

Matchbook



Hosted by
Brock's Gap Training Center
3721 South Shades Crest Road
Birmingham, AL 35244

Introduction

Welcome to Brock's Gap Training Center and the 2024 Alabama State IDPA Championship presented by Gunprime. We are celebrating the return of a match that we have not seen for a while and are excited about bringing it back.

The goals of the Brock's Gap Training Center competition program are to be safe, have fun and build skills, in that order. We hope you enjoy the challenging stages and come back to shoot with us again in the future.

Please remember to patronize and thank the sponsors listed in the matchbook and those who set up booths on site. Their generous support helps to make this event a memorable experience for all of us.

Also, please thank the safety officers and staff. If it were not for their commitment to our sport, special events like this would not happen.

This is an IDPA sanctioned Tier 3 match. All the rules in the most current IDPA rulebook apply. This includes equipment rules. It is the responsibility of the shooter to be knowledgeable of the rules and in compliance.

Enjoy the shooting experience, the camaraderie, and most of all BE SAFE in all your actions. Again, on behalf of all the members of BGTC, the Brock's Gap IDPA club, and our entire staff of volunteers,

WELCOME! - Good Luck - Have Fun – Shoot Straight - STAY SAFE!

Michael Goodman
Match Director

Alabama State IDPA Championship

As Always

- #1. Treat all guns as if they are loaded.**
- #2. Never point a gun at anything you aren't willing to kill or destroy.**
- #3. Keep your finger off the trigger until your sights are on the target.**
- #4. Be certain of your target and what is around and behind it.**

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They **CHANGE** so you don't have to.™

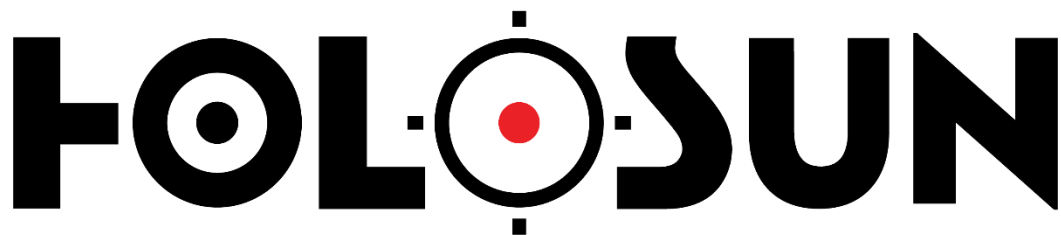
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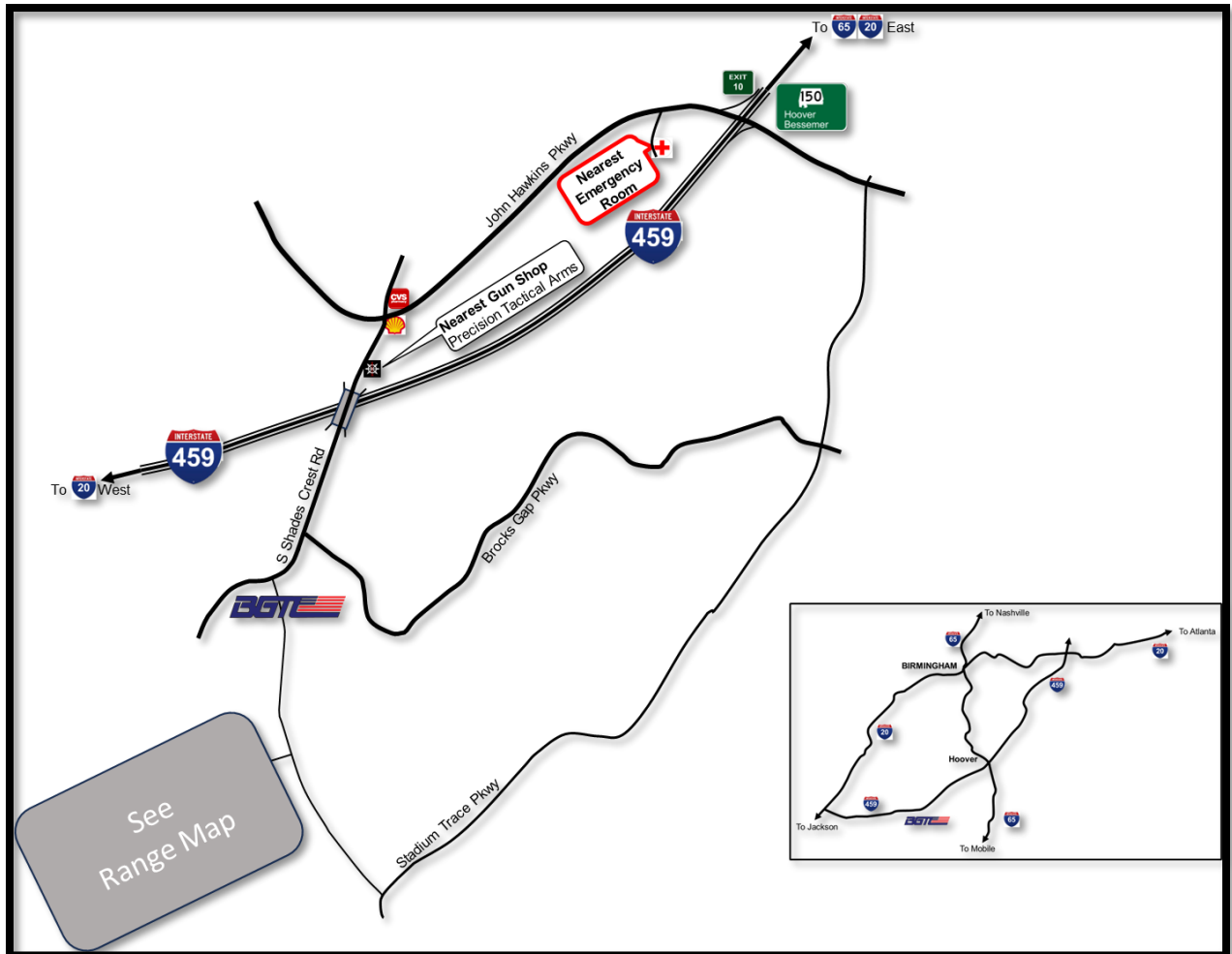
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Directions

