

Stage 1 - Trouble at the Diner

RULES: IDPA Rules

COURSE DESIGNER: Chuck Linn

START POSITION:

Standing at the chair at P1 gun loaded to division capacity and holstered. Hands at sides.

SCENARIO:

As you walk toward the counter to pay your tab, you find an armed gang has overrun your favorite restaurant intent on robbing and maiming every customer.

PROCEDURE:

At the signal, move to P2 while engaging T1, T2 and T3 on the move. From P2, engage T4, T5 and T6 from cover. Find and engage T7, T8 and T9 while on the move to the exit.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

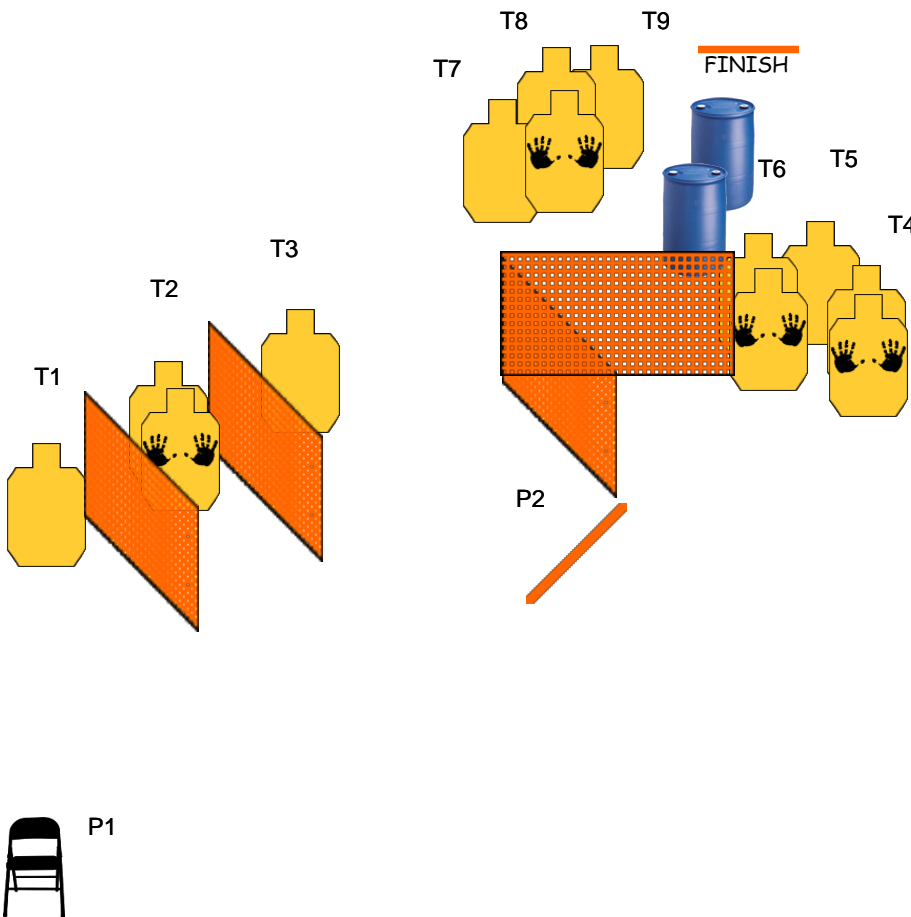
DISTANCE: 3 to 10 Yards.

SCORED HITS: Best 2 shots on each target.

PENALTIES:

CONCEALMENT: Yes

NOTES:



- EQUIPMENT:**
- 2 - Full Walls
 - 2 - Bianchi Barricades
 - 2 - Barrels
 - 10 - Target Stands
 - 20 - Target Sticks
 - 2 - Red Fault Sticks
 - 1 - Orange Boundary Stake



Lake County IDPA
Stage 2 - Send 'em Back to Hell
Course Designer: *Mark Carey*



SCENARIO:

You are at an outdoor bible study class when a group of devil worshipers come and want to use you as their sacrifice. Instead, fire six, six, six and send them to hell with the number of the beast.

