



Stage Name: Keep 'Em Guessing
Stage #1

Lake County Florida IDPA

Scenario: While at the mall, gang bangers charge in. Moving to your wife while navigating cover from columns. Shooting from both sides of cover to keep 'em guessing where you'll pop out next.

Gun Ready Condition: Loaded to division capacity and holstered.
At P1, hands relaxed at sides.

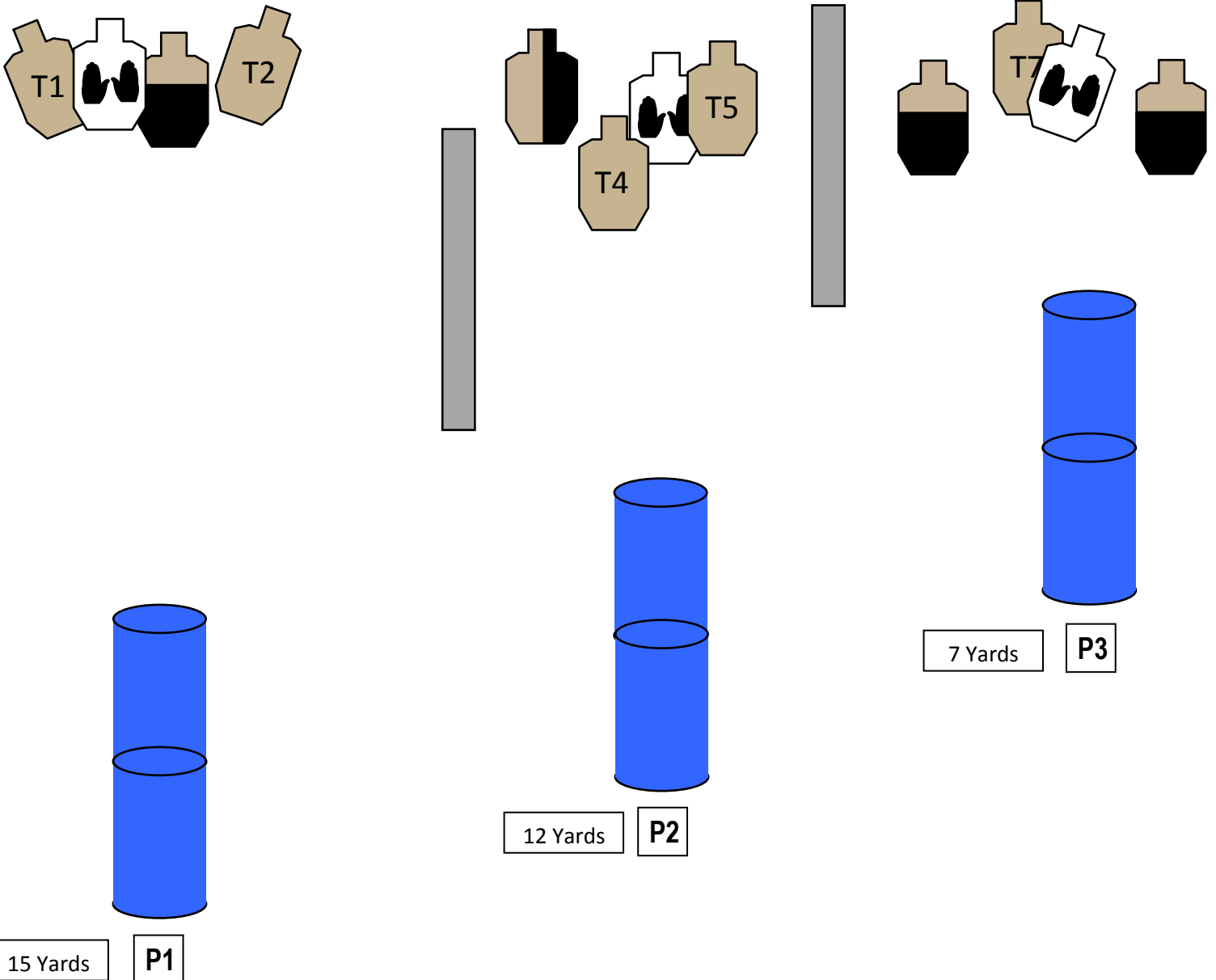
STRINGS: One
SCORING: Unlimited
TARGETS: 9
SCORED HITS: 18
CONCEALMENT: Required
DISTANCE: 7 – 15 yards

Stage Procedure: At the buzzer, engage T1 from one side of barrel, engage T2 from other side of barrel, and engage T3 back to other side of barrel.