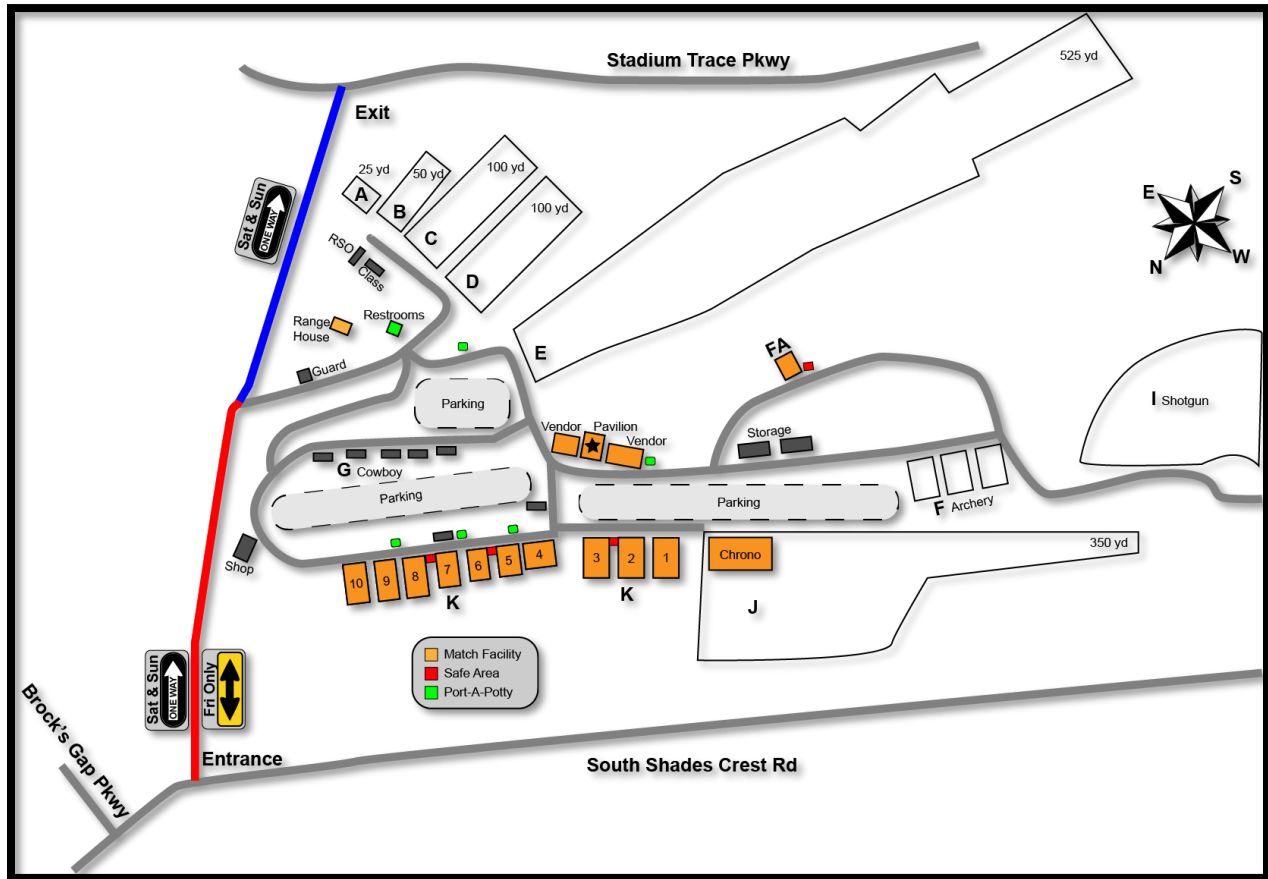


Range Address:

3721 S Shades Crest Rd, Hoover, AL 35244

Note: If you are using a navigation app and enter "Brock's Gap Training Center" by name, it may take you to the exit side of the range. Please enter the address. Another safe way to get to the range is to enter the address for Precision Tactical (one of our sponsors) at 3435 S Shades Crest Rd, Hoover, AL 35242. Drive past P-Tac about a quarter mile and the range entrance will be on your left.

Range Map



Friday Access: On Friday, the one-lane entrance road (shown in red) will be two-way, and the blue section will be closed. Please observe the speed limit and cooperate with fellow drivers when passing. There are places to pull off to let traffic pass.

Weekend Access: On the weekend, both sections of the entrance road will be one-way. Traffic will enter from Shades Crest Parkway and exit onto Stadium Trace Parkway. Staff will be on the road to direct traffic.

Parking: Park only in designated areas. Staff will be on the road to direct traffic.

Restrooms: The range has restrooms near the Range House and port-a-potties near the bays.

Water: Water is available on all bays and at the Pavilion. Please help yourself and stay hydrated. If you see a cooler getting empty, please ask your SO to call Mr. Fix-It.

Schedule

Friday, June 7

6:30 – Front gate opens
7:00 – Check in for staff match
8:00 – CSO walkthrough
9:00 – Shooter's meeting
9:30 – Hammer down for staff and Friday shooters
12:00 – Lunch
TBD - Staff raffle after the day's scores are posted.
15:00 - 17:30 – Early Check in for Saturday shooters

Competitors are welcome at the range after 15:00. Please stay outside of the stage boundaries as marked by a white line.

Saturday, June 8

6:30 – Front gate opens
7:00 – Check in for Saturday shooters
8:30 – CSO/SO briefing
9:00 – Shooter's meeting
9:30 – Hammer down for Saturday shooters
12:00 – Lunch
TBD – Saturday shooter/staff raffle after the day's scores are posted.
15:00 - 17:30 – Early Check in for Sunday shooters

Sunday competitors are welcome at the range after 15:00. Please stay outside of the stage boundaries as marked by a white line.

Sunday, June 9

6:30 – Front gate opens
7:00 – Check in for Sunday shooters
8:30 – CSO/SO briefing
9:00 – Shooter's meeting
9:30 – Hammer down for Sunday shooters
12:00 – Lunch
Awards & Prizes Ceremony after the protest period.

Check in: The Registration desk will be at the Pavilion. Competitors will need to verify their Division and Class as well as pick up their gift bag.

Spectators: All spectators must check in at the Pavilion to sign a liability waiver.

Lunch: Lunch will be delivered to the bays around 12:00. When the food arrives, stop shooting and take a full 20-minute lunch break. Then resume shooting the match.

Safety Information

Cold Range: BGTC operates a cold range. Firearms **MUST NOT** be handled anywhere on the range except in designated Safe Areas or under the direct supervision of a Safety Officer.

Handling firearms in the parking areas is deemed unsafe and will result in a Match DQ.

Carry Guns: Cold range applies to those licensed to carry in Alabama, too. Please, leave your carry gun secured in your vehicle.

Safe Areas: Safe Areas are located around the range to un-bag, holster, un-holster, and bag your firearm. You may also conduct gun repair in the Safe Areas. No ammunition is allowed in the Safe Areas. **NO EXCEPTIONS!**

Eye & Ear Protection: All competitors and guests must wear eye and ear protection, **NO EXCEPTIONS.**

Firearms and Ammo: Firearms may not be uncased, cased, or otherwise handled outside the boundary of a Safe Area. No ammunition is allowed in the Safe Areas. Your vehicle and the parking lots are not Safe Areas and will result in a Match DQ. Firearms may only be loaded/unloaded on the Firing Line under the direction of a Safety Officer.

PCC Shooters TAKE NOTE:

DO NOT transfer your PCC directly from car into buggy or rifle caddy, you must go to a safe area and uncase. **If you are observed doing this in the parking lot, it is a Match DQ.**

Take your cased rifle from your vehicle to a safe area, **THEN** transfer your rifle to your buggy or rifle caddy.

Prior to shooting your stage, you may uncase into the side berm and approach the start point.

Uncased PCC is carried muzzle up with chamber flag inserted and bolt closed.

Spectators: All spectators must wear eye and ear protection while on the range. If you have a guest with you, please instruct them to watch from outside the stage boundary and be respectful of shooters and their space. Children must always be supervised. No animals are allowed on the range.

In Case of Emergency: Each bay is equipped with a first aid and a trauma kit. There is an AED on K-4. Match staff and all bays will have radios. In the event of an emergency, immediately notify the Match Director, who will activate the appropriate response plan.

Important Information

Local Rules: Brock's Gap Training Center has two local rules which extend the IDPA rules:

1. No ammo is allowed in the safe areas. This includes ammo in magazines, on belts, or in range bags. Ammo may be handled anywhere, BUT the safe areas.
2. Holsters, such as the Blackhawk Serpa, using retention that must be released with the index finger are prohibited unless the retention device has been disabled or removed. Please also refer to IDPA rule 8.5.1.10.

Alabama Range Protection: Alabama protects gun ranges from liability or prosecution in any matter relating to noise or noise pollution if the range is being operated between the hours of 9:00 and 21:00. Brocks Gap Training Center has mandated no firing before 9:30. Except for steel calibration done by the AMD, there is no firing before 9:30.

Muzzles Within Berms: Brock's Gap Training Center is surrounded by residential development, and it is imperative that no round leaves the range. BGTC requests that all shooters keep their muzzle within the berms. Although there is no penalty for violation, SOs will remind shooters of this request if they see violations.

Match Rules: The match rules are found in the IDPA Rules Handbook, current Edition. THIS IS AN IDPA SANCTIONED MATCH AND WILL BE CONDUCTED IN STRICT COMPLIANCE WITH THE CURRENT IDPA RULE BOOK, INCLUDING HOLSTER, COVER GARMENT AND EQUIPMENT RULES. IT IS THE RESPONSIBILITY OF THE SHOOTER TO BE KNOWLEDGEABLE OF THE RULES AND BE IN COMPLIANCE.

The current rule book is Version 2024. Adopted 10/26/96, amended 12/14/2023.

PPDS Shooters: Competitors may request a penalty in lieu of the stated course requirements by reason of incapacity or previous injury. This must be requested prior to shooting the stage. Only the CSO or MD can accept any such request.

