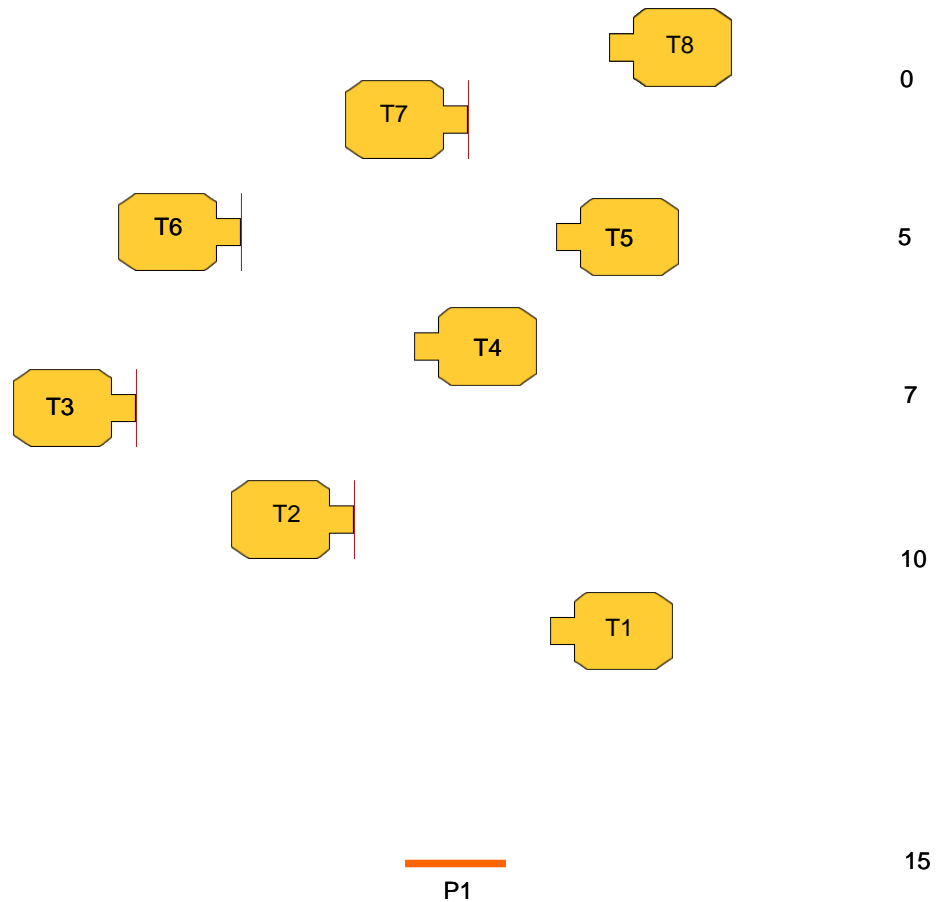


Stage 1 - Bear Charge

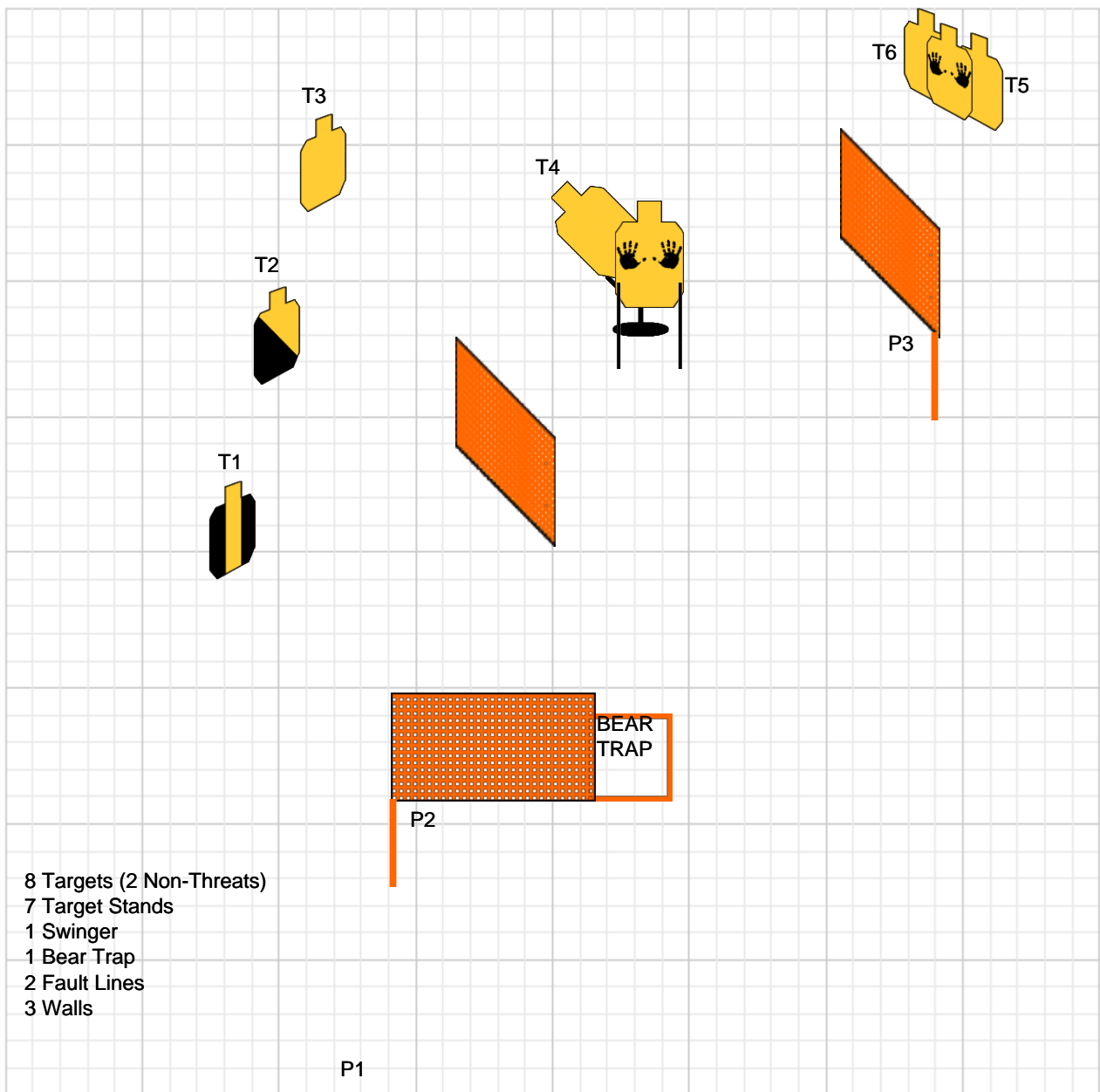
RULES: IDPA Rules	COURSE DESIGNER: Roy Bejsovec
START POSITION: P1, Division Capacity, holstered (PCC low ready)	
SCENARIO: You and your significant other are enjoying an afternoon stroll in the Ocala National Forest. You emerge from the trees into a meadow, and happen upon two large black bears fighting for supremacy. They notice you and hear the dinner bell. Repel the bears....two shots each.... PROCEDURE: At the signal, engage targets T1-T8 in tactical priority.	SCORING: Unlimited
	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 5 -15 Yards
	SCORED HITS: 16 - Best 2, each target.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



- 8 Targets
- 8 Target Stands
- 1 Fault Line
- 1 Orange Stake

Stage 2 - Parking Lot Pain

RULES: IDPA Rules	COURSE DESIGNER: Roy Bejsovec
START POSITION: P1, loaded to division cap, holstered (PCC low ready), hands relaxed at sides.	
SCENARIO: You are attacked while walking to your car in a parking lot; get home safe...	SCORING: Unlimited
PROCEDURE: At the signal, draw and move to P2 and engage T1 - T3. Move to P3, tripping the bear trap and engaging T4 on the move. Engage T5 and T6 from cover at P3. Minimum of 2 Rds per target. Best 2 scored.	ROUND COUNT: 12
	TARGETS: 06
	DISTANCE: 5, 10, 15 yards
	SCORED HITS: 12, Best 2 each target.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



Checkout at Walmart

RULES: IDPA Rules

COURSE DESIGNER: Bryan Scott

START POSITION:

P1, back to the targets. Hands in sink (on table), holstered, (PCC on table). First magazine loaded with 6 rounds.