Move to P2 and perform same sequence (back and forth) as you engage T4, T5, and T6.

Move to P3 and perform same sequence (back and forth) as you engage T7, T8, and T9.

Each target must be engaged from the opposite side of barrel that previous target was engaged.



Stage 2 - I Don't Know, Run & Gun?

RULES: IDPA Rules

COURSE DESIGNER: Ross Quarnoccio

START POSITION: Standing at P1, gun holstered with a loaded 3 round mag, Second mag loaded to 3 rounds, Third mag loaded with six rounds

SCENARIO:

Drill

PROCEDURE:

At signal, draw and engage T1 with 3 rounds Two body One head. Reload with a 3 round magazine and engage T2 with Two to the body and One to the head. Reload with a six round magazine and engage T3-T4 with 3 shots each, while moving forward to P2.

SCORING: Limited

ROUND COUNT: 12

TARGETS: 04

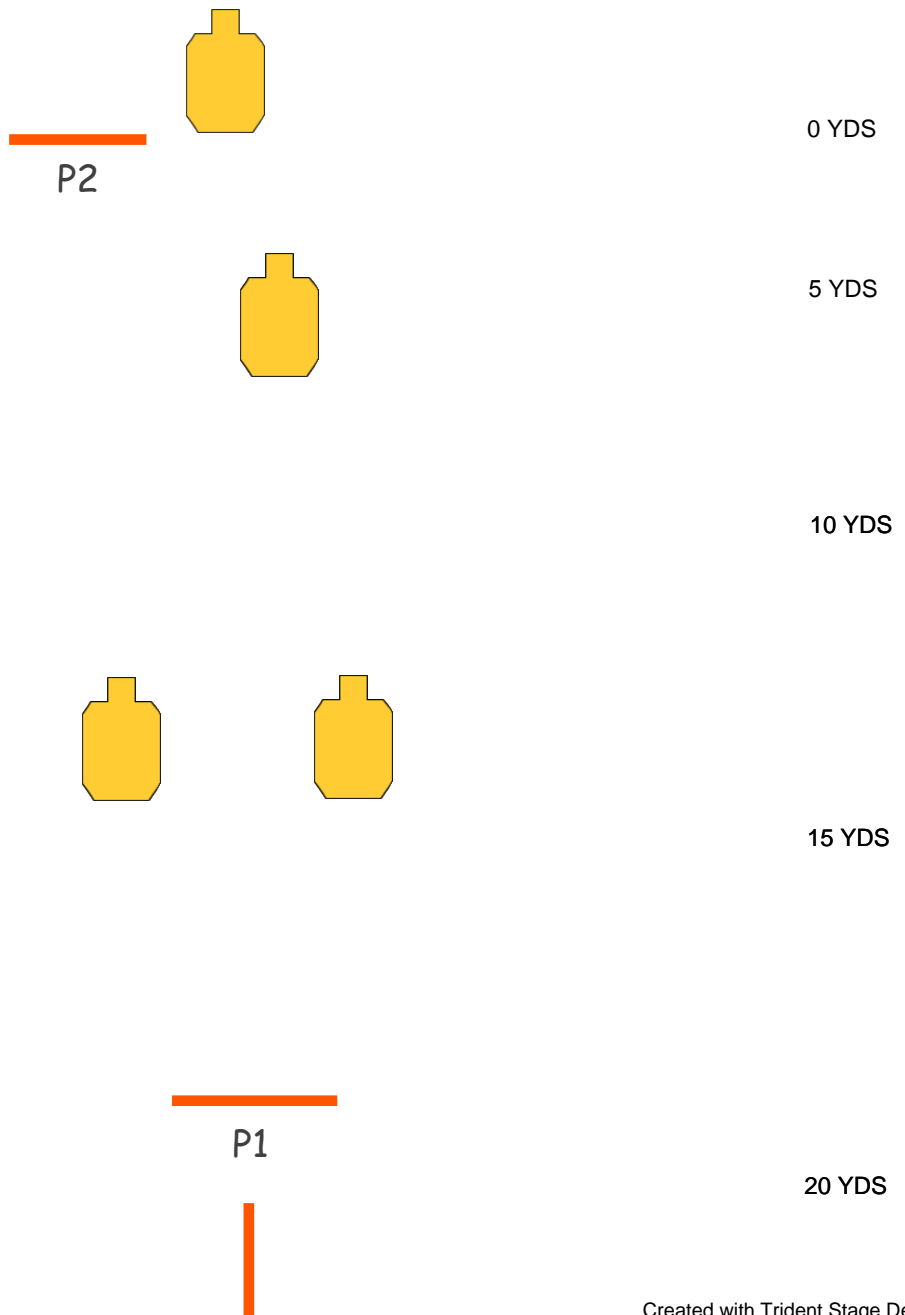
DISTANCE: 10-20

SCORED HITS: 12

PENALTIES:

CONCEALMENT: No

NOTES:





Lake County IDPA