Chronograph & Equipment: Equipment check will be done on your first stage and later during the match. You will be asked to provide 3 rounds of ammo off your belt at any given time during the match for use through the chronograph. Your firearm will be checked at the chronograph station.

Equipment Courtesy Check: If you need to check your firearm or gear before the match, please go to the Chrono station on Range J. You will have the opportunity to do a courtesy check from 60 minutes prior to the match until just before the safety briefing.

Function Firing: Function firing before the match is not allowed. If you need to check your firearm during the match, please check with a safety officer and they will coordinate this request. Firearm function testing can be performed on Range J near chrono.

Lost Brass: This is a “lost brass” match. Out of consideration for their hard work, the brass on each stage is given to the Safety Officers. Do not pick up brass.

Photo & Video: Pictures & Videos of you are allowed. Please communicate with the SO on where the spectator is allowed to stand while doing this for you.

Range Access: All competitors and spectators are asked to stay in the match areas. Ranges other than those being used for the match are reserved for BGTC members.

Raffle: All competitors will be entered into a drawing the day they shoot. Staff will be entered each day they work/shoot. You must be present to win. Gun winners are ineligible to win additional guns.

Scoring: We are using PractiScore electronic scoring for the match. Scores will be posted online for review after the last shot is fired each day, prior to the protest period, and at other intervals as appropriate. PractiScore logging will be turned on and you should receive your scores online.

Scoring Disputes: Benefit of the doubt will go to the shooter, but there must be some doubt. With any dispute the CSO will determine if the target needs to be pulled. Disputes will follow the process listed in chapter 10 of the rule book.

Set Props & Paste Targets: Competitors are expected to stay together as a squad to paste and set props on every stage. Please follow the Safety Officers scoring targets. For consistency, activators and moving targets will be reset by the SOs unless they request your help.

Staff: Match Safety Officers and other staff are identified by match shirts. They are responsible for running the stages and ensuring safety. Please follow their instructions and commands.

Stage Boundaries: Up-range stage boundaries are marked with a white line on the ground. If you are previewing the stages, please respect this line. Side and down-range boundaries are marked by straw wattles (i.e., fiber filled tubes) and ditches for drainage control. Please stay off them.

Stage Briefing: Prior to shooting each stage, a group walkthrough will be given by the SO. During the walkthrough the SO will verbally indicate to all shooters the points of cover, vision barriers, or any props required for use in the stage.

Shooters will then be given 3 minutes after the group walkthrough to ask any questions and view the stage layout.

Other than the group walkthrough, no individual stage walkthroughs are permitted. Violators will be warned and then earn a procedural for a subsequent infraction.

Air gunning and/or sight pictures are not permitted within the stage boundaries. During "Make Ready", Carry Optics and PCC shooters can verify the operation of their optic, but must do so pointed at the ground or at a berm.

Walls & Hard/Soft Cover: Unless otherwise stated in the WSB, all walls are considered hard-cover and go from the ground to the sky. For other props, black designates hard-cover and blue designates soft-cover/vision barriers.

Match Pace: It is vital that each squad keeps pace. Unless you are the current shooter, on deck shooter, or just finished shooting you should be pasting and assisting in resetting the stage.

Courtesy: Please be courteous to match safety officers and staff. They are responsible for running the stages and ensuring that safety is maintained. Please follow their instructions and commands. They have volunteered their time to be here for your safety, please thank them for their time. In the unlikely event that you may have a complaint or disagree with a call made by stage staff please request or seek out the match director.

YOUR JOB:

Help paste!

Be Polite! Be ready!

Be Safe! Follow the rules!

Have FUN!

Volunteers

This match would not have been possible without the effort of our many volunteers.
Please be sure to thank them for their commitment.

Match Director: Michael Goodman
Registration/Stats: Frank Butcher
Sponsorships: Kyle Sandlin
Bay Operations: Robert Garrison
Area Coordinator: Nicky Carter

Assistant MD: Mike Lunsford
Registration/Stats: Robert Moore
Pavilion Operations: David Bertanzetti
State Coordinator: Seth Hayden

CSOs

Joel Forsythe	Mackay Barr	Jung Cho	Bill Humphries
Aaron Wilcox	Scott Johnson	Brent Sizemore	Mike Lunsford
Chris Johnson	Ramiro Macias		

SOs

Amanda Forsythe	Thomas Thrift	Frank Sweet	Tony Cleckler
Jay Tomlin	Amandalyn Barr	Deland Barr	Brent Gibbs
David Bentley	Staven Kleinschmidt	Slate Boyd	Doug Holloway
Deb Minter	Stephanie Johnson	Mark Levy	Chris Booth
Allan Wade	Nathan Mitchell	Doug Hinson	Geraldo Cruzado
John Dickerson	Joe Day	Randy Robinson	

Other Staff

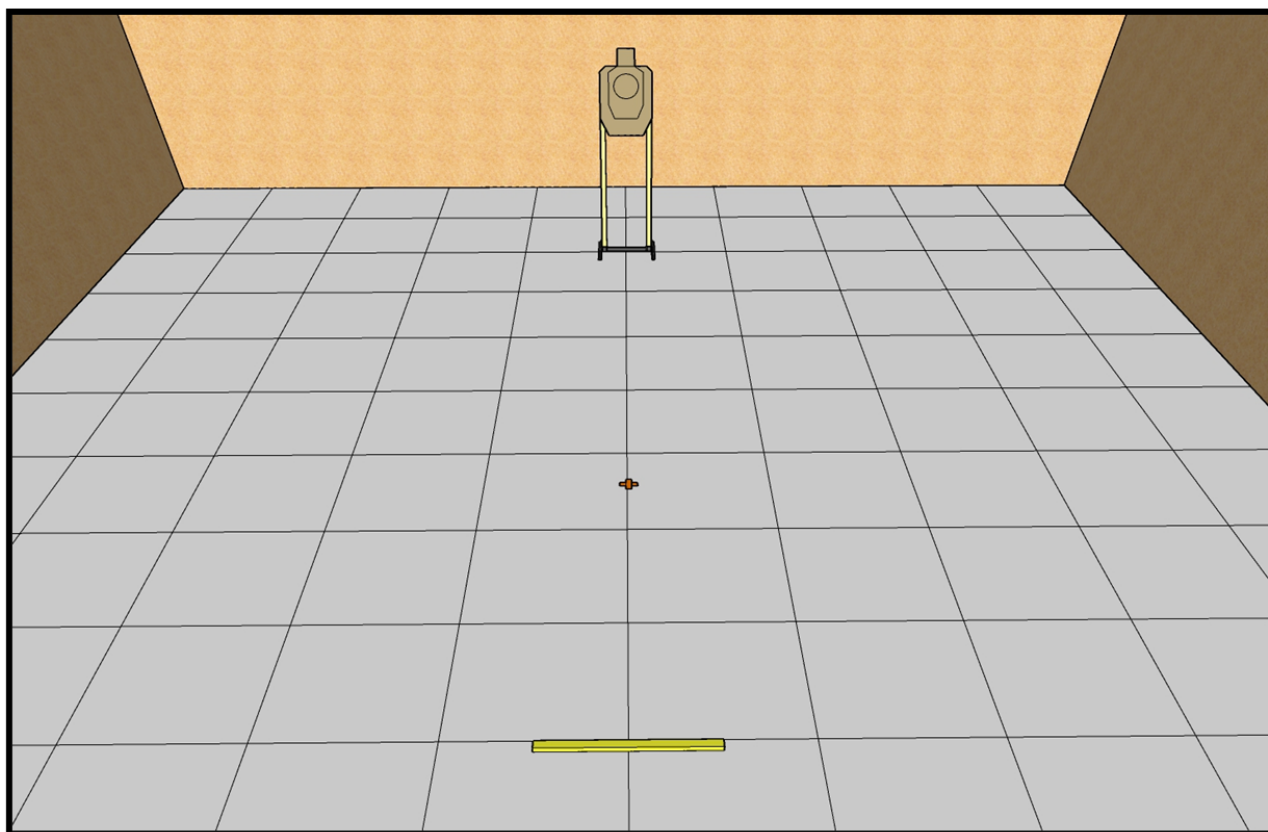
Blake Wheless	Pam McCraw	Eric Love	April Love
Justin Holifield	Audrey Day	Kristine Goodman	Julie Holifield
Dede Carter			

