

Matchbook



Hosted by
Brock's Gap Training
Center
4610 Camp Creek Rd
Pell City, AL 35128

Introduction

Welcome to Brock's Gap Training Center and the 2025 Alabama State IDPA Championship presented by SMP Outdoors. We are celebrating the first sanctioned match at our new range in Pell City.

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!**

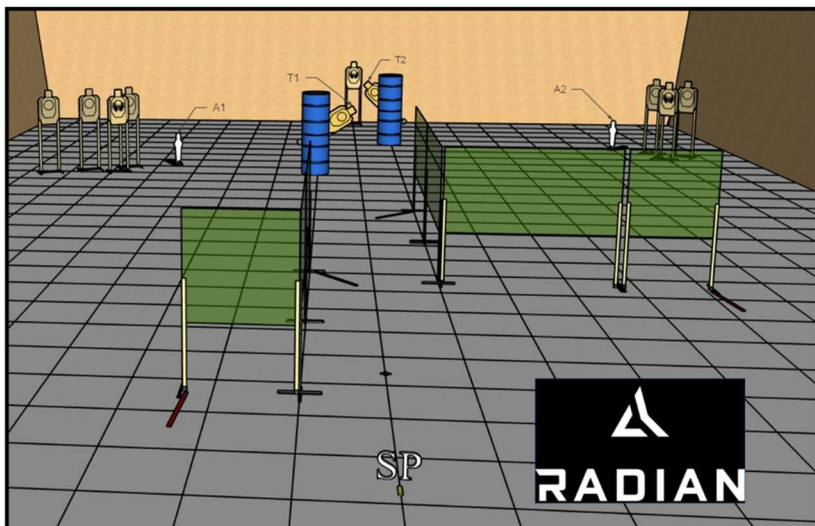
Michael Goodman
Match Director
Alabama State IDPA Championship

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.**



Stage Name: A Matter of Priority Bay: K11 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 7 Threat, 3 Non-Threat, 2 Steel Round count: 16 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario They're coming from all sides. You must defend your self, but where to go. You must prioritize.	
Start Position Standing at SP, one foot touching the stick, firearm loaded to division capacity Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the ground.	
Stage Procedure At signal, engage targets in tactical priority.	Notes - A1 activates T1, A2 activates T2 - T1 & T2 are not visible at rest



DRAFT – For Illustration Only – Final version of the WSB on the stage during the match will take precedence.