Stage 3 - John Wick Standards
 Course Designer: *Mark Carey*

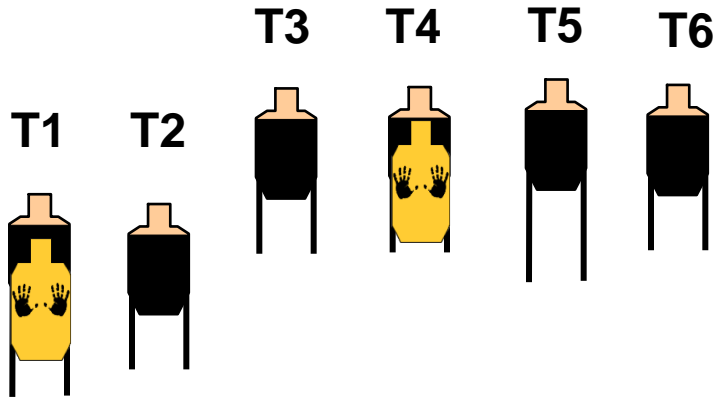
SCENARIO: Have you ever noticed in the two John Wick movies that he almost always goes for head shots. He is a one and done shooter before he moves on to the next bad guy! This stage envisions what his practice sessions might look like – and it's right out of today's headlines. More and more bad guys are wearing body armor, including the recent church shooter in TX.

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

STRINGS: 1
SCORING: 12 rounds, Limited
TARGETS: 6 threat, 2 non threat,
SCORED HITS: 2 to the head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the signal, engage T1 and T2 with two rds to the head with weak hand only. Engage T3 and T4 with 2 rds to the head, freestyle. Engage T5 and T6 with 2 rds to the head, strong hand only. Reload as required. Limited stage.
NOTE: PCC will shoot offside, freestyle, offside.