SCENARIO:

You're in Walmart's rest room, washing your hands. The door bursts open, and two armed thugs position themselves behind you, telling you to put your hands in the air. As you do, you think you hear gun shots in the store.

PROCEDURE: At the signal, TURN, draw, and fire two shots to the body, one to the head T1-T2 STRONG HAND ONLY. Move to P2 and engage T3-T4, two shots each from cover. Move to P3, tripping the bear trap on the way. From P3 engage T5 & T6, two shots each.

SCORING: Unlimited

ROUND COUNT: 14

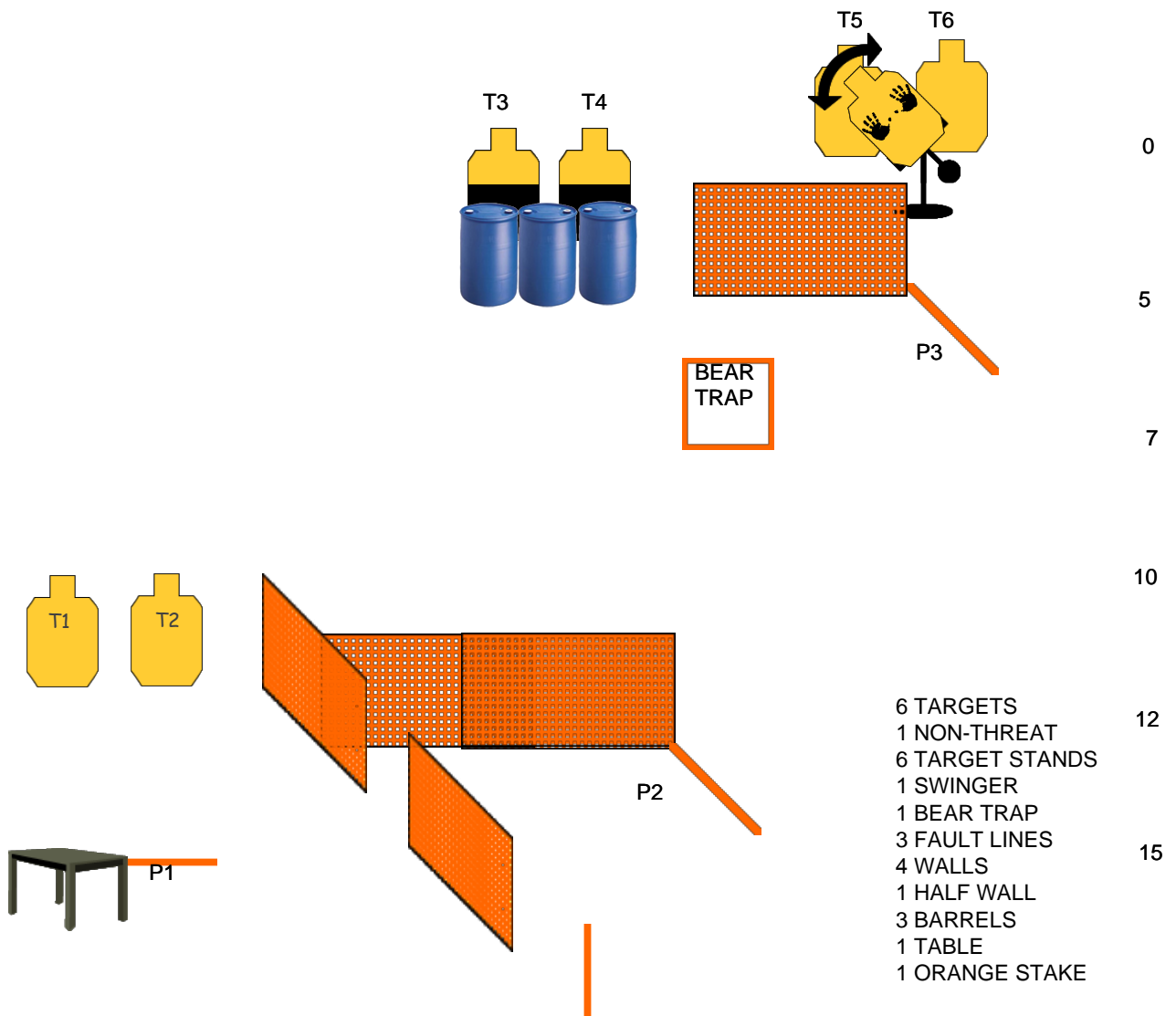
TARGETS: 06

DISTANCE: 3 - 7 Yds

SCORED HITS: T1&2-Best 2 body/1 head shot; best 2 T3-6

CONCEALMENT: Required

NOTES:





Lake County IDPA
Stage 4 - Light My Fire
 Course Designer: *Mark Carey*

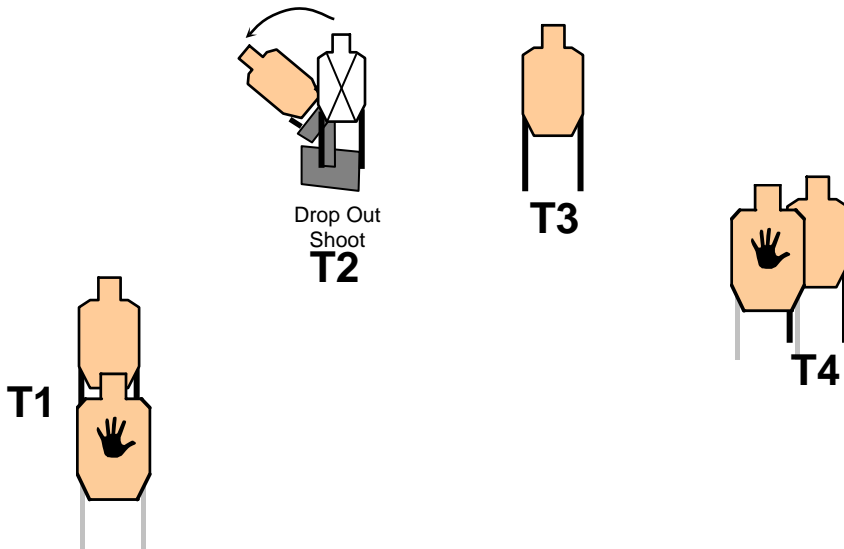


SCENARIO: You are camping with your spouse and 3 children. Around midnight you hear strange voices and muffled cries. You grab your gun and flashlight to investigate and discover 4 armed men have grabbed your children. Engage bad guys and rescue your children.

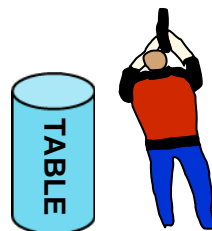
GUN READY CONDITION: Flashlight in weak hand.
 Gun loaded to division capacity, holstered. Magazines on body loaded to division capacity.

STRINGS: 1
SCORING: 13 rounds min, drop leg must fall
TARGETS: 4 threat, 3 non threat
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not required
 T1-5yd, T2&3-10 yd, T4-7 yd

STAGE PROCEDURE: At the audible, draw and engage T1 through T4 with three rounds each. Drop leg must fall to expose T2. [To avoid procedural errors, flashlight must be pointed at each target while engaging (simulating night-time conditions). Lateral movement along forward line permitted. There is no cover.



Do not move forward of this 10 yd line.



Gas Station Rumble

RULES: IDPA Rules

COURSE DESIGNER: Ross Quarnoccio

START POSITION:

P1 hands relaxed at sides. Weapon loaded with only 8 rounds to simulate the most common CW and holstered (PCC low ready). All other magazines are loaded to 7 rounds and in your car.

SCENARIO:

You are evacuating ahead of the "strongest hurricane ever recorded". Following filling one tank and draining the other, you are on the way back to your car when you encounter a gang of looters heading toward the evacuated land of opportunity. Be a good neighbor and eliminate the threat.

PROCEDURE:

At the signal, open the door, step though, and use your remote to unlock your car. Engage T1 and T2 while moving to P2, grab and drag your buddy to cover. At P2, engage T3 and retrieve your other magazines. Activate the bear trap and engage T4 and T5 while moving, rescue the frightened child and continue to P3. Engage T6-8 using available cover while holding the child.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 08