Thanks to our Platinum Level Sponsors

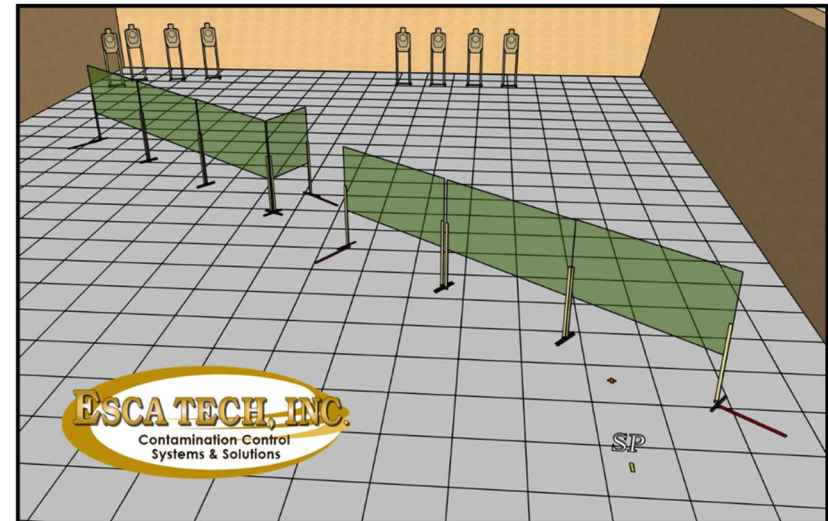


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K&H ARMS



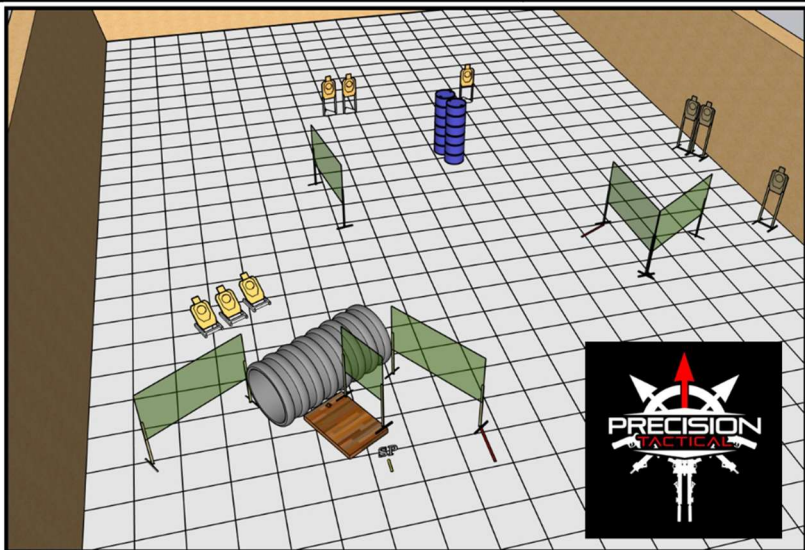
Stage Name: Crime Scene Bay: K10 Stage Designer: Garrison Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions		Scoring: Unlimited Targets: 8 Threat Round count: 16 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario Sol The new range has finally opened and it's time for the first match. But wait!irate citizens from near the old range location are upset because they miss the noise they have enjoyed for many years and have attacked killing one member already! Defend yourself and the rest of the participants!		
Start Position Standing at SP, one foot touching the stick, firearm loaded to division capacity Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the ground.		
Stage Procedure At signal, engage targets in tactical priority.		Notes



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Stage Name: Over and Through Bay: K9 Stage Designer: Garrison Rules: 2025 rule book (amended 1-Feb-2025) 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 They have you over a barrel! Or at least you have to shoot over the barrel.	
Start Position Standing at SP, one foot touching the stick, firearm loaded to division capacity. Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the ground.	
Stage Procedure At signal, engage targets in tactical priority.	Notes - Top of pipe is horizontal cover

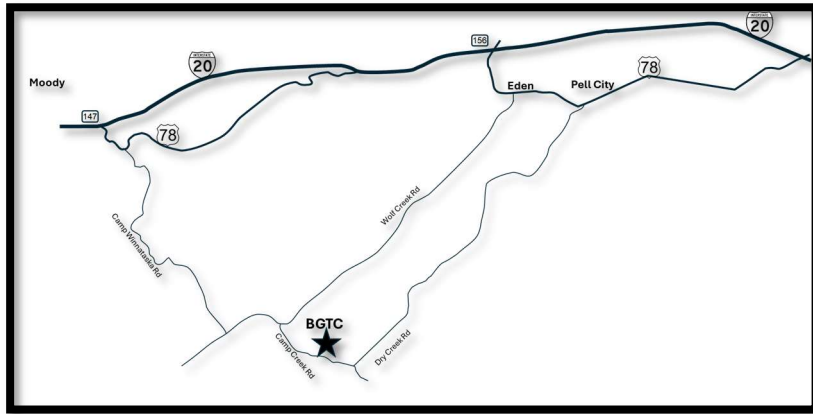


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Directions



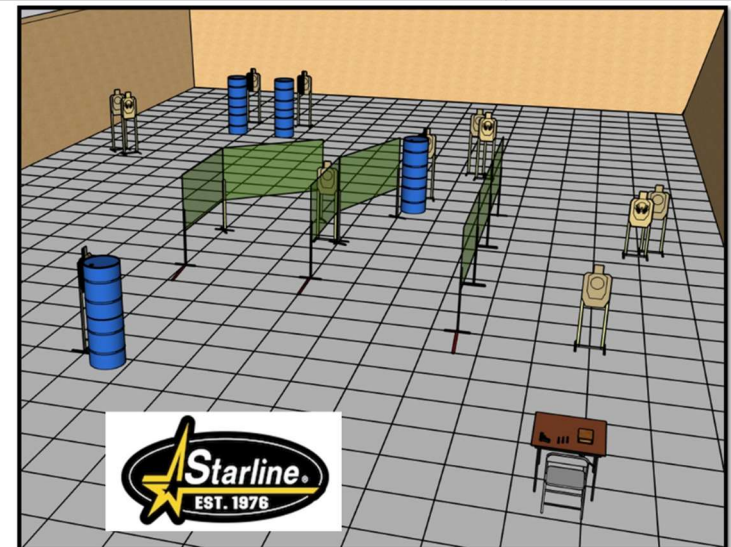
Range Address:

4610 Camp Creek Rd, Pell City, AL 35128

Note: If you are using a navigation app, entering "Brock's Gap Training Center, Pell City" is the most reliable way to get to the range location.



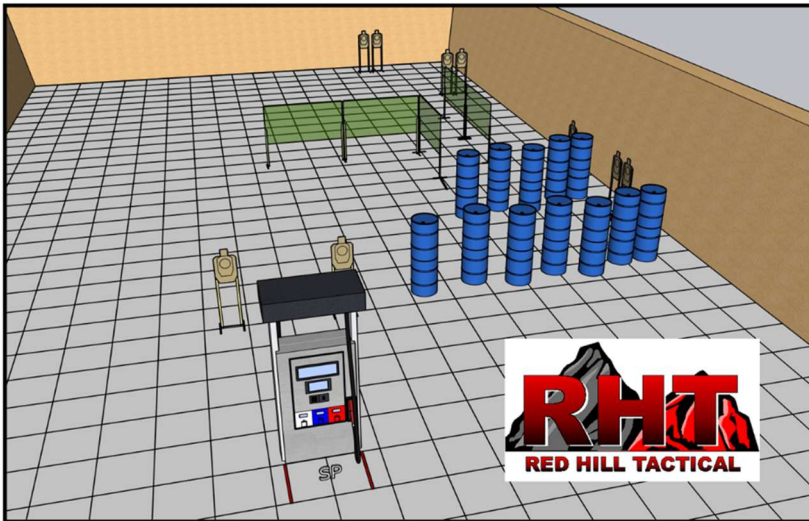
Stage Name: Restaurant Ambush Bay: K8 Stage Designer: A. Wade Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat, 3 Non-Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario	
While eating at a restaurant, armed thugs begin attacking patrons and employees. Defend yourself and move to safety.	
Start Position	
Seated at the table, hands on knees. Firearm unloaded, bolt/slide/cylinder closed, on table pointing straight downrange. All loading devices loaded to division capacity and on table.	
Stage Procedure	Notes
At signal, engage targets in tactical priority.	



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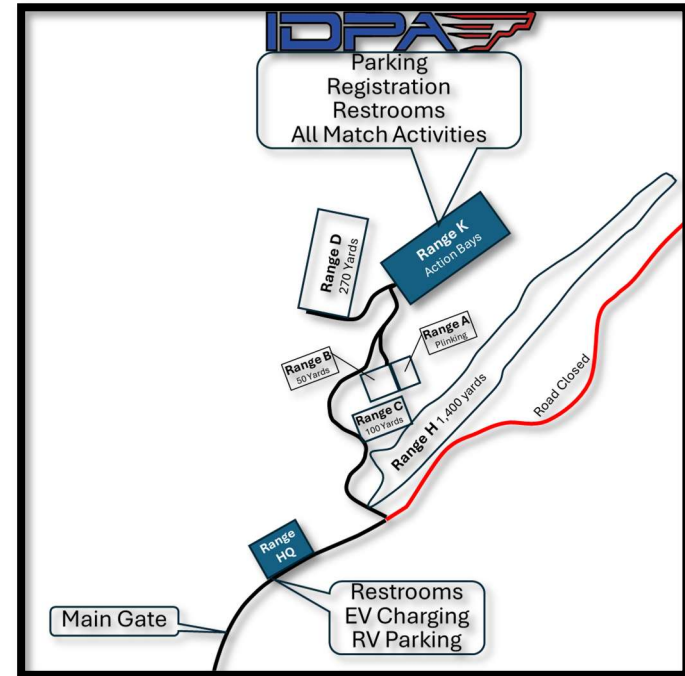


Stage Name: Gas Up Bay: K7 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 9 Threat Round count: 18 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario Trouble finds you while trying to gas up. Defend yourself without getting blown up.	
Start Position Standing at SP, firearm loaded to division capacity. Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at the pump. One hand on the nozzle.	
Stage Procedure At signal, engage targets in tactical priority.	Notes Targets on the right side are surprise targets.



