

The Masters 2015

Stage 1 - Bay F0

Brock's Gap IDPA

Stage Name: Not My Kind Of Party

Course Designer: Bill Dukemineer

Scenario:

You are enjoying some awesome tailgate party action at the (Insert school of choice here) football game when a group of terrorists attempt to create havoc on game day. You must protect yourself and the other party goers.

Start Position:

Standing at P1 facing up range, gun holstered loaded to division max, hands on truck tailgate.

Stage Procedure:

At the signal draw, step on the stomp pad and engage T1 - T3 with 2 rounds each. You may shoot stationary or while moving to P2. From cover at P2 engage S1 till it falls then engage T4 and T5 with 2 rounds each in any order. Move to P3 and engage T6 and T7 with 2 rounds each from cover. Move to P4 and engage T8 with 2 rounds from cover.

NOTES

Scoring: Vickers

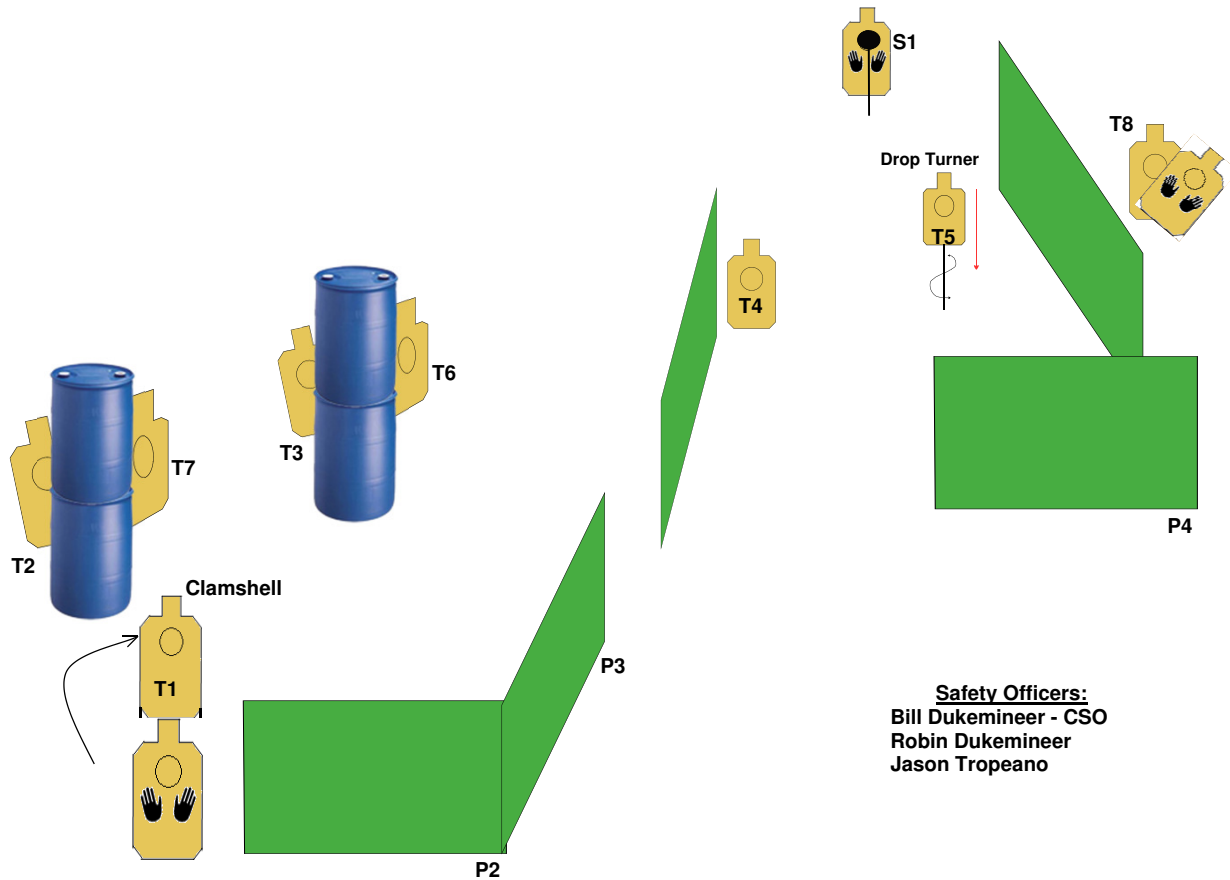
Rounds: 17 Minimum

Distance: 7 - 10 yds

Start - Stop: Audible - Last shot

Concealed Carry: Yes

Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
Bill Dukemineer - CSO
Robin Dukemineer
Jason Tropeano



The Masters 2015

Stage 2 - Bay F1

Brock's Gap IDPA

Stage Name: Moving Mayhem

Course Designer: Charlie Baker

Scenario:

You are in the process of moving out of your house with a rental truck when gang members decide to take some of your expensive electronics and other household valuables. They draw weapons on you and intend to leave no witnesses. You must fight your way to cover of the truck. From cover of your truck you must engage the thugs. Be careful of your hired hands helping you move.

Start Position:

Standing at P1, Hands on the moving dolly, gun holstered loaded to division max, facing towards the truck.

Stage Procedure:

At the signal, set the dolly down turn downrange draw and fire at Pepper Popper 1 to start the stage. You may shoot PP1 while stationary or moving. When PP1 falls, while moving to P2, engage T1 (Out-N-Back) with 2 rounds. From cover at P2 engage T2 - T4 with 2 rounds each from cover. Then move to P3 and engage T5 and T6 from cover with 2 rounds each. Move to P4 and from low cover over the hood engage T7 with 2 rounds. You then notice a bad guy you already engaged is still in the fight so engage T8 from low cover around the barrel with 2 rounds to the head.