GUN READY CONDITION:

Empty gun in holster, 3, 6-rd mags on table. PCC, unloaded gun on table with muzzle facing down range. Both hands on edge of table.

STRINGS:

1

SCORING:

Limited, 18 rds

TARGETS:

3 threat, 1 non-threat

SCORED HITS:

6 on each target

START-STOP:

Audible - Last shot

RULES:

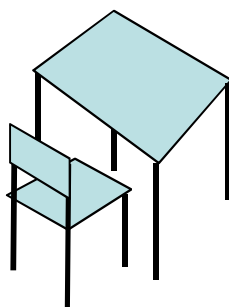
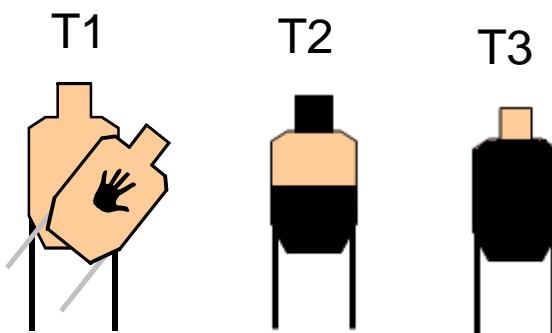
Current IDPA Rulebook

COVER GARMENT:

Not required

STAGE PROCEDURE: At the signal, shooter draws, loads and engages T1-T3 with six rounds each while seated.

Targets 7 yds from table.



Stage 3 - Trick or Treat or Mad Clown Posse

RULES: IDPA Rules

COURSE DESIGNER: Roy Bejsovec

START POSITION:

Seated at P1, holstered, loaded to division capacity (PCC-low ready).

SCENARIO:

Halloween night. You're enjoying your annual dose of Hocus Pocus on the telly when the door bell rings. You open the door to find a group of very frightened children with their obligatory costumes and goody bags, and a group of large creepy looking clowns.... Make Halloween safe again for the children, using your garden architecture and shrubbery for cover, eliminate the clown threat...

PROCEDURE:

At the signal, stand, open the door and engage the threats in tactical priority, two shots each. Move to P2, tripping the bear trap and engaging T5-T7 on the move. Engage T8 from cover at P2. Move to P3, tripping the bear trap and engaging T9 on the move.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