Stage List

Bay	Name	Scoring	Rounds	Sponsor
All	Warm-Up	Unlimited	6	
K1	Storm Sewer	Unlimited	18	Apex Tactical
K2	Long Shot	Unlimited	18	Boudreau's Bullets
K3	Popcorn Mania	Unlimited	16	Shooters Connection
K4	Superstore Chaos	Unlimited	18	Langdon Tactical
K5	The Fourth Rule	Unlimited	16	Kicked Hive Films
K6	Hijack	Unlimited	15	Springer Precision
K7	Take A Peek	Unlimited	18	Zero Bullets
K8	What Are You Doing?	Unlimited	18	1791 Gunleather
K9	Pick Your Poison	Limited	18	Atlanta Arms Ammo
K10	Shots Fired	Unlimited	18	Boaz Ammunition
FA	Church Safety	Unlimited	18	ZeroSports
Total			197	



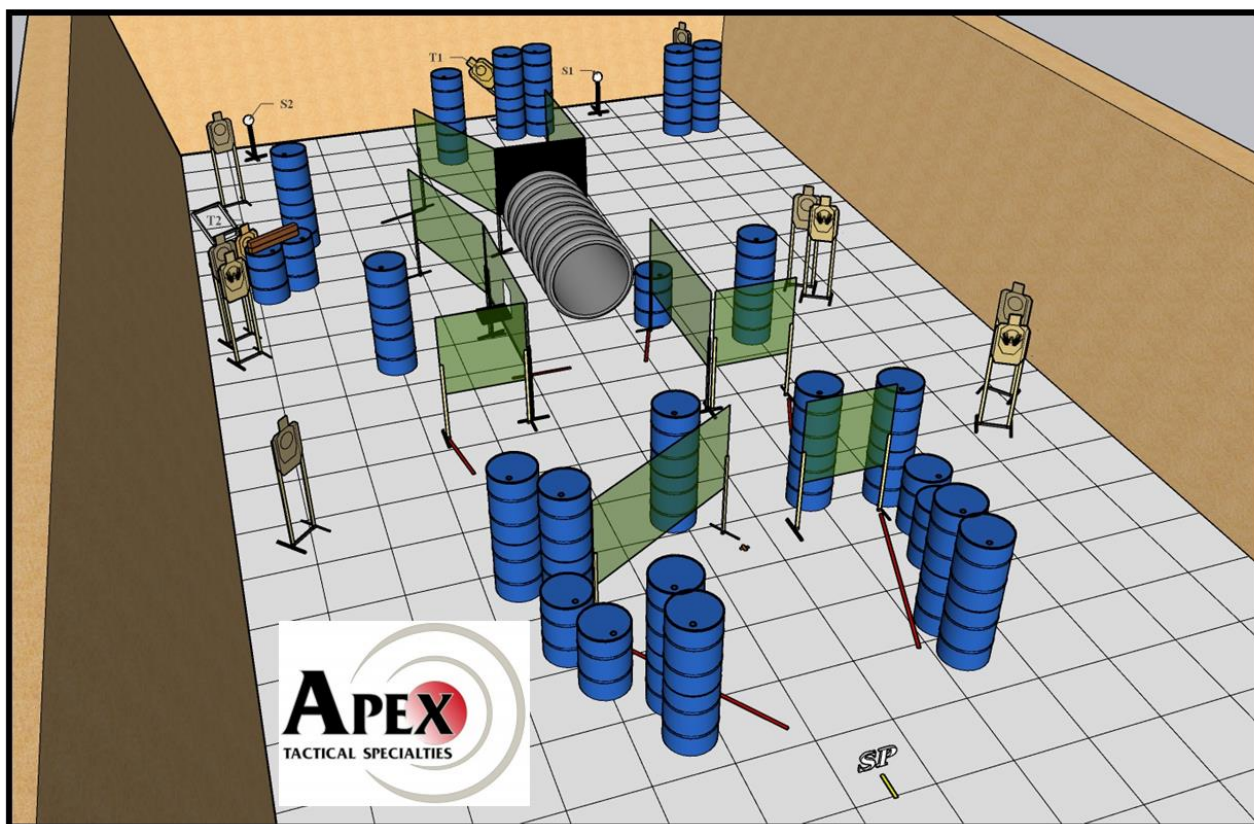
Stage Name: Warm Up Bay: All Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 1 Paper Round count: 6 Scored Hits: Best 4 per paper body Best 2 per paper head Concealment: Required Start-Stop: Audible/Last shot
Scenario	
The stranger with a weapon keeps closing and won't take, "Go away" for an answer. When they get to 21 feet, you have no choice. Defend yourself.	
Start Position	
Standing behind yellow fault line, pistol loaded with 4 rounds, holstered and concealed. PCC loaded with 4 rounds, at low ready pointed at mark on ground.	
Stage Procedure	Notes
At signal, from behind the fault line, engage target body with 4 rounds and engage target head with 2 rounds.	Remaining mags can be loaded to division capacity.



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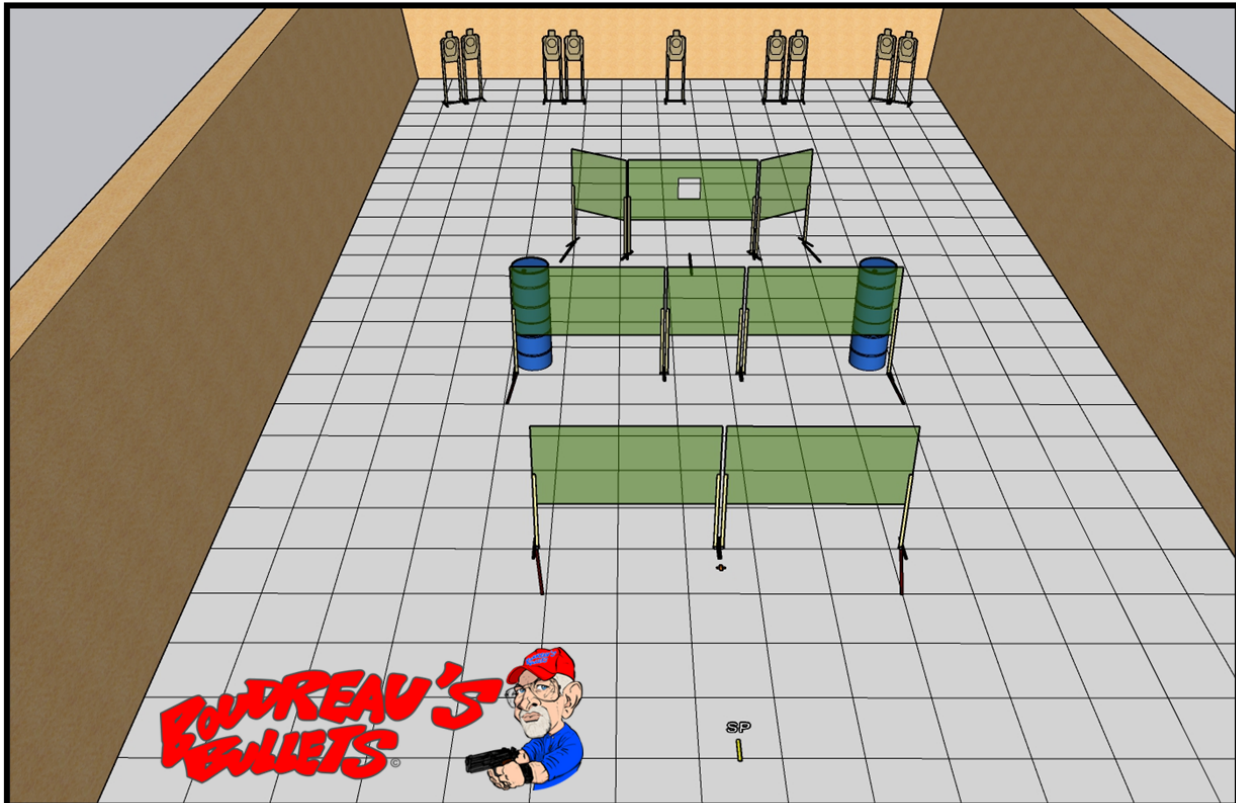
Stage Name: Storm Sewer Bay: K1 Stage Designer: R. Garrison Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Threat, 3 Non-Threat, 2 Steel Round count: 18 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario	
Are you nuts? You are in a well-lit storm sewer in NYC and you are being chased by gun-toting activists yelling, "Save the pee". Defend yourself!	
Start Position	
Standing at SP with one foot touching the start stick, pistol loaded to division capacity, holstered, and concealed. PCC at low ready pointed at mark on ground.	
Stage Procedure	Notes
At the signal, engage targets in tactical priority.	<ul style="list-style-type: none"> S1 activates surprise target T1, which is not visible at rest. S2 activates T2, which is not visible at rest.