NOTES

Scoring: Vickers

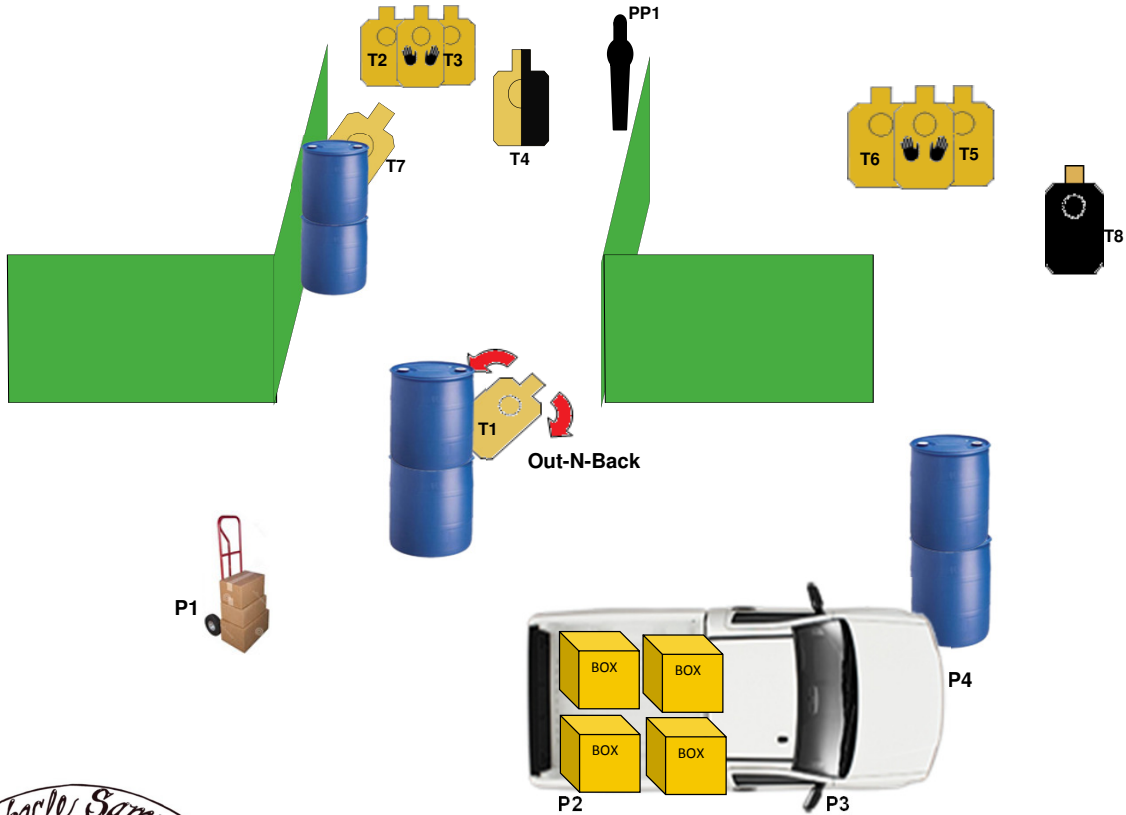
Rounds: 17 Minimum

Distance: 7 - 15 yds

Start - Stop: Audible - Last shot

Concealed Carry: Yes

Scored Hits: Best 2 on paper, steel must fall



Safety Officers:
 Charlie Baker - CSO
 Dave Bertanzetti
 Guido Masters
 Maria French



The Masters 2015

Stage 3 - Bay F2

Brock's Gap IDPA

Stage Name: Late for Work.....Again

Course Designer: Joe Day

Scenario:

It's 8:10am and you're in the elevator on your way up to your office at a large pharmaceutical company. You're late again and your mind is worrying about your boss catching you. As the elevator doors open your worry is shattered as you hear a scream and you realize something is wrong. A group of desperate thieves have invaded the office intent on taking drugs and taking lives. They have taken the Administrative Asst hostage and you must do something.

Start Position:

Standing at P1 in front of the barrels, facing downrange, gun holstered loaded to division max, coffee cup in strong hand held close to lips.

Stage Procedure:

At the start signal, draw and engage Pepper Popper 1 until it falls. Then engage T1 - T3 in any order with 2 rounds each from P1 or while moving to P2. You may reengage from P2 but you must use cover. Advance to P3 and engage remaining targets with 2 rounds each from cover. T4 may be shot while advancing to P3.

