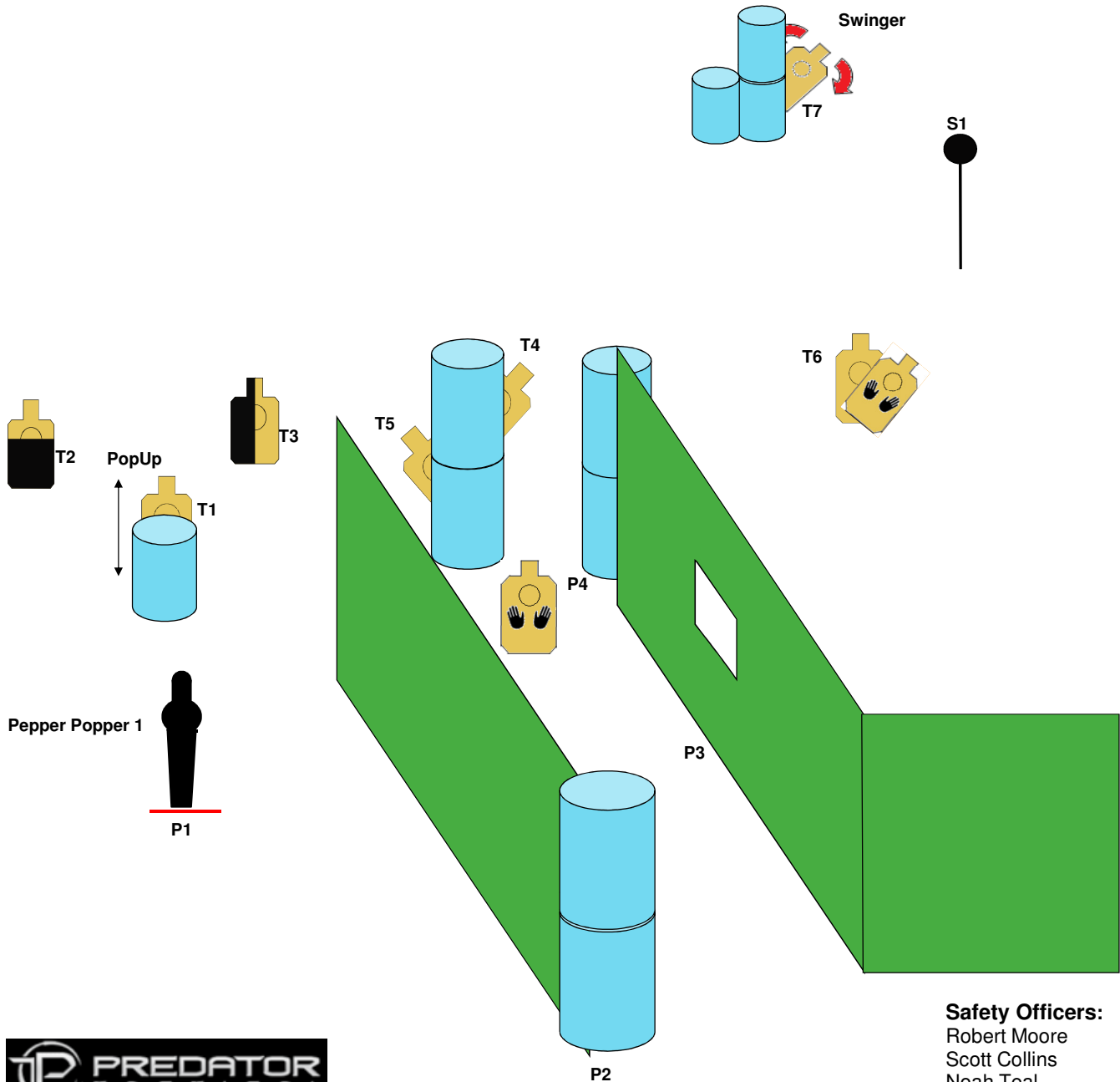
Standing at P1 facing downrange, gun holstered loaded to IDPA division max, hands hanging at sides.