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Range Map



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

Restrooms: The range has restrooms at the Range House and on K range. There are also port-a-potties around the range.

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, October 10

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, October 11

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, October 12

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.

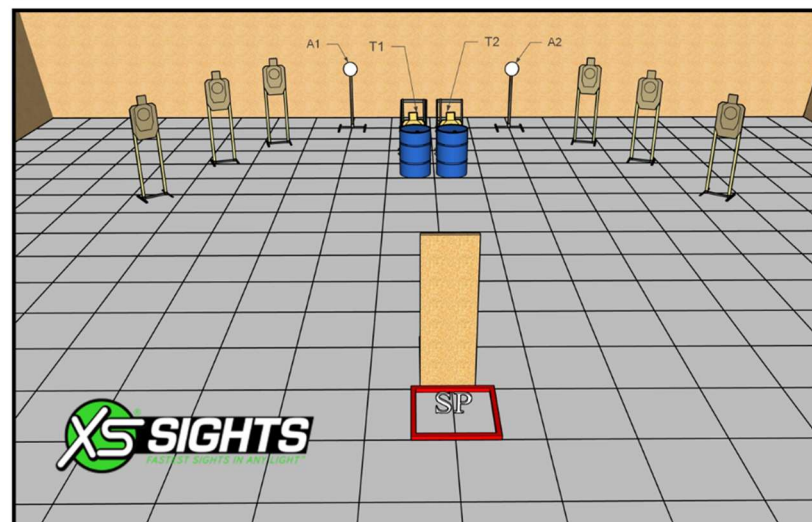
Check in: The Registration desk will be at the K Range office. Competitors will need to verify their Division and Class as well as pick up their gift bag.

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.



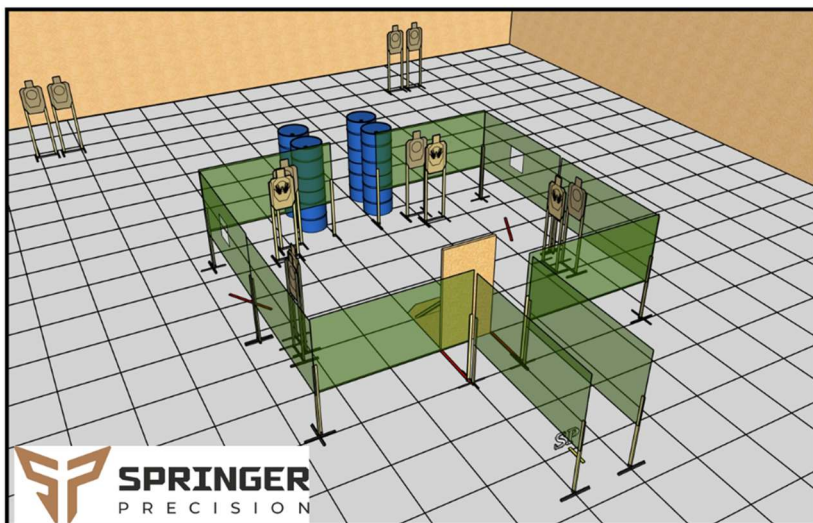
Stage Name: A Barricaded Approach Bay: K6 Stage Designer: Garrison Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Threat, 2 Steel Round count: 18 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario You are trapped behind a barricade. You've got to figure a way out!	
Start Position Standing at SP, firearm loaded to division capacity. Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the barricade.	
Stage Procedure At signal, engage targets in tactical priority.	Notes - A1 activates T1, A2 activates T2. - T1 & T2 are not visible at rest



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Stage Name: Clear It Bay: K5 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Threat, 4 Non-Threat Round count: 16 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario They're getting in and have blocked the door. Clear the room and stop those outside.	
Start Position Standing at SP, with one foot touching the start stick, firearm loaded to division capacity Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the refrigerator.	
Stage Procedure At signal, engage targets in tactical priority.	Notes Windows are defined as vertical cover.