NOTES

Scoring: Vickers

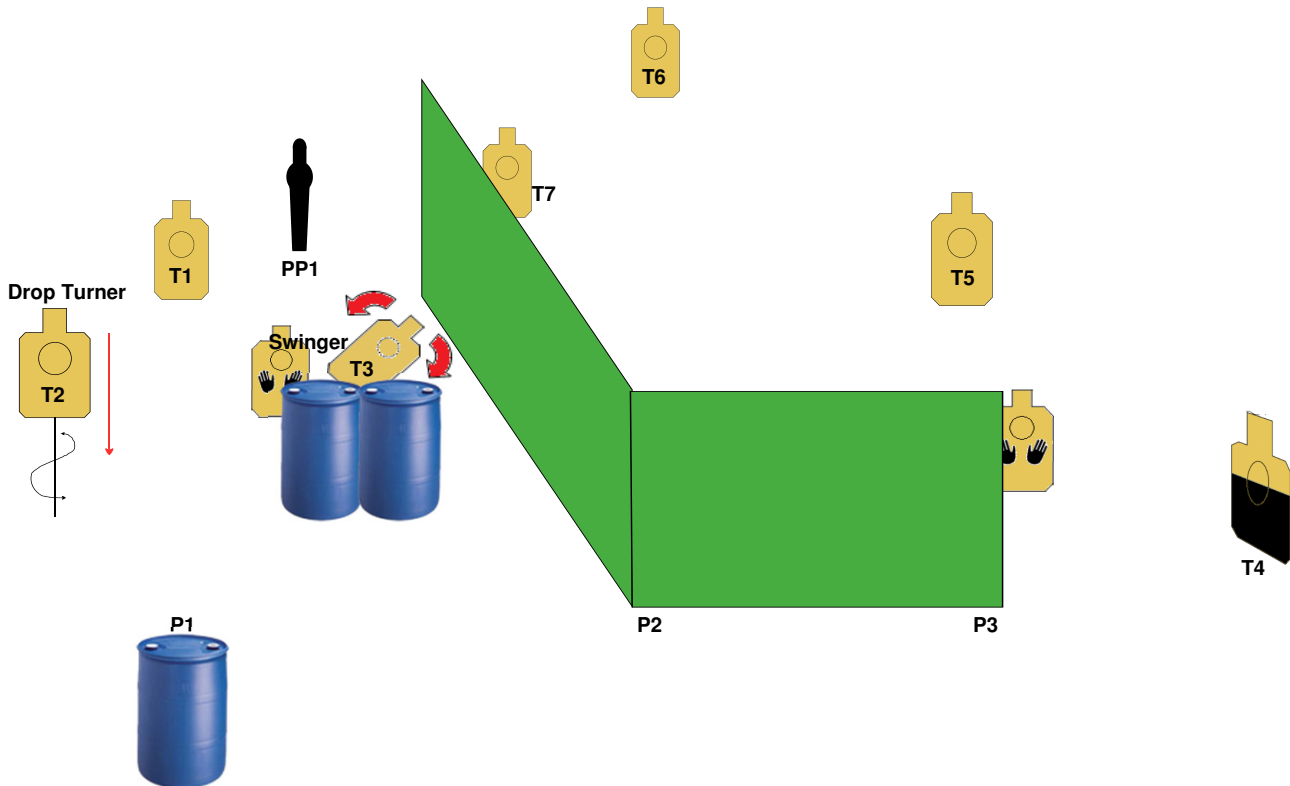
Rounds: 15 Minimum

Distance: 7 - 15 yds

Start - Stop: Audible - Last shot

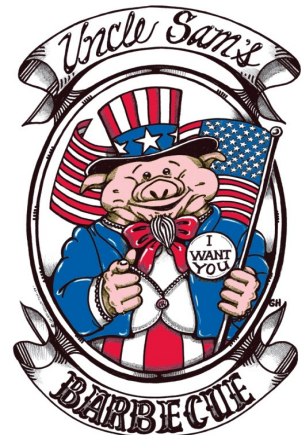
Concealed Carry: Yes

Scored Hits: Best 2 on paper, steel must fall



Safety Officers:

Joe Day - CSO
Scott Collins
Sam Henderson
Audrey Day



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Stage 4 - Bay F3

Brock's Gap IDPA Stage Name: Pharmacy Pickup

Course Designer: Robert Moore

Scenario:

You're standing at the Pharmacy counter waiting to pick up a prescription but you can't find anyone to wait on you. Suddenly several bad guys come out of the back room with the pharmacist in tow threatening to kill everyone if they don't get their drugs. You instinctively draw your gun to protect yourself. Watch out for the Pharmacist.

Start Position:

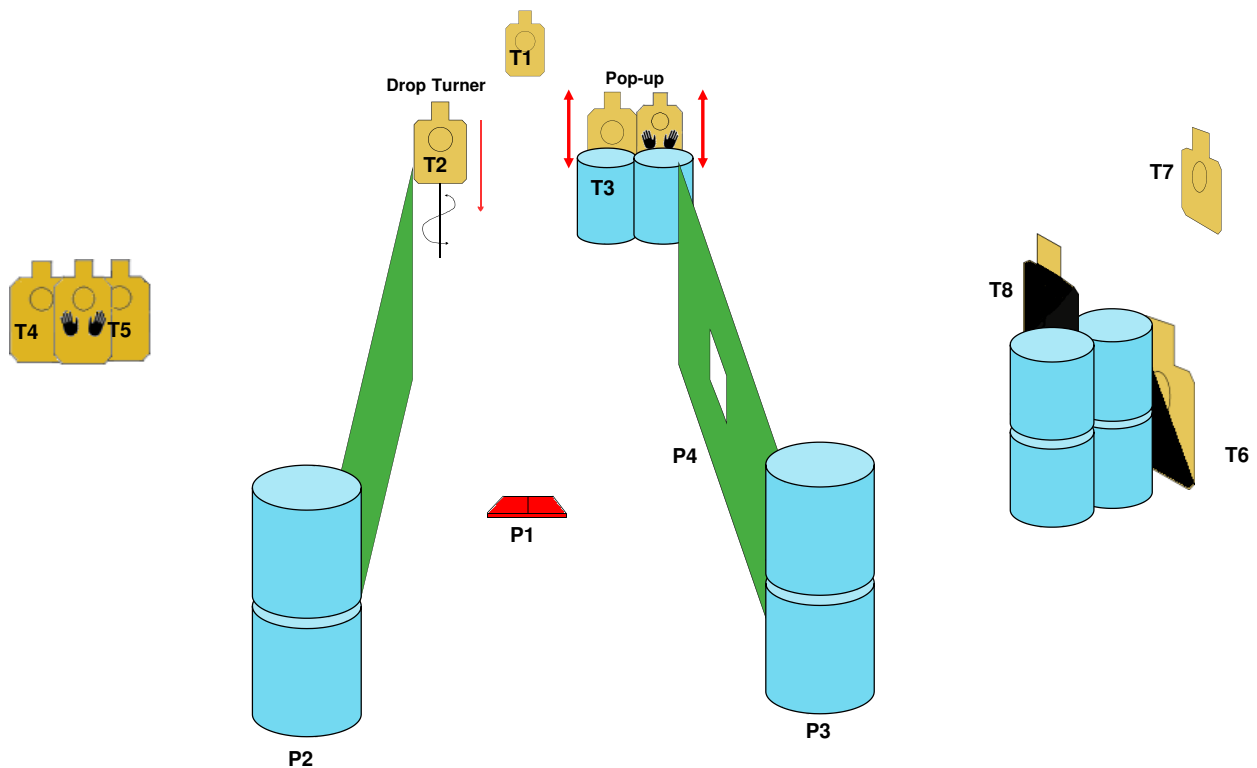
Standing behind the stomp pad at P1, facing up range, gun loaded to division max, holstered, hands relaxed at sides.