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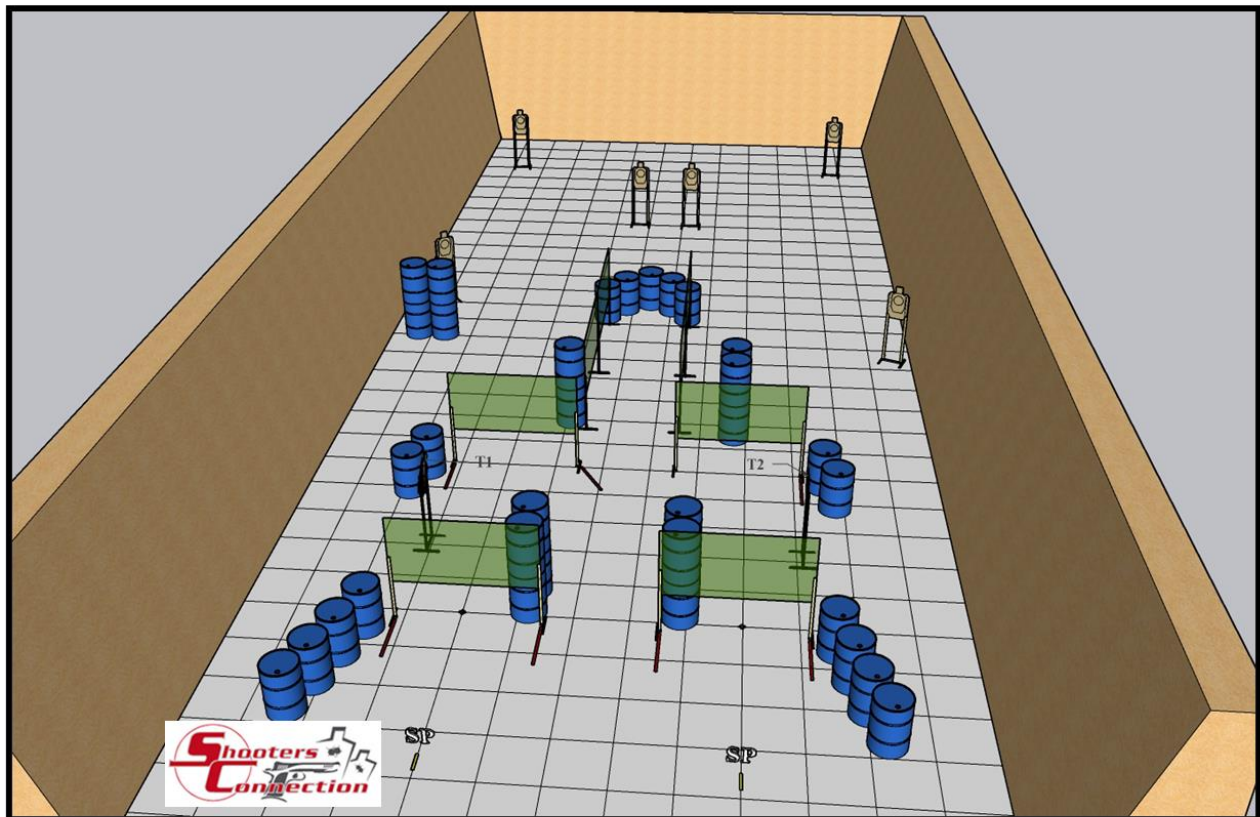
Stage Name: Long Shot Bay: K2 Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario At the local pickleball emporium, you see a gang of tennis avengers coming to take the courts by force. Defend yourself.	
Start Position Standing at SP with one foot touching the start stick, pistol loaded to division capacity, holstered, and concealed. PCC at low ready pointed at mark on ground.	
Stage Procedure At the signal, engage targets in tactical priority.	Notes



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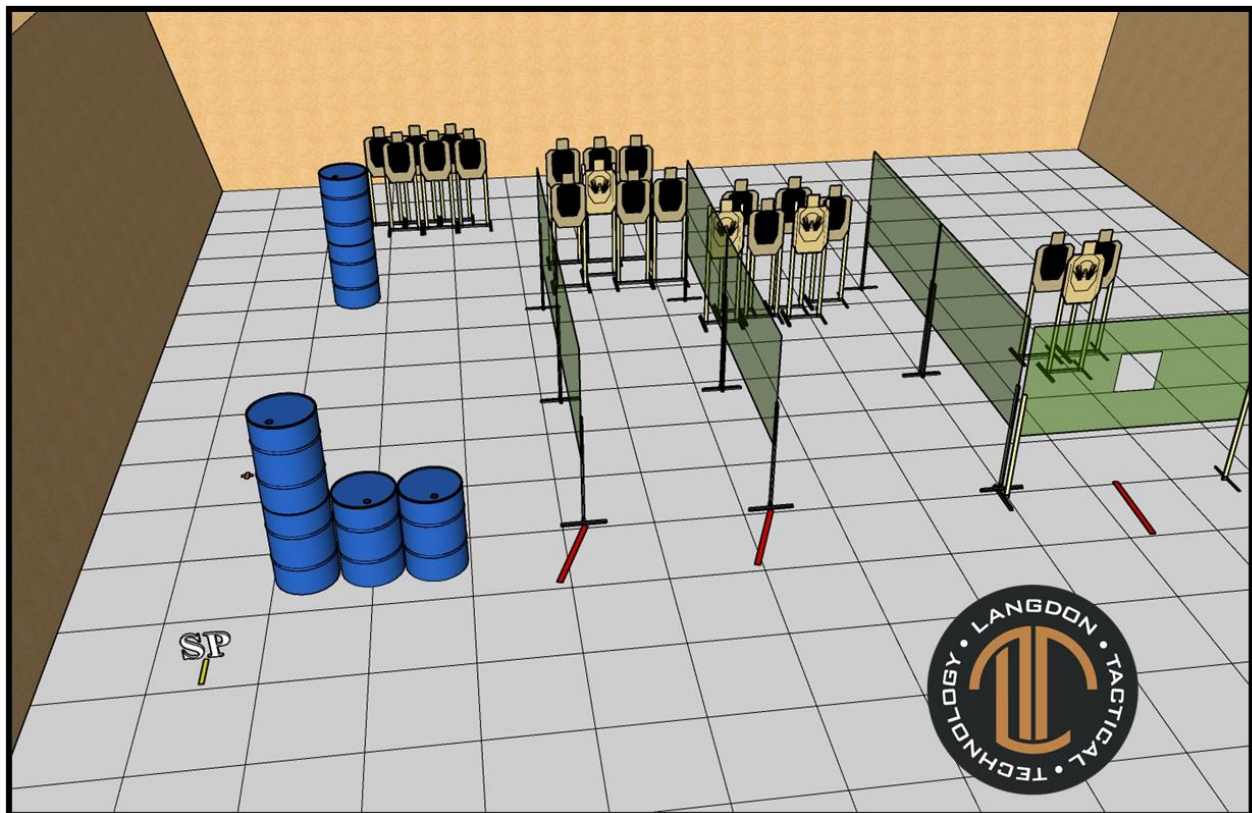
Stage Name: Popcorn Mania Bay: K3 Stage Designer: R. Garrison Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions		Scoring: Unlimited Targets: 8 Threat Round count: 16 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot	
Scenario			
You're at the drive-in theater, getting popcorn at the concession stand, when the guard asks for your help dispatching a gang of criminals that have suddenly materialized from the screen.			
Start Position			
Standing at either SP with one foot touching the start stick, pistol loaded to division capacity, holstered, and concealed. PCC at low ready pointed at mark on ground.			
Stage Procedure		Notes	
At the signal, engage targets in tactical priority.		T1 & T2 are surprise targets.	