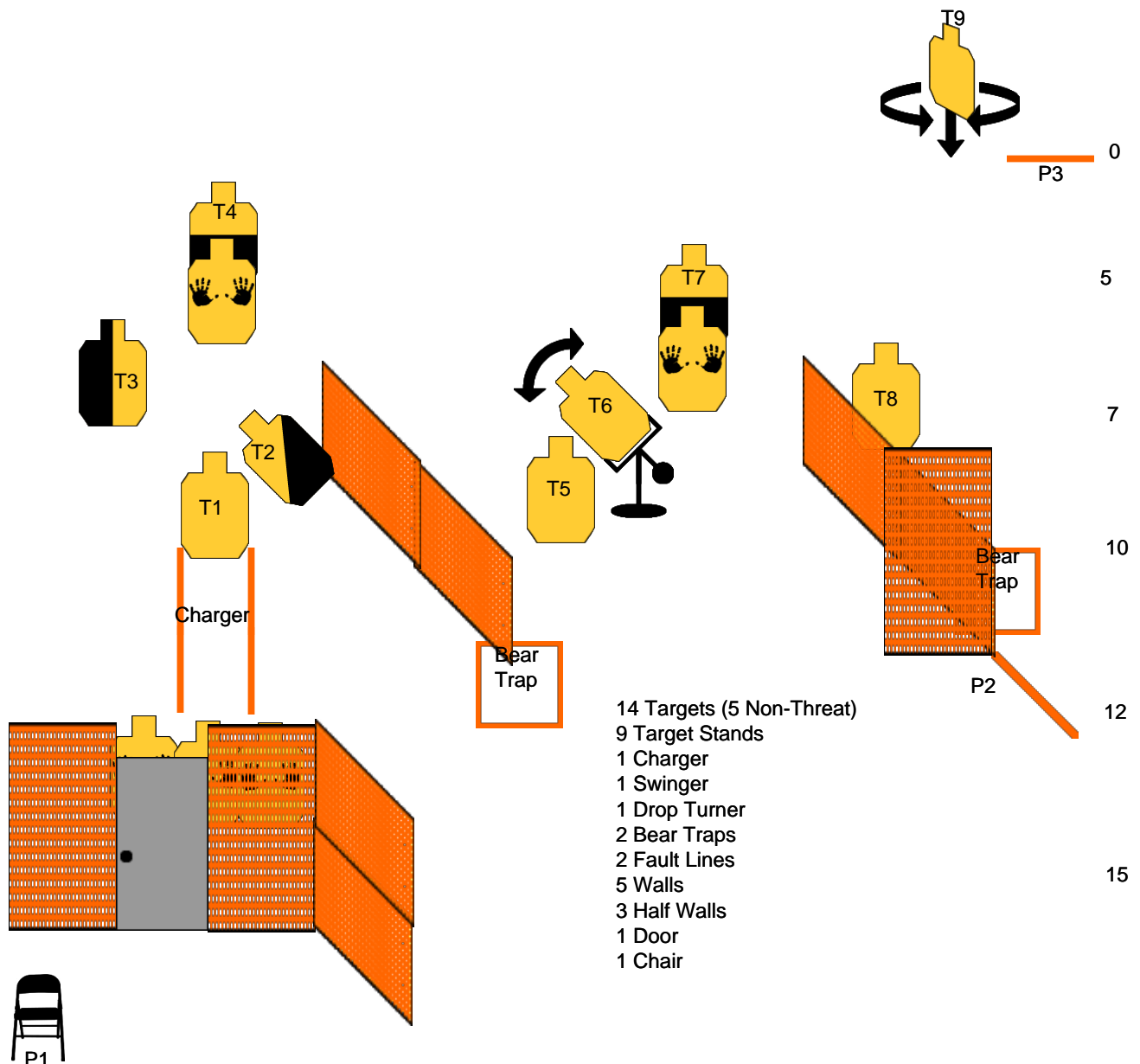
DISTANCE: 5 -10 Yards

SCORED HITS: 16 - Best 2, each target.

PENALTIES:

CONCEALMENT: No

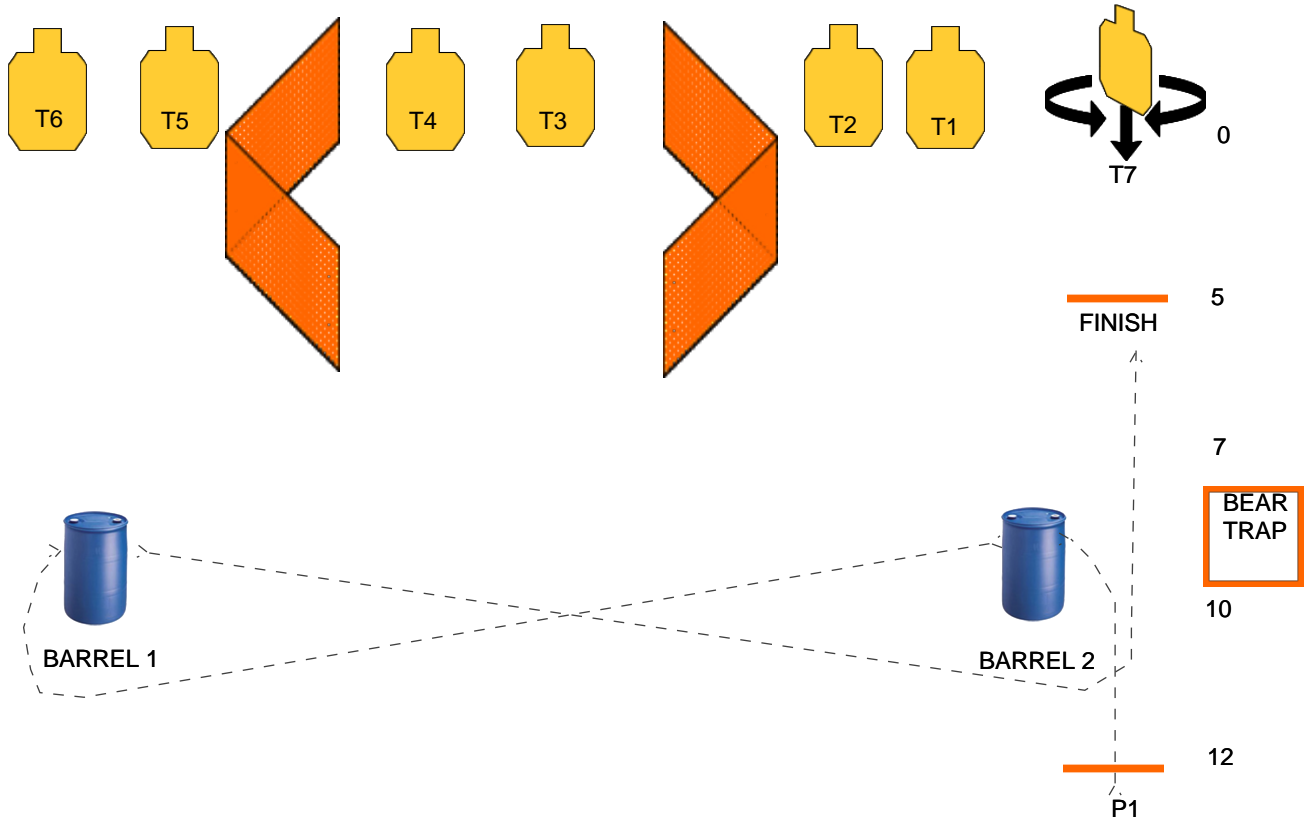
NOTES:



- 14 Targets (5 Non-Threat)
- 9 Target Stands
- 1 Charger
- 1 Swinger
- 1 Drop Turner
- 2 Bear Traps
- 2 Fault Lines
- 5 Walls
- 3 Half Walls
- 1 Door
- 1 Chair

Stage 4 - Circle the Barrels

RULES: IDPA Rules	COURSE DESIGNER: Darrell Morgan
START POSITION: P1 HOLSTERED (PCC LOW READY), LOADED TO DIVISION CAPACITY	
SCENARIO: SKILLS DRILL, MOVING AND SHOOTING.	SCORING: Unlimited
PROCEDURE: ON THE SIGNAL, DRAW AND ENGAGE TARGETS AS THEY BECOME VISIBLE, 2 SHOTS EACH, WHILE MOVING COUNTER-CLOCKWISE AROUND BARREL 2 TOWARD BARREL 1; cLOCKWISE AROUND THE OUTSIDE OF BARREL 1 AND TOWARD BARREL 2. RE-ENGAGE TARGETS 3 & 4 WHILE MOVING TO BARREL 2. CIRCLE COUNTER CLOCKWISE AROUND BARREL 2, TRIP THE BEAR TRAP AND ENGAGE TARGET 7 WHILE MOVING TO THE FINISH LINE.	ROUND COUNT: 18
	TARGETS: 07
	DISTANCE: 5 -10 Yards
	SCORED HITS: 18 - Best 2, T1, T2, T5, T6, T7; Best 4 T3 & T4
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



- 7 TARGETS
- 6 STANDS
- 1 DROP TURNER
- 4 WALLS
- 2 BARRELS
- 2 FAULT LINES
- 1 BEAR TRAP



Lake County IDPA
Stage 5 - Officer Down
Course Designer: Mark Carey



SCENARIO: You are on patrol when you get the call "Officer Down". Your rush to the scene and find a wounded deputy behind his patrol car and a gang of bank robbers, some wearing body armor, rushing his position.