T1 & T2 – 7 yds
 T3-T6 – 10 yds





Lake County Florida IDPA

Stage Name: Christmas Carolers gone bad

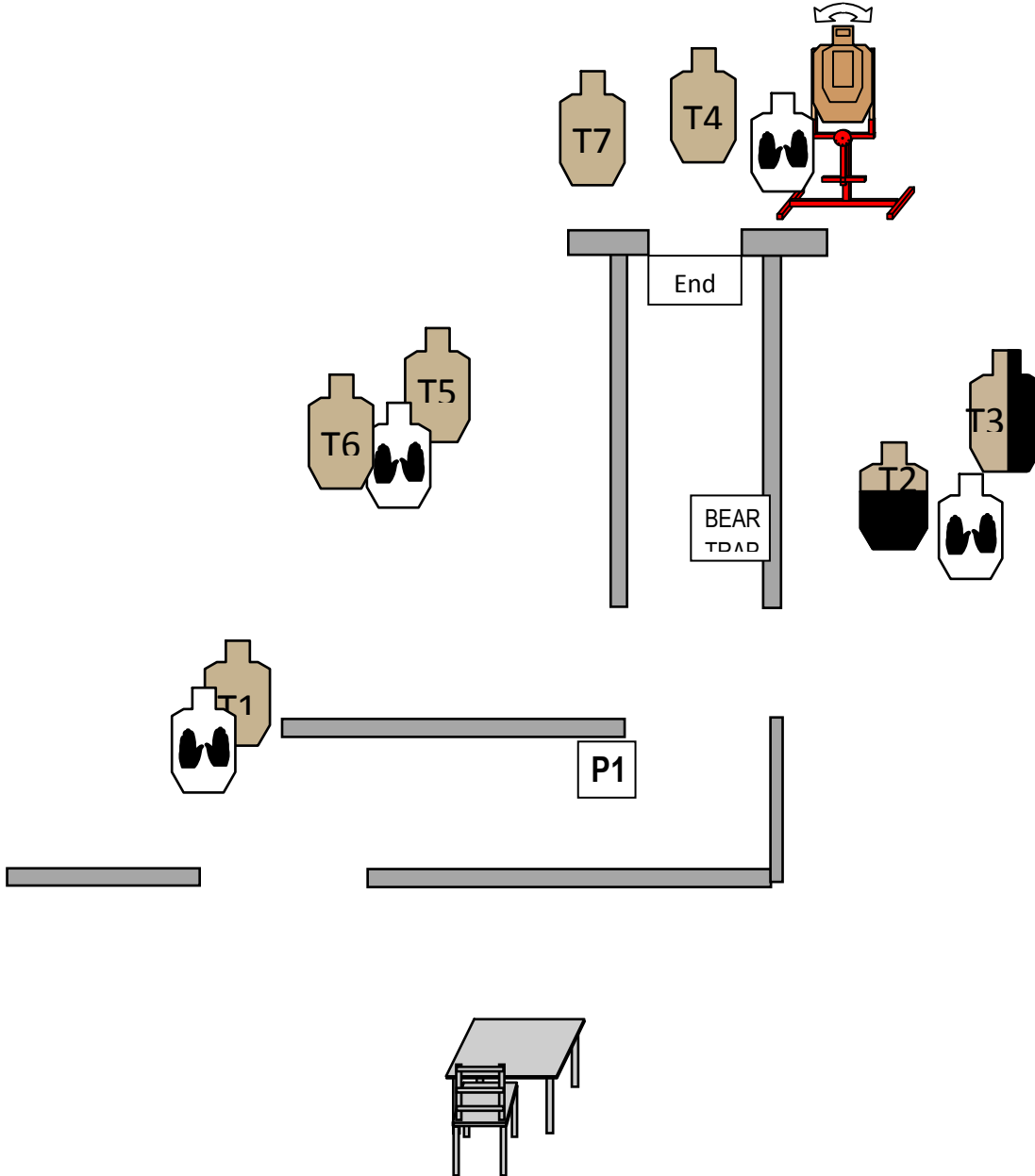
Stage # 4

Scenario: You are sitting in your garage making rounds for the next match when a group of thugs posing as Christmas carolers start trying to get in your house. Defend your castle

Gun Ready Condition: Loaded to division capacity and holstered.

STRINGS:1
SCORING: Unlimited
TARGETS: 8
SCORED HITS: 16
CONCEALMENT: Not Required
DISTANCE: 3-10 yards

Stage Procedure: At the signal stand, draw and navigate to P1 engaging any targets you may encounter. Clear the rooms as you go and using available cover. Move down the hallway activating the bear trap and engage T7 & T8 when visible.