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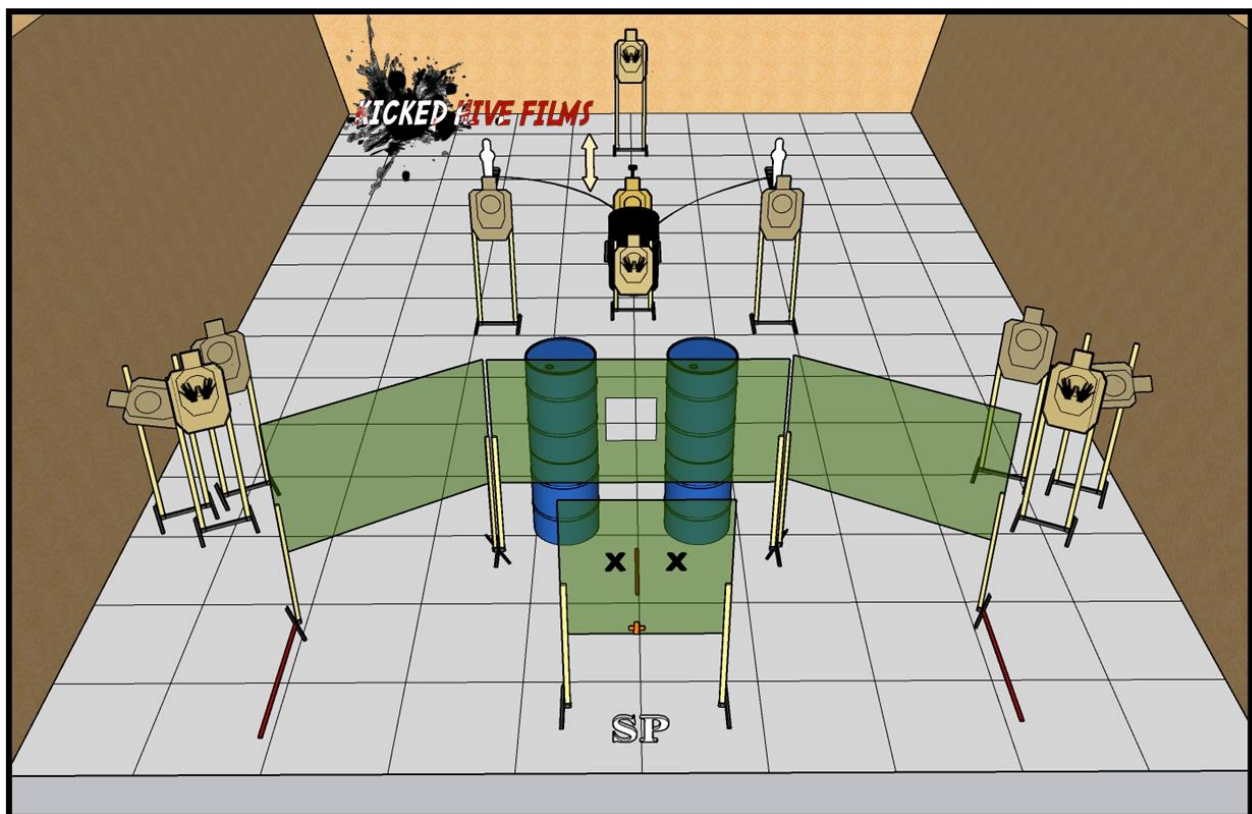
Stage Name: Superstore Chaos Bay: K4 Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 18 Threat, 4 Non-Threat Round count: 18 Scored Hits: Best 1 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario	
You are shopping in your local superstore when a swarm of hoodlums wearing tactical vests attack. Defend yourself.	
Start Position	
Standing at SP with one foot touching the start stick, pistol loaded to division capacity, holstered, and concealed. PCC at low ready, pointed at mark on ground.	
Stage Procedure	Notes
At the signal, engage targets in tactical priority.	



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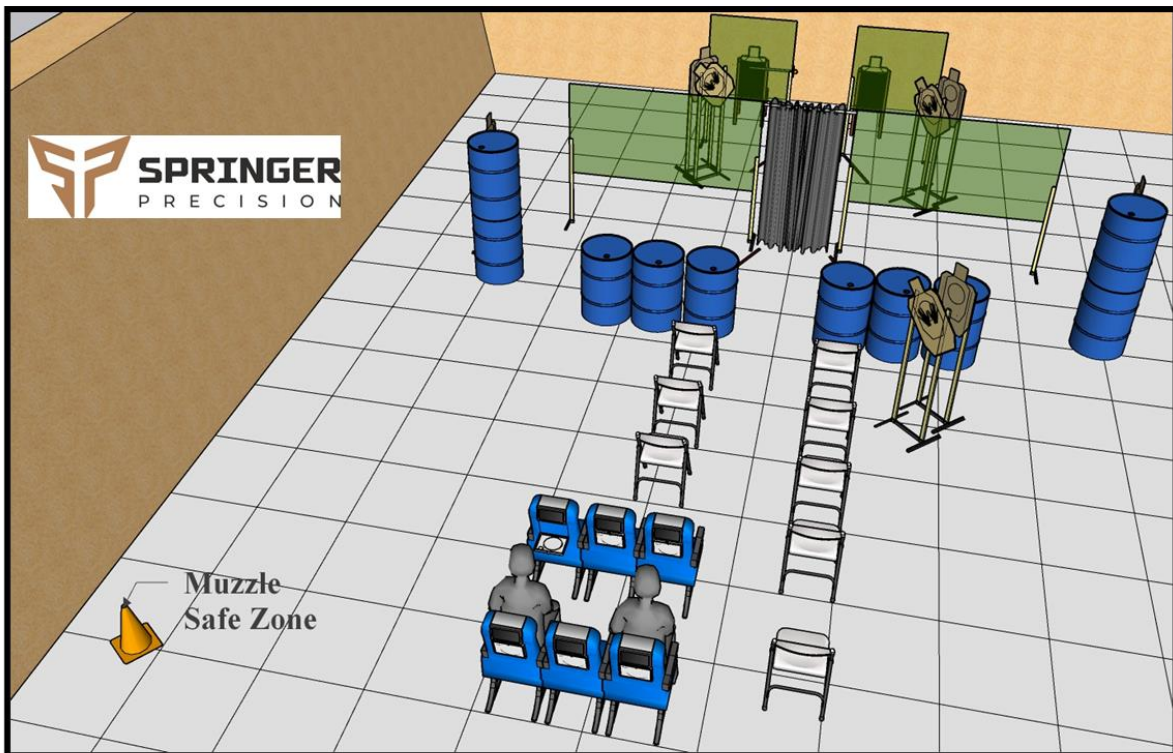
Stage Name: The Fourth Rule Bay: K5 Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 7 Threat, 2 Steel, 4 Non-Threat Round count: 16 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario	
Standing in line at your local store when all heck breaks out. Defend yourself.	
Start Position	
Standing at SP, pistol loaded to division capacity, holstered, and concealed. Hands touching Xs. PCC at low ready with the muzzle touching the mark on the wall below and between the Xs.	
Stage Procedure	Notes
At the signal, engage targets in tactical priority.	<ul style="list-style-type: none"> • Either steel activates the bobber, which remains visible at rest. • Both steel must fall to score.