Stage Procedure:

At the start signal turn, step on stomp pad (either before or after drawing your gun), engage T1, T2, and T3 in any order while retreating to P2. (NOTE - one of the pop-up targets is a non-threat and will be switched so that the shooter will not know which target is the threat target before the pop-up activates). From P2 engage T4 and T5 from cover. Move to P3 and engage T6 from cover. Then move to P4 and engage T7 and T8 slicing the pie through the window. NOTE: Shots may be made up on T1 from P2, P3 or P4 if desired. Revolver shooters may reload between P1 and P2 otherwise the hallway is considered open so no reloads may be made except from behind cover.

NOTES

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



Safety Officers:
 Jimmy Duke - CSO
 Jeff Harrolle
 Anthony McGee
 Fran McGee



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Stage 5 - Bay F4

Brock's Gap IDPA

Stage Name: Parking Deck Ambush

Course Designer: Mike Lunsford

Scenario:

You've just gotten off work late Friday evening and you're standing at the parking deck elevator waiting to go up and get your car. You hear a scream around the corner and you move to investigate. You find a group of bad guys trying to carjack several cars. They intend to leave no witnesses. You must act fast before they take you and everyone else out.

Start Position:

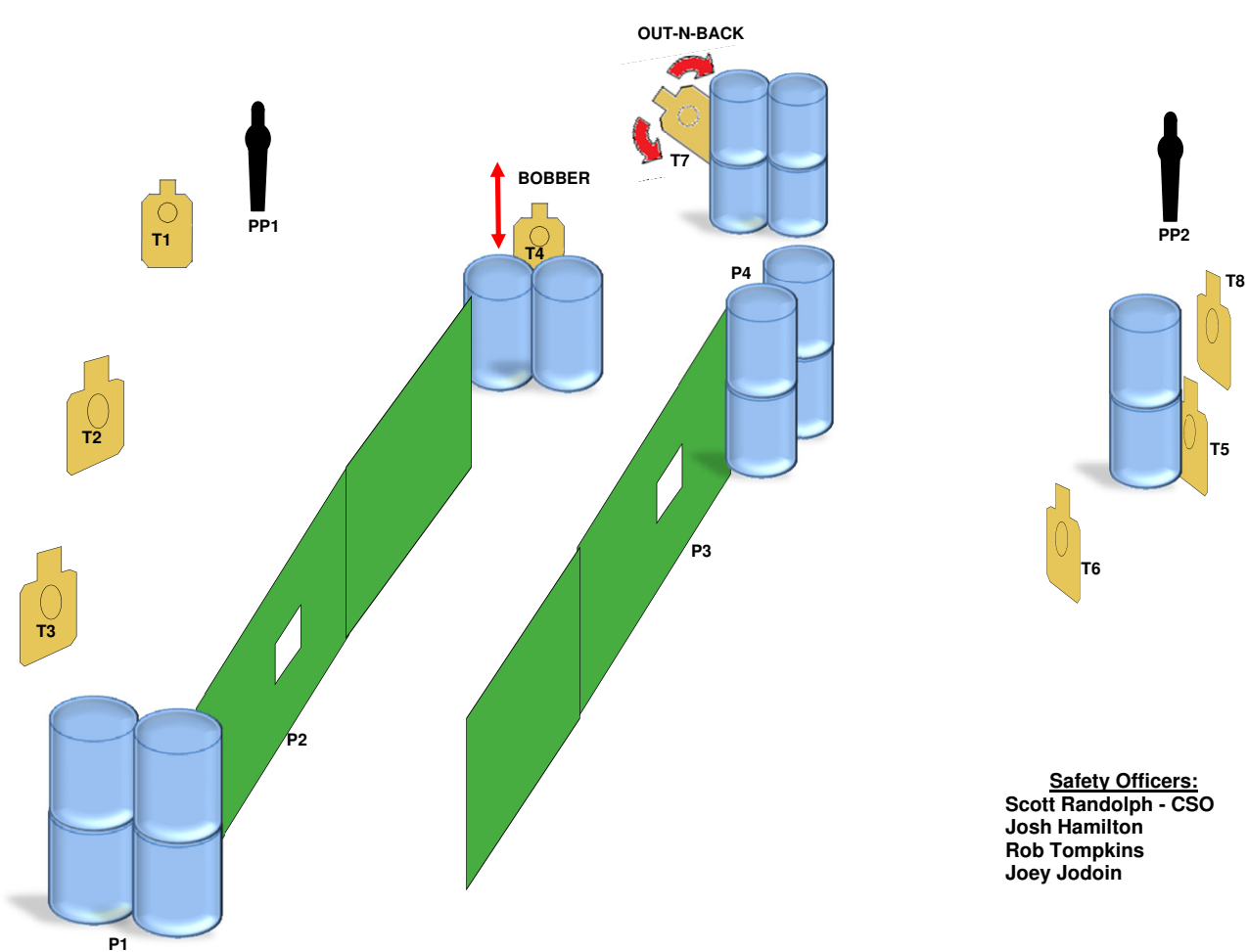
Standing at P1, facing downrange, centered on the barrels. Gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal, move to P2 and engage T1, T2, T3 and Pepper Popper1 slicing the pie through the window. Pepper Popper is not a threat but an activator only so it may be shot in any order. T4 may be shot standing still or while on the move to P3. From P3 engage T5, T6 and Pepper Popper2 slicing the pie through the window. Again, the pepper popper is not a threat but an activator so it may be shot in any order. T7 may be shot standing still or on the move to P4. From P4 engage T8 with 2 rounds from cover. All cardboard gets 2 rounds. Steel must fall. Reloads can be made down the hallway, however do not cross an open window with an empty gun.