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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.

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 uncased. **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 uncased 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 at the Pavilion. 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 one local rule which extends the IDPA rules:

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.

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 2025. Adopted 10/26/96, amended 2/1/2025.

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.

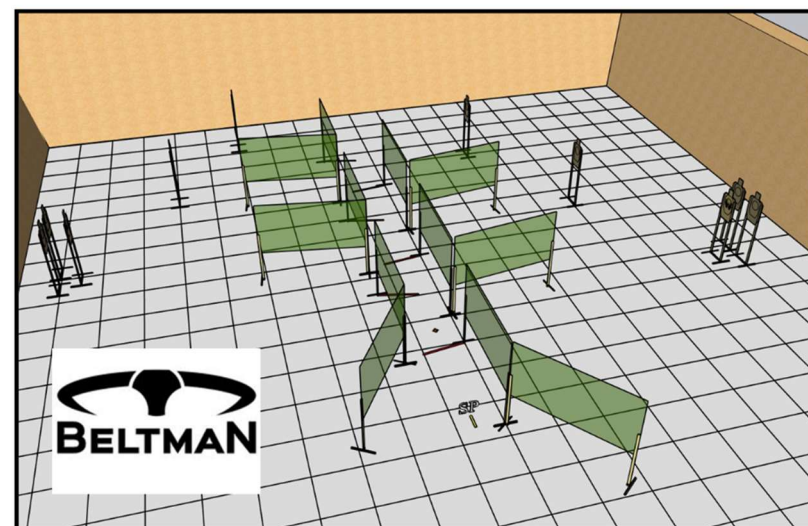
Equipment Courtesy Check: If you need to check your firearm or gear before the match, please go to the Chrono station at K 12. You will have the opportunity to do a courtesy check from 60 minutes prior to the match until just before the safety briefing.

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 bay K 13.

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.



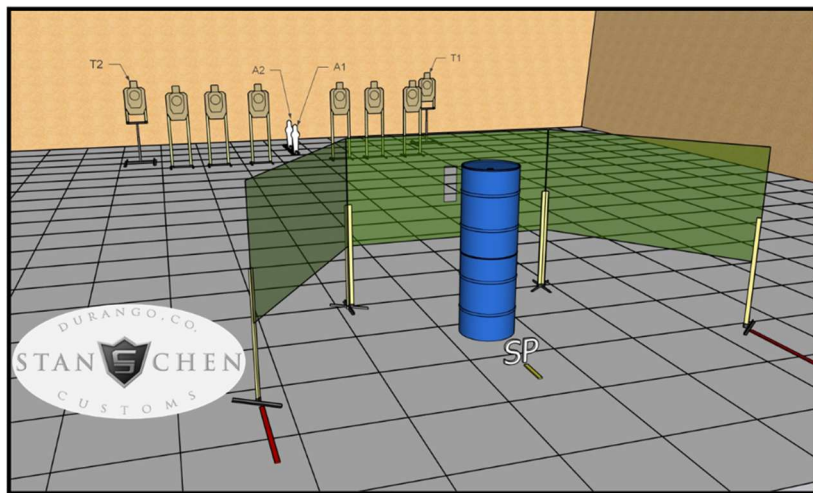
Stage Name: Hallway Havoc Bay: K4 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Threat, 2 Non-Threat Round count: 16 Scored Hits: Best 2 per paper Concealment: Required Start-Stop: Audible/Last shot
Scenario Thugs in the house again. Honey, we have GOT to move. Until then, defend yourself.	
Start Position Standing at SP, one foot touching the stick, firearm loaded to division capacity Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the ground.	
Stage Procedure At signal, engage targets in tactical priority.	Notes



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Stage Name: Which Way Bay: K3 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Threat, 2 Steel Round count: 18 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario They are lined up outside your window. Which way do you go to defend yourself.	
Start Position Standing at SP with both feet touching stick, firearm loaded to division capacity Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on barrel.	
Stage Procedure At signal, engage targets in tactical priority.	Notes - Window is horizontal cover. - A1 activates T1, A2 activates T2. - Moving targets are not visible at rest.