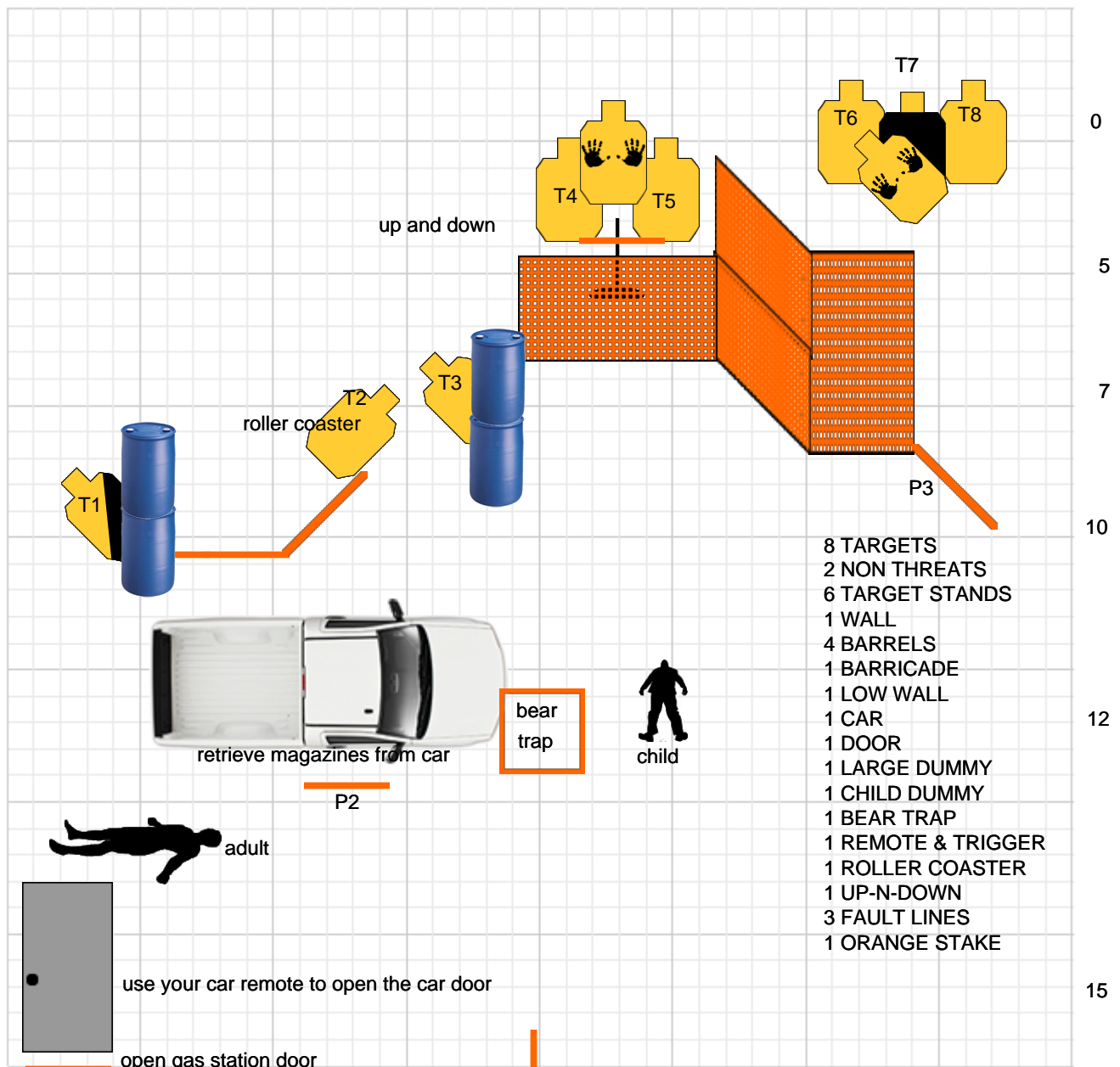
DISTANCE: 3-7 YDS.

SCORED HITS: Best two, each target

PENALTIES:

CONCEALMENT: Yes

NOTES:





Lake County IDPA Stage 6
Doing the Foxtrot in Mozambique



Course Designer: *Mark Carey*

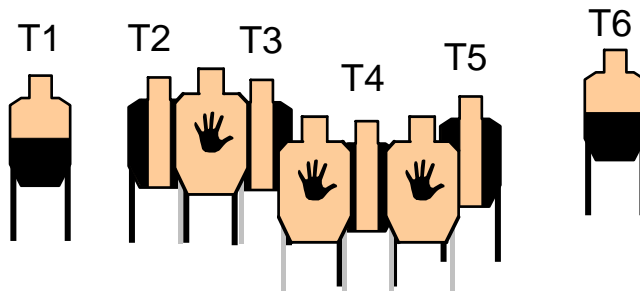
SCENARIO: All those ballroom dance lessons are FINALLY paying off! Use the rhythm of the Foxtrot dance (Quick-Quick-Slow) to dispatch these party crashers with two to the body and one to the head.