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



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



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Stage 6 - Bay F5

Brock's Gap IDPA

Stage Name: Gang Bang Bang Bangers

Course Designer: Randy Robinson

Scenario:

You leave work late one evening and on your way to your car a group of gang members confronts you. You must make your way to your car fighting all the way.

Start Position:

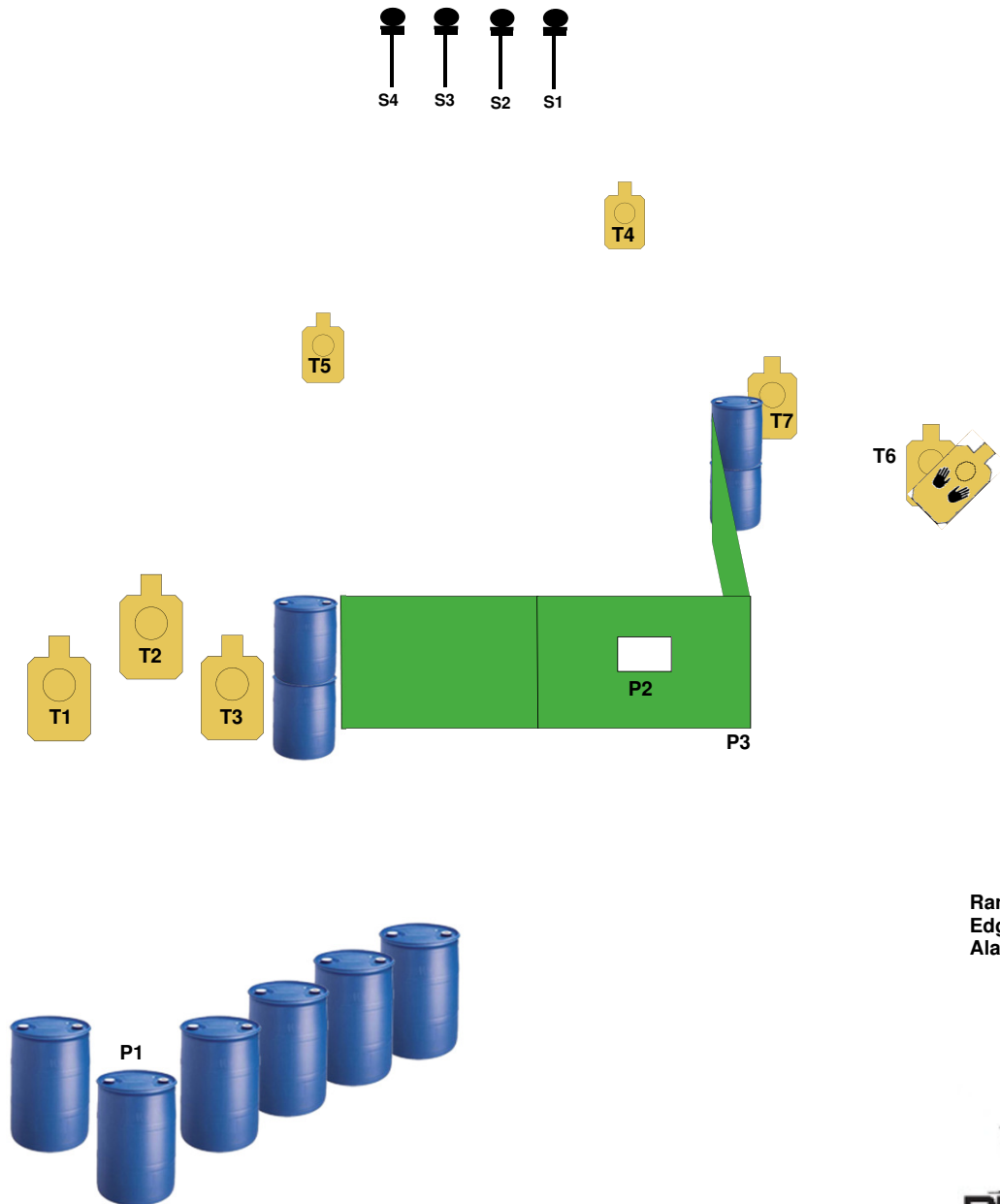
Standing at P1, facing downrange, gun holstered loaded to division max, hands hanging at sides.