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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!

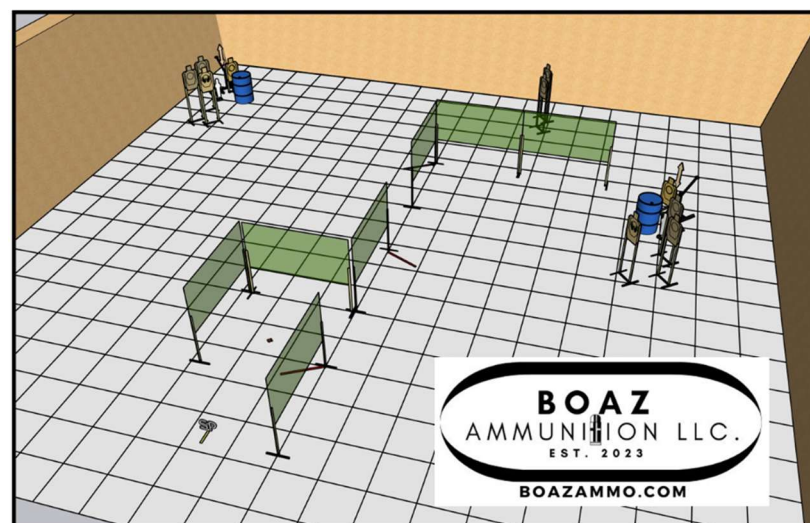
Be Polite! Be ready!

Be Safe! Follow the rules!

Have FUN!



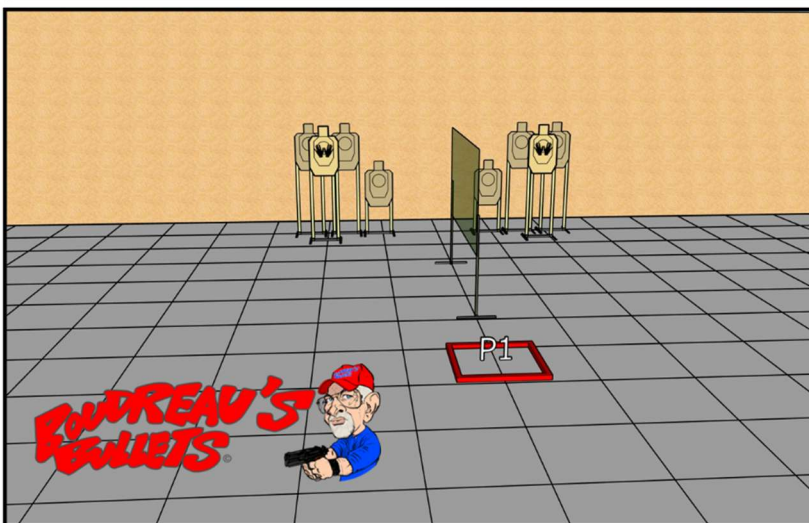
Stage Name: How Fast Bay: K2 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Unlimited Targets: 8 Paper, 2 Steel Round count: 18 Scored Hits: Best 2 per paper, Steel must fall Concealment: Required Start-Stop: Audible/Last shot
Scenario They are all coming. How fast can you stop them.	
Start Position Standing at SP with one foot touching the stick, firearm loaded to division capacity. Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at mark on the ground.	
Stage Procedure At signal, engage targets in tactical priority.	Notes



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Stage Name: Standards Bay: K1 Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions	Scoring: Limited Targets: 6 Threat Round count: 18 Scored Hits: Best 2 per paper body, Best 1 per paper head Concealment: Required Start-Stop: Audible/Last shot
Scenario Standards	
Start Position Standing at P-1, firearm loaded to division capacity. Pistol holstered and concealed. PCC charged, safety on, low ready, pointed at wall edge.	
Stage Procedure At signal, from P-1, engage targets in tactical priority with each target getting two shots to the body and one shot to the head. One array must be shot weak hand/side only and one array must be shot strong hand/side only.	Notes