Stage Procedure:

At the signal, Push over pepper popper 1 with your strong hand, draw and engage T1 - T3 with 2 rounds each in any order while retreating to P2. (You can make up any shots on T1 - T3 from P2). From P2 engage T4 and T5 with 2 rounds each from cover. Move to P3 and engage S2 and T6 from the window slicing the pie. Engage T7 from the window or from P4, your choice. T7 provides multiple opportunities for make-up shots therefore is NOT a disappearing target. An appropriate FTN will be assessed on T7. All reloads must be made per IDPA rules.

NOTES

Scoring:	Vickers
Rounds:	15 Minimum
Distance:	5 - 12 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper, steel must fall



Safety Officers:
 Robert Moore
 Scott Collins
 Noah Teal



The Master's 2012

Bay F7

Brock's Gap Action Pistol

Stage Name: Bad Day At The Mall

Course Designer: Jimmy Duke

Stage 7

Scenario:

You are at the mall to buy some jeans (Real men buy, they don't shop; unless it's a gun shop). A group of terrorists bent on destroying our economy open fire on every target of opportunity. It is do or die time.

Start Position:

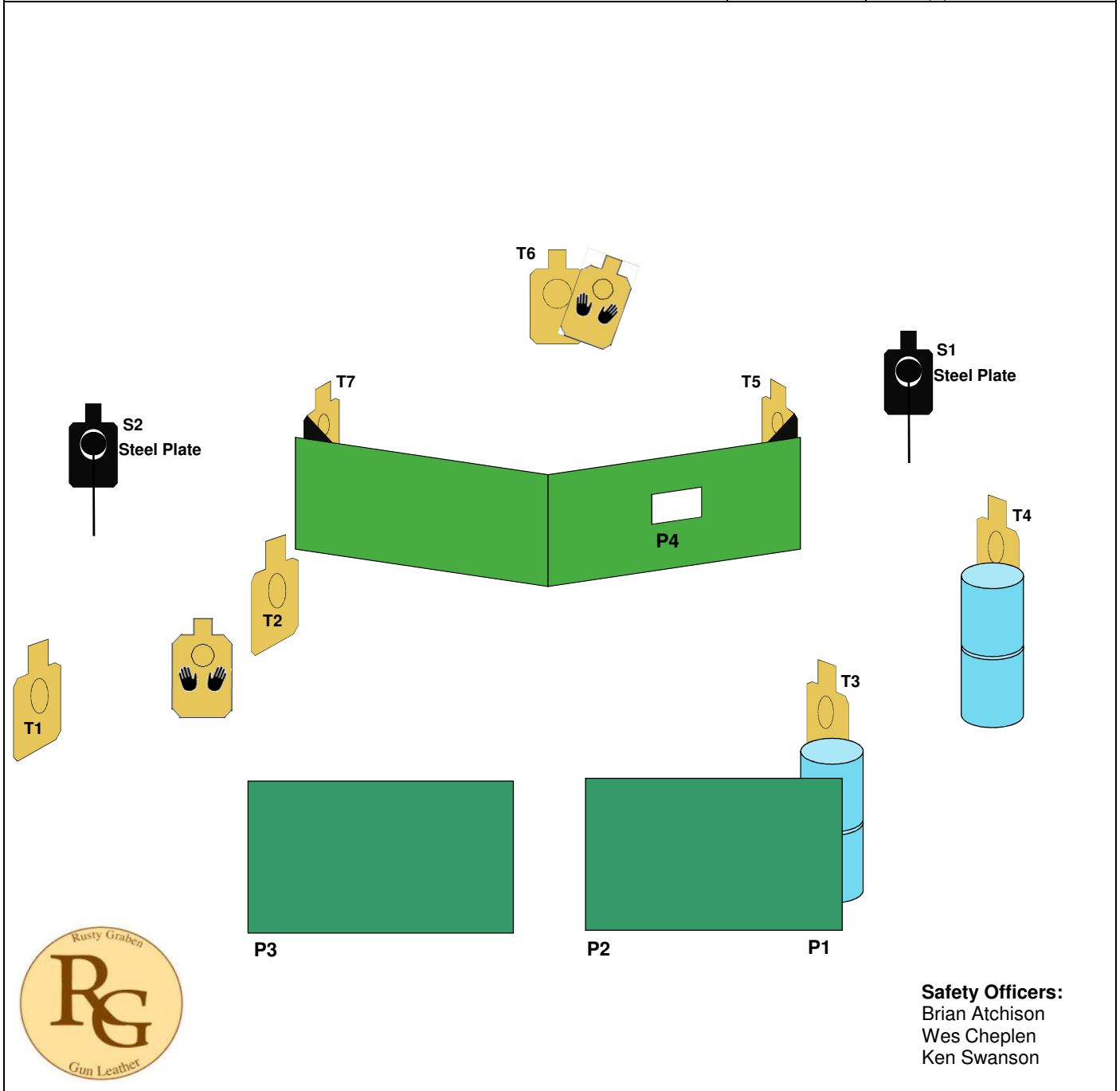
Standing at P1, gun holstered loaded to IDPA division max, hands hanging naturally at sides.