Stage Procedure:

At the signal, draw and engage T1 - T3 in tactical sequence (1-1-2-1-1) while on the move to P2. From cover at P2 engage T4, S1 - S4 and T5 in tactical priority through the window. After required number of rounds have been fired through the window move to P3 and engage T6 and T7 from cover in tactical priority. All cardboard gets 2 rounds, steel must fall. Any steel left standing will be a failure to neutralize. You may reengage the targets through the window.

NOTES

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



Safety Officers:
 Randy Robinson - CSO
 Edgar Sanchez
 Alan Howard



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Stage 7 - Bay F6

Brock's Gap IDPA

Stage Name: Late Night ATM

Course Designer: Mike Lunsford

Scenario:

You have to stop for some cash at an ATM machine late one night when you're accosted by a gang of thugs intent on taking you out and taking all your money and vehicle. The first thug suddenly appears to your right with a gun demanding your cash. After dispatching him you realize the rest of his gang are closing in on you. You must defend yourself.

Start Position:

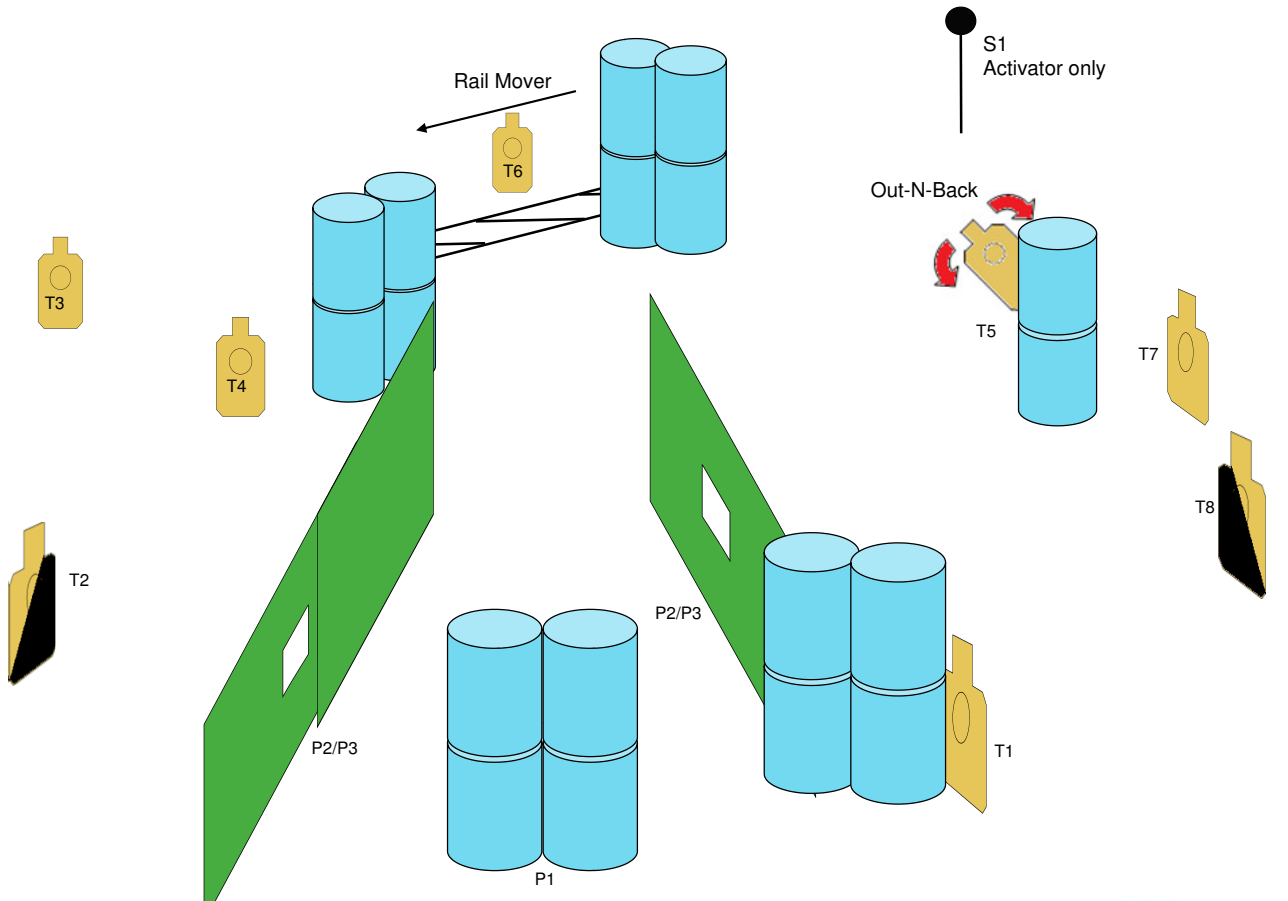
Standing at P1, facing the ATM/Barrels, holding ATM card in strong hand, gun holstered, loaded to division max.