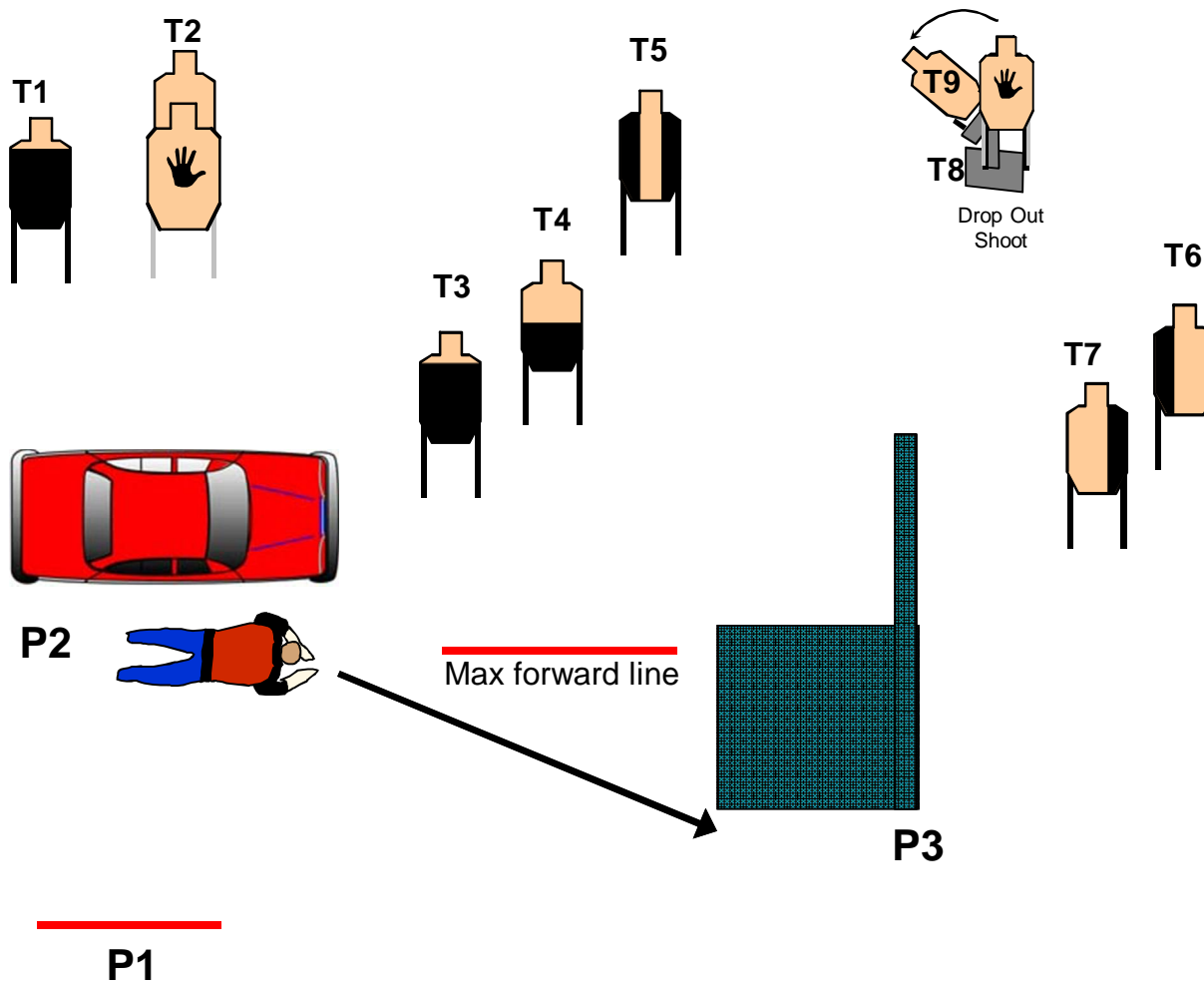
GUN READY CONDITION: Magazine loaded to division capacity, holstered.