GUN READY CONDITION: Standing at P1, gun at low ready loaded with 6 rounds. Magazines on body loaded with 6 rounds

STRINGS: 1
SCORING: 18 rounds min, Limited
TARGETS: 6 threat, 3 non threat,
SCORED HITS: 2 to body 1 to head per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
 T1-T6, ~ 7 yards from P1

STAGE PROCEDURE: At the buzzer, engage T1 and T2 with two rounds to the body and one to the head with weak hand only. Reload and repeat on T3 and T4 freestyle. Reload and repeat on T5 and T6 strong hand only. Remember the Foxtrot: Quick Quick Slow to get a perfect score!

NOTE: PCC will shoot offside, freestyle, offside.



P1

Its A Long Shot

RULES: IDPA Rules

COURSE DESIGNER: Ross Quarnoccio

START POSITION:

At P1 Facing down range, Hands at side, Loaded to division capacity

SCENARIO:

Hunting with a handgun drill

PROCEDURE:

At the buzzer draw and engage T1-T3 with six shots each.

SCORING: Limited

ROUND COUNT: 18

TARGETS: 03

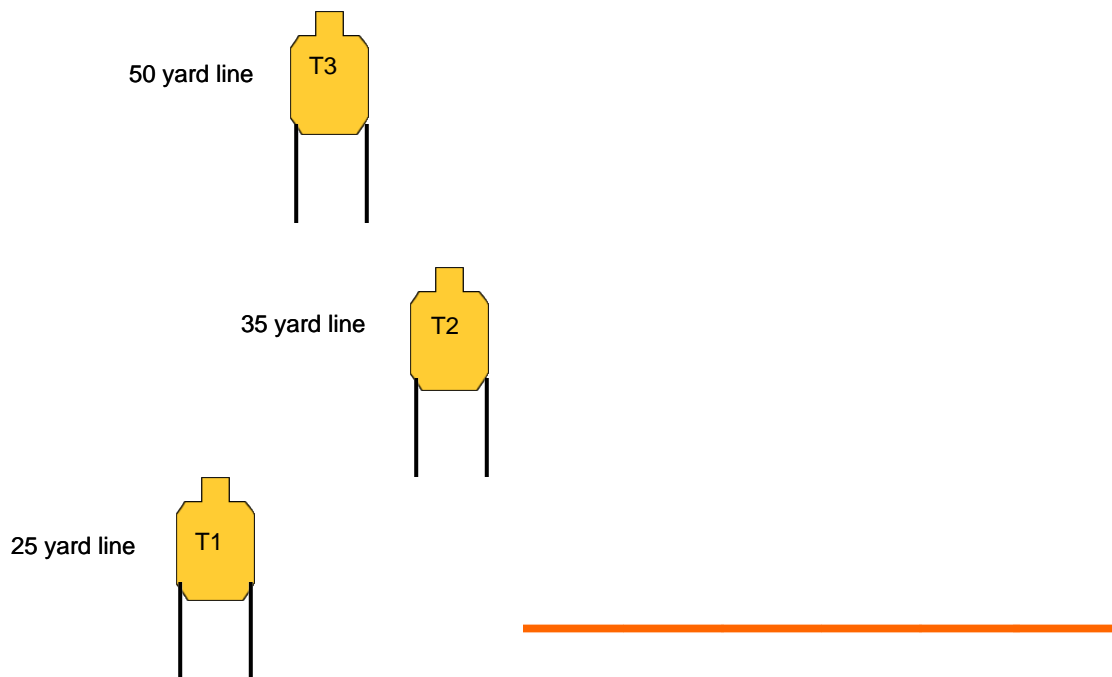
DISTANCE: 20-45 yards

SCORED HITS:

PENALTIES:

CONCEALMENT: No

NOTES:



Starting at the
5 yard line

P1