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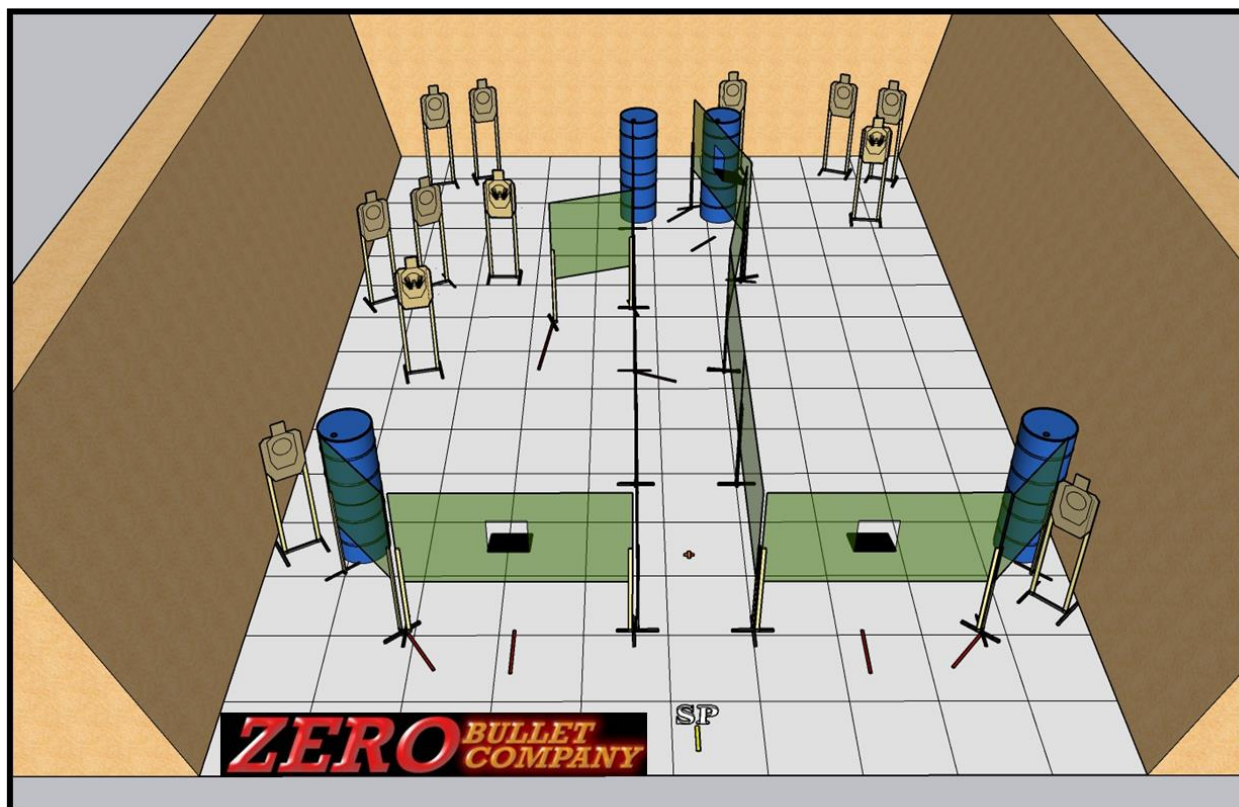
Stage Name: Hijack Bay: K6 Stage Designer: K. Sandlin Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180°, red poles on side berms or safe area cone. PPDS: Per CSO instructions		Scoring: Unlimited Targets: 7 Threat, 3 Non-Threat, 1 Clay Round count: 15 Scored Hits: Best 2 per paper, Clay must break to score Concealment: Required Start-Stop: Audible/Last shot
Scenario		
You're stuck in the back row middle. The flight looks like a calm one so you think this would be a good time to clean your gun. Of course, that's when a hijack breaks out. Eliminate the threat.		
Start Position		
Seated in the back row middle airline seat, seat belt buckled, hands on knees. Firearm UNLOADED , mag out, action/bolt/cylinder closed, placed unpropped on the window seat tray table with muzzle pointing downrange. First loading device, at division capacity, placed on the tray table.		
Stage Procedure	Notes	
At the signal, engage targets in tactical priority.	<ul style="list-style-type: none"> • Clay target must be broken by a shooting action. • Additional loading devices, loaded to division capacity, stored on your person. • Muzzle Safe Zone cone on the left extends the 180. • Optional seat belt extender is available. 	



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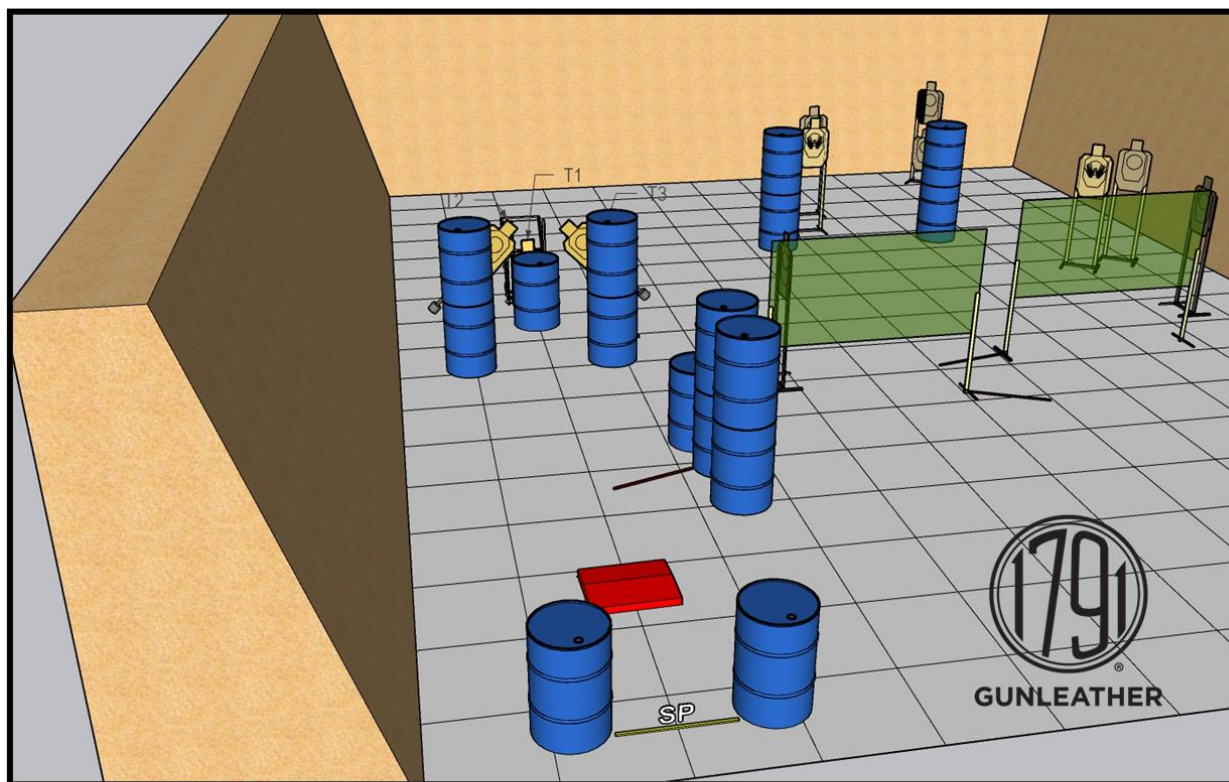
Stage Name: Take A Peek Bay: K7 Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat, 3 Non-Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario Bad folks show up at your home to hurt you. Defend yourself.	
Start Position Standing at SP with one foot touching the start stick, pistol loaded to division capacity, holstered, and concealed. PCC at low ready pointed at mark on ground.	
Stage Procedure At the signal, engage targets in tactical priority.	Notes <ul style="list-style-type: none"> Port doors provide cover while closed.