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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

Assistant MD: Mike Lunsford
Registration/Stats: Robert Moore
Bay Operations: Robert Garrison

Area Coordinator: Seth Hayden

State Coordinator: Skip Darden

CSOs

Amandalyn Barr	Mackay Barr	Bryant Brough	Aaron Wilcox
Scott Johnson	Kyle Sandlin	Todd Rinehart	Ryan Hand
Michael Lunsford			

SOs

April Love	Blaine Sullivan	Brent Gibbs	David Bentley
David Bertanzetti	David Haywood	Eric Love	Frank Sweet
Gary R. Robinson	Geraldo Cruzado	Deb Minter	Jay Tomlin
Joe Day	Stephanie Johnson	Justin Holifield	Michael Hassinger
Thomas Thrift	Walter Booth		

Other Staff

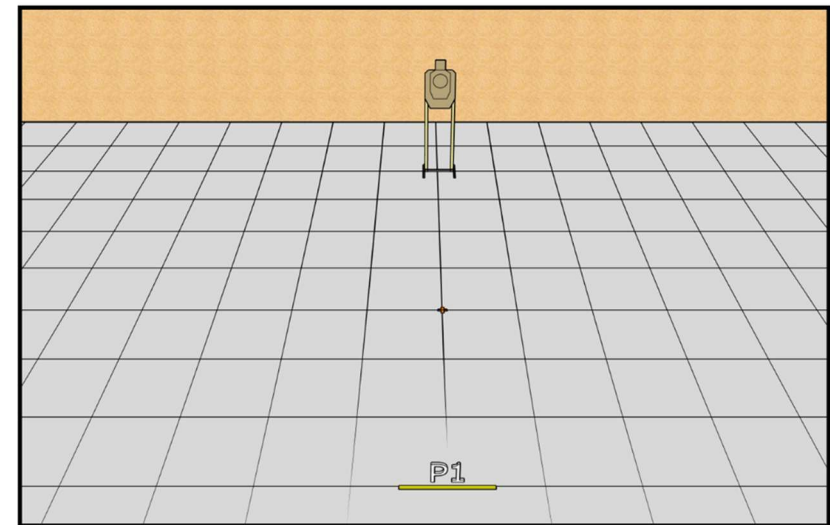
Blake Wheless	Austin Guidry	Hannah-Claire Barr	Kim Barton
Audrey Day	Kristine Goodman		

Stage List

Bay	Name	Scoring	Rounds	Sponsor
All	Warm-Up	Unlimited	6	
K1	Standards	Limited	18	Boudreau's Bullets
K2	How Fast	Unlimited	18	Boaz Ammo
K3	Which Way	Unlimited	18	Stan Chen Customs
K4	Hallway Havoc	Unlimited	18	Beltman
K5	Clear It	Unlimited	16	Springer Precision
K6	A Barricaded Approach	Unlimited	18	XS Sights
K7	Gas Up	Unlimited	18	Red Hill Tactical
K8	Restaurant Ambush	Unlimited	18	Starline Brass
K9	Over and Through	Unlimited	18	Precision Tactical
K10	Crime Scene	Unlimited	16	ESCA-Tech, Inc
K11	A Matter of Priority	Unlimited	16	Radian Weapons
Total			198	



Stage Name: Warm Up Bay: All Stage Designer: Goodman Rules: 2025 rule book (amended 1-Feb-2025) Muzzle safe: 180° or red poles on side berms PPDS: Per CSO instructions		Scoring: Unlimited Targets: 1 Threat Round count: 6 Scored Hits: Best 4 body Best 2 head Concealment: Required Start-Stop: Audible/Last shot
Scenario		
The threat is closing the gap. Defend yourself.		
Start Position		
Standing behind the stick at P-1, firearm loaded to 4 rounds. Pistol holstered and concealed. PCC loaded, charged, safety on, low ready pointed at mark on the ground.		
Stage Procedure		Notes
At signal, engage targets in tactical priority with 4 rounds to the body and 2 rounds to the head.		



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