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 9 threat, 2 non threat
SCORED HITS: Best 2 per paper, drop leg falls
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not required

STAGE PROCEDURE: At the signal, rush to P2. Draw and engage T1 & T2 with two rounds each from behind low cover of police car, grab the fallen officer by the collar with your weak hand and drag him to behind cover at P3 while engaging T3-T5 with strong hand only **ON THE MOVE**. Once safely behind cover at P3, engage T6-T9 freestyle. Drop leg must fall to expose T9

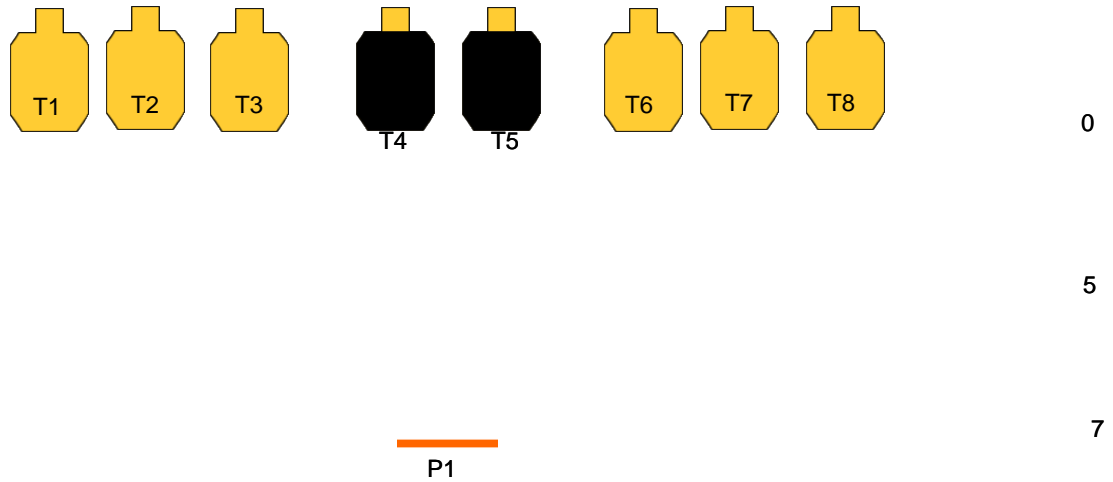
T1-T2, 5-7 yds. T3-T5, 5,7,10 yds. T6-T8, 5,7,10 yds

Note: T3-T5 may not be re-engaged from behind cover at P3



Stage 6 - Cowboy Action at Swampwater

RULES: IDPA Rules	COURSE DESIGNER: Darrell Morgan
START POSITION: P1, Loaded to Division Capacity, holstered (PCC low ready).	
SCENARIO: You have just arrived at Swampwater's only church for your weekly dose of fire and brimstone preaching, when you're confronted by Bad Nose Bill and his gang of desperate, antifa gunslingers. Take them out, Texas style - STRONG HAND ONLY.	SCORING: Limited
	ROUND COUNT: 16
PROCEDURE: At the signal, draw and engage T1-T8, 2 shots each, strong hand only.	TARGETS: 08
	DISTANCE: 7 yds.
	SCORED HITS: Best 2, each target.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



8 Targets
8 Target Stands
1 Fault Line