Stage Procedure:

At the start signal, drop the atm card, draw and engage T1 with 2 rounds to the body and one to the head. You are caught off-guard by the bad guy so you must shoot without cover. Then move to P2 and engage targets as you see them while slicing the pie through the window. Then move to P3 and engage targets from cover of the window. S1 is an activator only and can be shot in any order. T1 gets 3 rounds, all other cardboard gets 2 rounds. All legal IDPA reloads apply.

NOTES

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

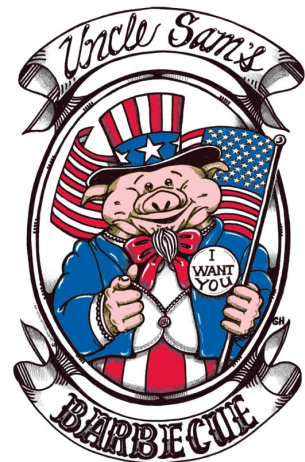


Safety Officers:
 Gene Simmons - CSO
 Scott Healey
 Chris Magyar



Smith & Wesson®

Nichols Outfitters



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Stage 8 - Bay F7

Brock's Gap IDPA

Stage Name: Standards

Course designer: Mike Lunsford

Scenario:

Standards

Start Position:

Standing at P1, gun holstered loaded with 6 rounds only, hands hanging at sides. All other mags loaded to division Capacity.

Stage Procedure:

At the signal draw and engage T1 - T3 with 2 rounds each free style while moving to P2. At P2 switch the gun to your strong hand and engage T1 - T3 with 2 rounds each **strong hand only** while moving to P3. At P3 switch the gun to your weak hand and engage T1 - T3 with 2 rounds each **weak hand only** while moving to P4. You may stand still while performing a mag/speed loader change but all shots must be made on the move. You may start at P1 on the left or right. All legal IDPA reloads apply.

NOTES

Scoring: Limited Vickers

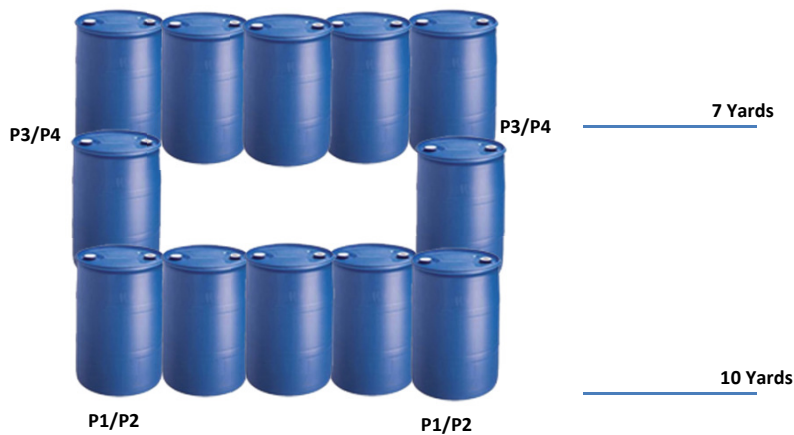
Rounds: 18 Minimum

Distance: 7 - 10 yds

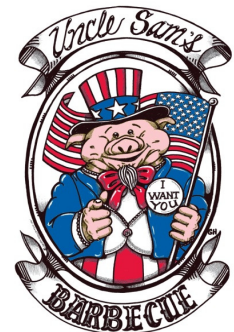
Start - Stop: Audible - Last shot

Concealed Carry: Not Required

Scored Hits: 6 rds per target



Safety Officers:
Mike Stevenson - CSO
King Drummond
Dan Humphreys



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Stage 9 - Bay F8

Brock's Gap IDPA

Stage Name: Where's My Car?

Course Designer: Dave Rawlinson/Kevin Collins

Scenario:

You are standing in a parking lot trying to remember where you parked your car, and about the time you see it.... bad things start to happen...

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 - T3 with 2 rounds each through the vehicle. Move to P2 and engage T4 and T5 with 2 rounds from cover. Then move to P3 and engage T6 and T7 with 2 rounds each from cover. All IDPA legal reloads apply.