Stage Procedure:

At the signal, draw and engage S1 from P1 until it falls using cover. You may engage S2 from P1 or engage it from P3 later. Move to P2 and engage T1 - T4 with 2 rounds each from cover. You may move to P3 to engage S2 if you have not neutralized S2 earlier or move to P4. Engage T5 - T7 with 2 rounds each from cover at P4. All shots must be fired from cover, not on the move. All reloads are to be made behind cover per IDPA rules.

NOTES

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



Safety Officers:
 Brian Atchison
 Wes Cheplen
 Ken Swanson

The Master's 2012

Bay F9/FA

Brock's Gap Action Pistol

Stage Name: Nursing Home Nightmare

Course Designer: Jimmy Duke

Stage 8

Scenario:

Your are going to the nursing home to visit a friend when upon opening the door, you see a group of ne'er-do-wells iintent on stealing drugs from the elderly and doing them harm. Dispatch the raiders and try not to shoot the screaming nurse in the process.

Start Position:

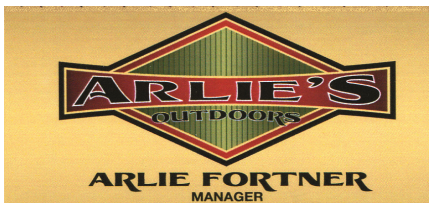
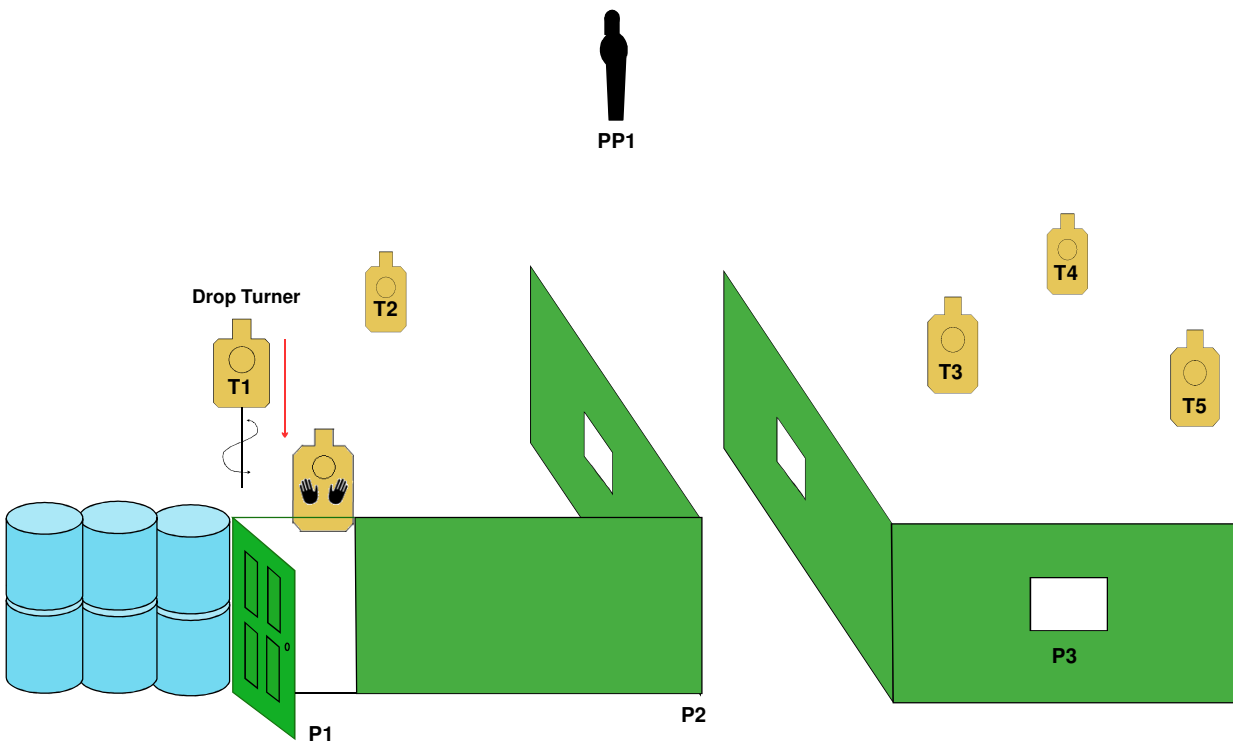
Standing at P1 loaded to division capacity, holstered.