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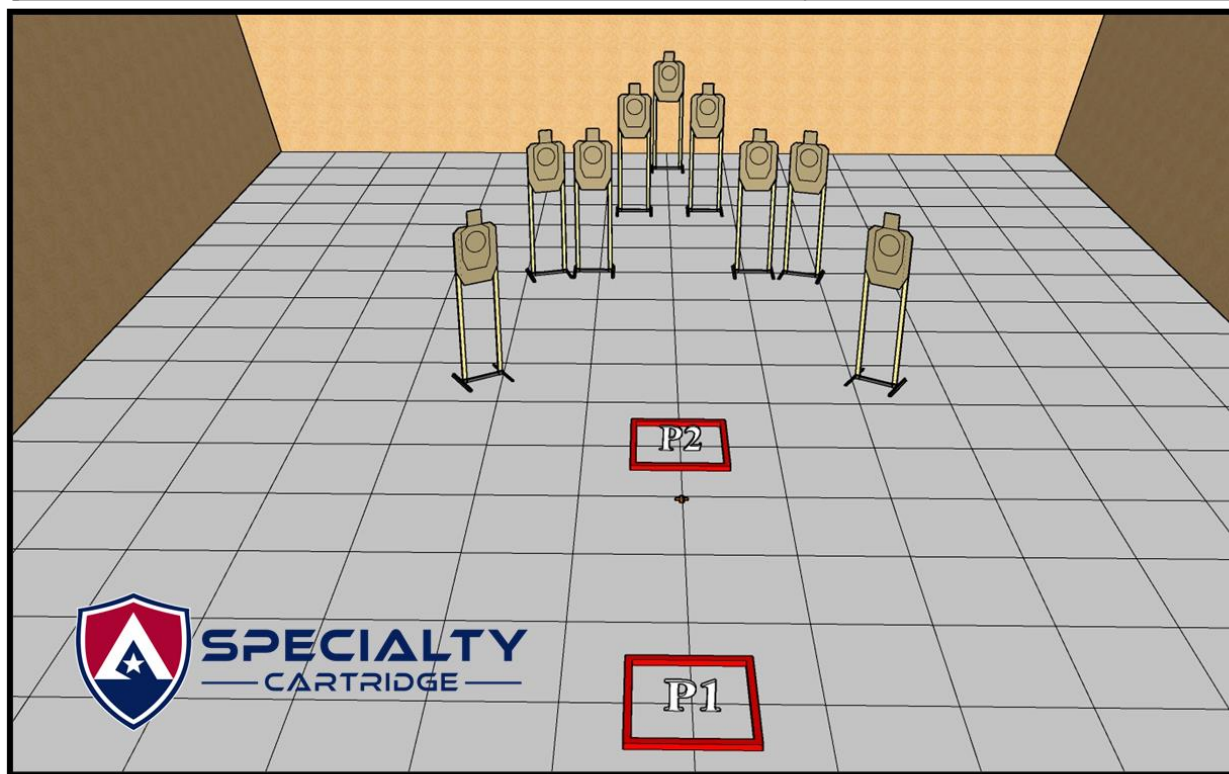
Stage Name: What Are You Doing Bay: K8 Stage Designer: R. Garrison Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat, 2 Non-Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario	
You're standing in the middle of a bad neighborhood counting your money. Not a smart thing to do! Guess what happens! Yeah, you've got to shoot your way out! Unfortunately, you forgot to load your gun.	
Start Position	
Standing at SP, both heels touching start stick, pistol UNLOADED , holstered, and concealed. PCC UNLOADED , bolt closed, low ready, pointing at the stomp pad. First loading device, loaded to division capacity, and staged on barrel to left or right of start stick.	
Stage Procedure	Notes
At the signal, engage targets in tactical priority.	<ul style="list-style-type: none"> • Additional loading devices are loaded to division capacity and stowed. • Stomp pad activates surprise targets T1-T3 in sequence. None are visible at rest.



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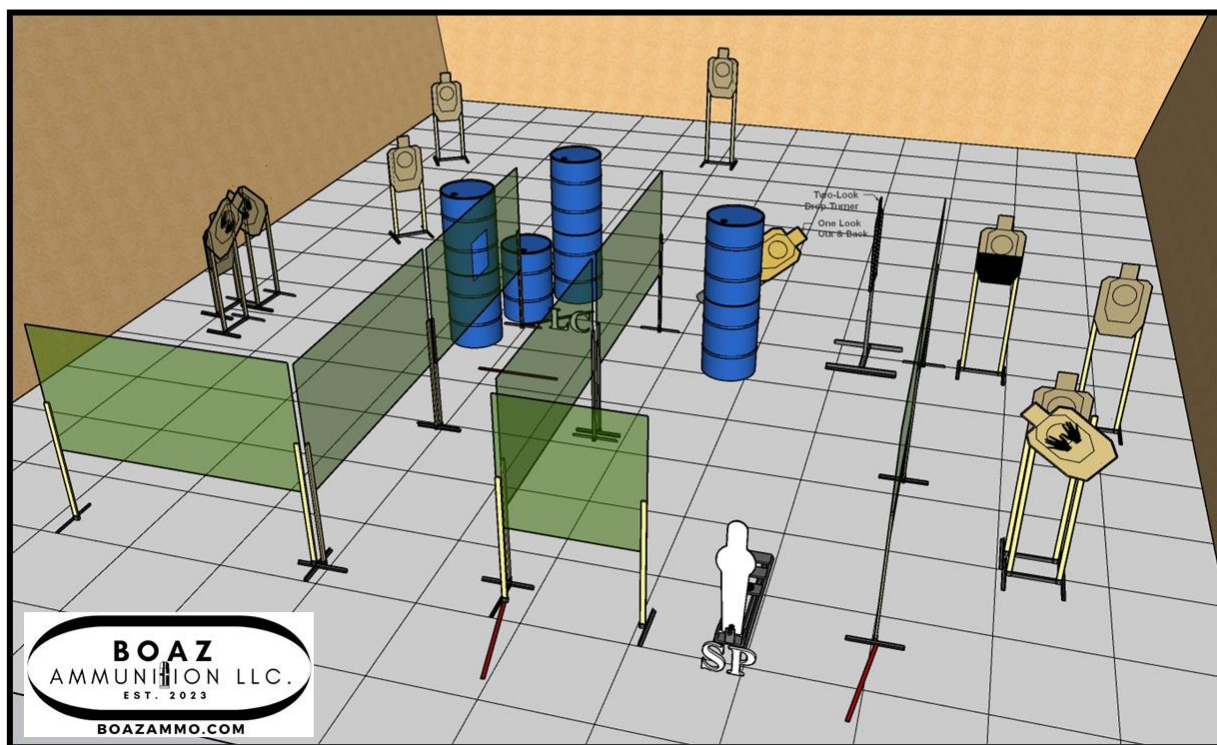
Stage Name: Pick Your Poison Bay: K9 Stage Designer: J. Forsythe Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Limited Targets: 9 Threat Round count: 18 Scored Hits: Best 2 per paper head Concealment: Optional Start-Stop: Audible/Last shot
Scenario Standards stage.	
Start Position Standing entirely within P1, pistol loaded with eight (8) rounds (or division capacity if less), and holstered. PCC loaded with eight (8) rounds at low ready, pointed at mark on ground.	
Stage Procedure At the signal, engage targets in tactical priority with two (2) rounds to the head. The first two (2) targets must be engaged from P1 STRONG HAND ONLY . Remaining targets may be engaged from either shooting position freestyle.	Notes <ul style="list-style-type: none"> Additional loading devices loaded to division capacity and stowed.



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Stage Name: Shots Fired Bay: K10 Stage Designer: A. Wade Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat, 3 Non-Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario	
You are about to enter your home when you hear a shot fired. Move to protect your family.	
Start Position	
Standing at SP, pistol loaded to division capacity, holstered, and concealed. Strong hand holding popper and weak hand hanging at your side. PCC held in weak hand with muzzle pointed downrange. Strong hand holding the popper. Weak hand may not touch popper.	
Stage Procedure At the signal, engage targets in tactical priority. Prior to reaching position LC, your weak hand is wounded. Position LC is designated as LOW COVER , and all targets from this position must be engaged STRONG-HAND ONLY .	Notes Dropping the popper activates out & back, and two-look drop turner. Neither remain visible at rest.



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Stage Name: Church Safety Bay: FA Stage Designer: M. Goodman Rules: 2024 rule book (amended 14-DEC-2023) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 6 Threat Round count: 18 Scored Hits: Best 3 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario	
While working church security, the church gets invaded. Defend yourself and your fellow attendees.	
Start Position	
Seated in the back pew, loaded to division capacity, pistol held at low ready behind the front pew. PCC placed on lap with the muzzle pointing in a safe direction.	
Stage Procedure	Notes
At the signal, engage targets in tactical priority.	



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