NOTES

Scoring: Vickers

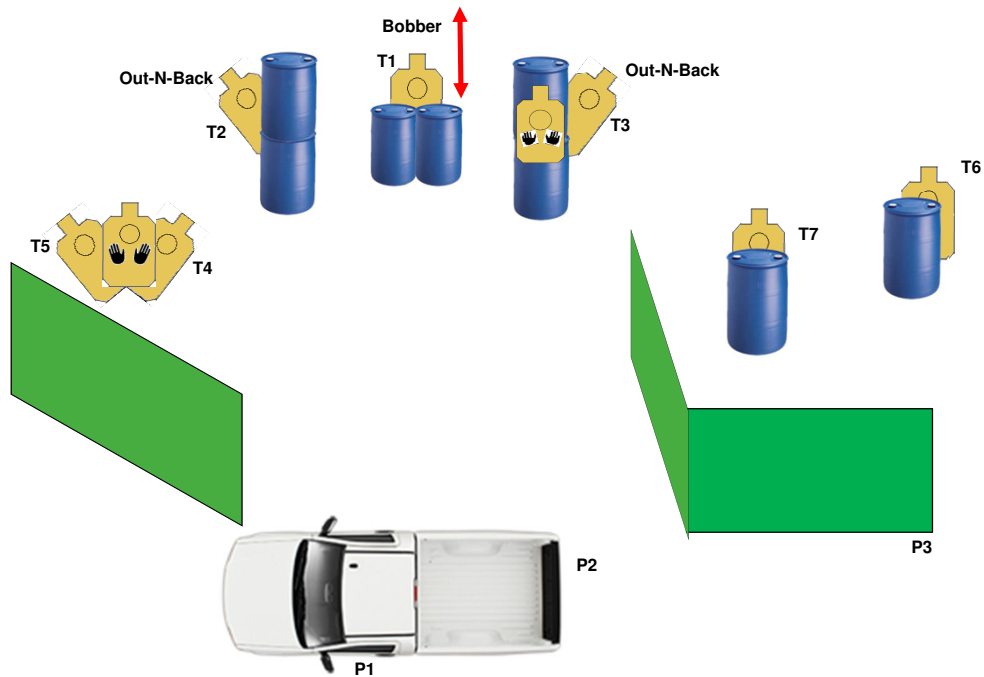
Rounds: 14 Minimum

Distance: 7 - 10 yds

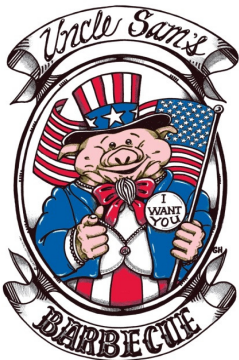
Start - Stop: Audible - Last shot

Concealed Carry: Yes

Scored Hits: Best 2 on paper



Safety Officers:
Dave Rawlinson - CSO
Seth Hayden
Lee Turner



The Masters 2015

Stage 10 - Bay FA

Brock's Gap IDPA

Stage Name: Home Invasion

Course Designer: Mike Lunsford

Scenario:

While watching the evening news on TV you see a gang of thugs running from police about to invade a home to take a stand. You hear a crash at the back door and realize the house you're seeing on TV is yours!! They thought no one was home but you're gonna show them different.

Start Position:

Seated at P1, leaned back, hands clasped behind your head, loaded gun in the box, all spare ammo on the table.

Stage Procedure:

At the signal retrieve your gun from the box and engage the three threat targets in front of you with 2 rounds each in tactical priority while seated. You must legally stow whatever ammo you plan to use. Move to P2 and engage T4 - T6 with 2 rounds each from cover in tactical priority and PP1 until it falls. Then move to P3 and engage T7 and T8 with 2 rounds each from cover. T7 and T8 may be engaged in any order depending on the movement of the non-threat.

NOTES

Scoring: Vickers

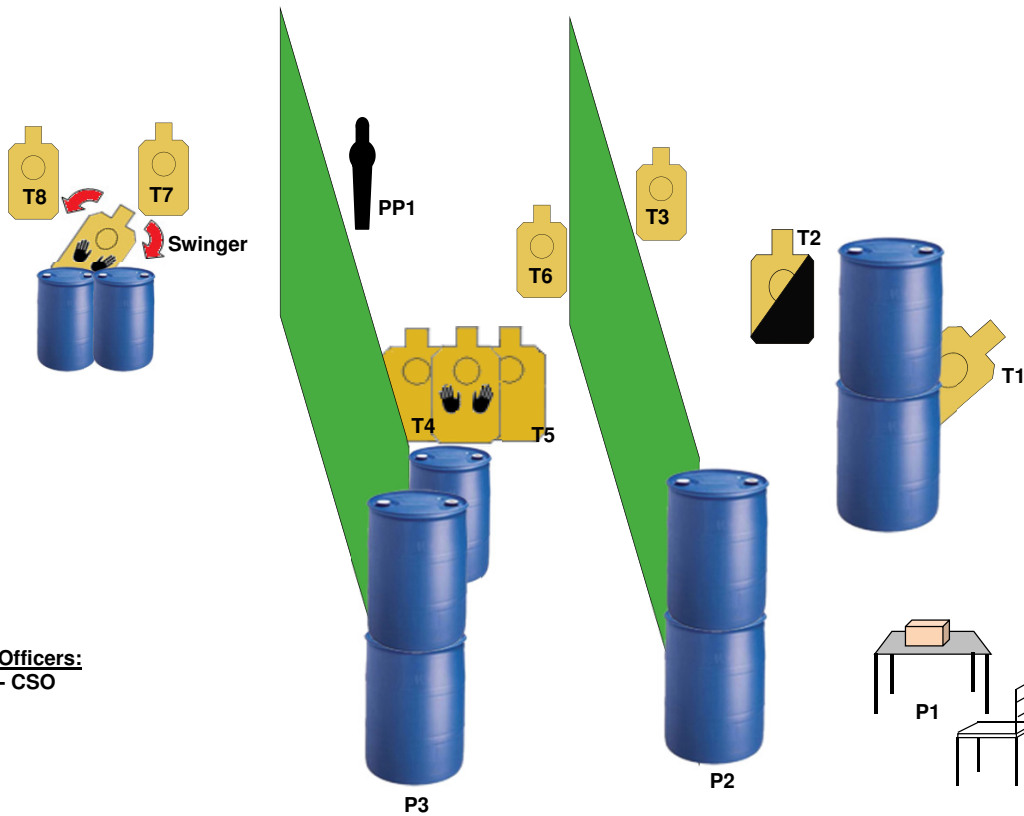
Rounds: 17 Minimum

Distance: 5 - 12 yds

Start - Stop: Audible - Last shot

Concealed Carry: Yes

Scored Hits: Best 2 on paper, steel must fall



Safety Officers:

Mike Smith - CSO
Roy Smith
Jay Maples