Stage Procedure:

At start signal, open door and engage T1 and T2 with 3 rounds each any order. Move to P2 to engage PP1. PP1 must fall. Move to P3 to engage T3-T5 with 3 rounds each. All IDPA legal reloads must be made behind cover.

NOTES

Scoring: Vickers
Rounds: 16 Minimum
Distance: 7 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 3 on paper, steel must fall



Safety Officers:

Joe Day
 Audrey Day
 Randy Robinson
 Brad Lunsford

The Master's 2012

Bay G1

Brock's Gap Action Pistol

Stage Name: Cardboard Uprising

Course Designer: Robert Moore

Stage 9

Scenario:

Deadly cardboard and dodgy steel have banded together to attack action pistol shooters. Stop this attack within all IDPA rules. Don't forget that the cardboard with hands are our friends!

Start Position:

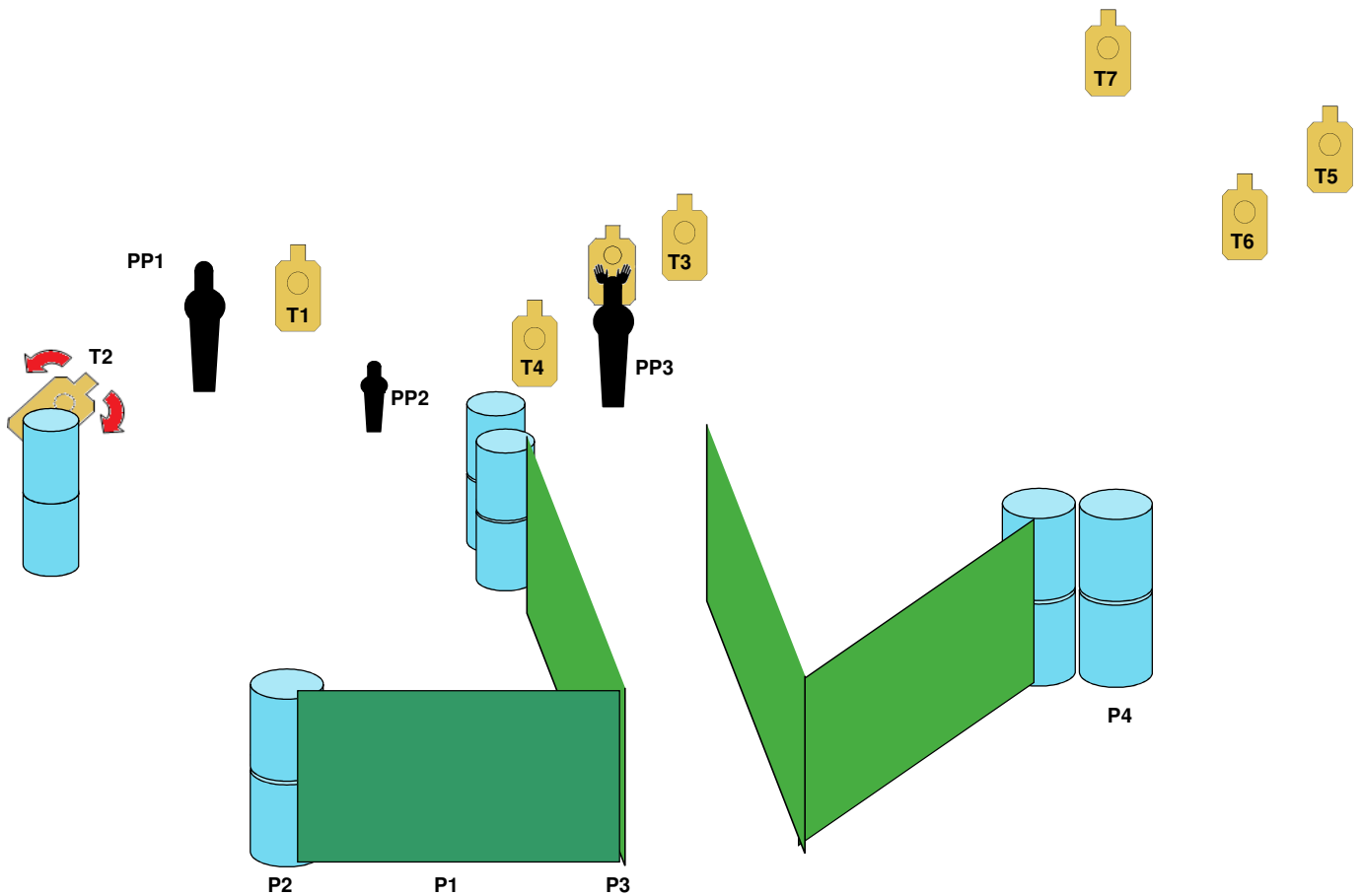
Standing at P1 facing downrange, Gun holstered loaded to division max. Hands hanging naturally at sides.

Stage Procedure:

At the signal T1, T2, PP1, PP2, T3, T4, and PP3 in any order you choose using IDPA rules from cover. Engage T5, T6 and T7 from P4 or first available cover. All cardboard gets 2 rounds each. Steel must fall. All IDPA legal reloads must be made from behind cover.

NOTES

Scoring: Vickers
Rounds: 17 Minimum
Distance: 7 - 15 yds
Start - Stop: Audible - Last shot
Concealed Carry: Yes
Scored Hits: Best 2 on paper, steel must fall



Safety Officers:

Jimmy Duke
 Jed Duke
 Austin Duke

The Master's 2012

Bay G3

Brock's Gap Action Pistol

Stage Name: Cross Roads

Course Designer: Charlie Baker

Stage 10

Scenario:

You are assigned security duty at a large top secret facility. The facility fence has been compromised and the bad guys have entered the facility looking for confidential materials. You have heard the noise and have come upon a full fledged rip off of goods. You must find and neutralize all threats. You must be careful not to harm your co-workers who are caught up in the confusion.

Start Position:

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

Stage Procedure:

At the signal, shooter will engage all targets with 2 rounds each from cover. Both L1 and R1 must be engaged from cover at P2 before advancing. You may advance to up the right or left hallway. Once you reach P3 engage the two threat targets with 2 rounds each. You may again choose to advance up the left or right hallway to reach P4. Shots must be made using available cover, but each target must be engaged with 2 rounds from the first point of cover where it becomes visible. You may NOT make up any shot after it's been initially engaged from cover. Advance to P5 to engage the final 3 threat targets. Shooter cannot backtrack to another hallway to complete the stage. You may not leave a shooting position with an unloaded gun. "Good Luck at The Cross Roads"

NOTES

Scoring:	Vickers
Rounds:	18 Minimum
Distance:	7 - 15 yds
Start - Stop:	Audible - Last shot
Concealed Carry:	Yes
Scored Hits:	Best 2 on paper