Lake County IDPA
Stage 5 - Coming and Going
Course Designer: Mark Carey



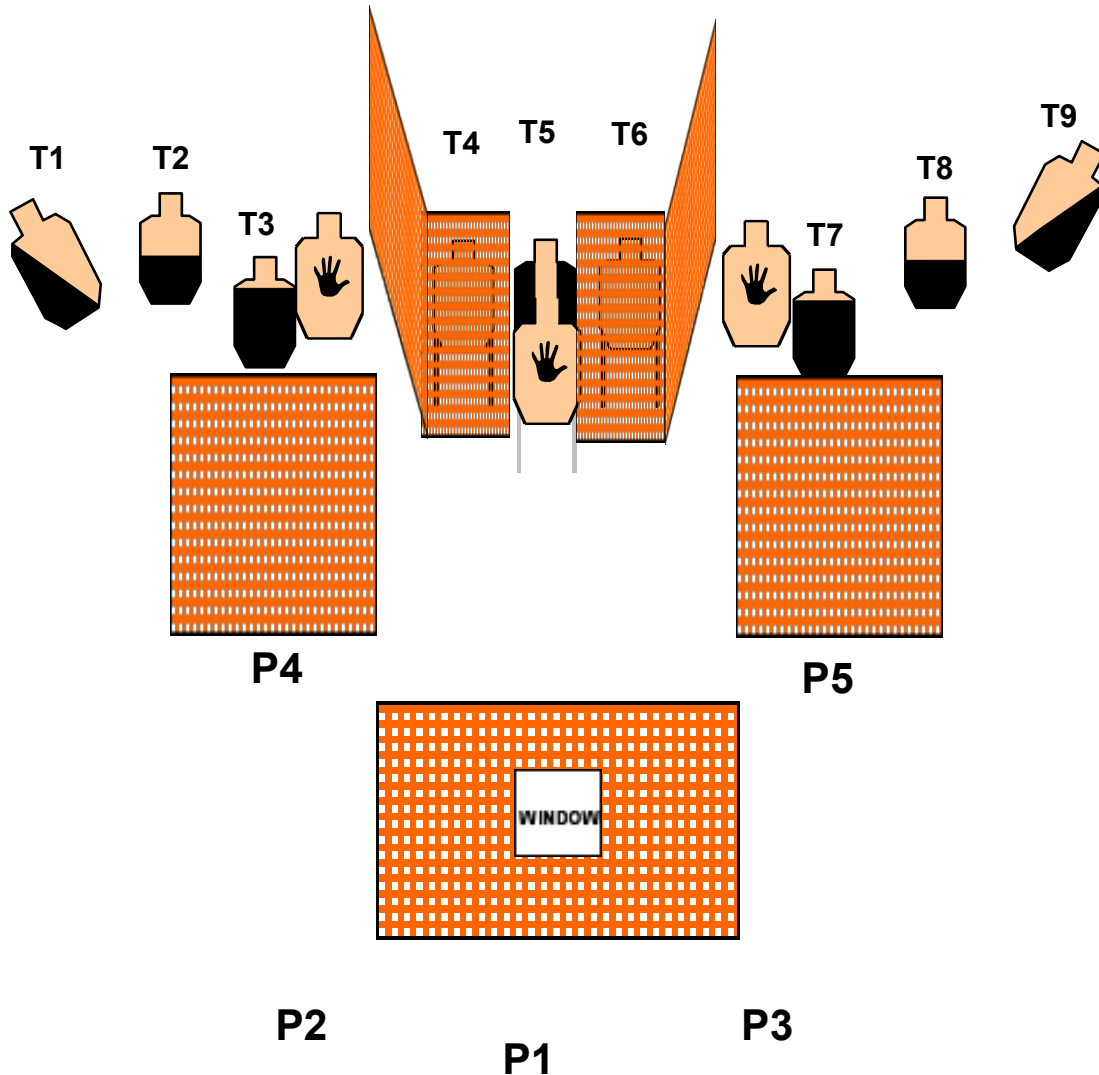
SCENARIO: You are at a hotel and bad guys are coming for you from every direction. Fight your way across the lobby to protect your family. Your decisions will determine whether you live or die. As you move in one direction, bad guys are exposed from the opposite. WTF!!!

GUN READY CONDITION: Gun loaded to division capacity, holstered. Ammo carriers on body

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 3 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: From P1, engage T5 and then all remaining targets from available cover or on the move as they are exposed.

Note: T2-T4 and T6-8 behind wall and not visible from P1-P3





Lake County IDPA
Stage 6 - Stay of Execution
Course Designer: Mark Cobia

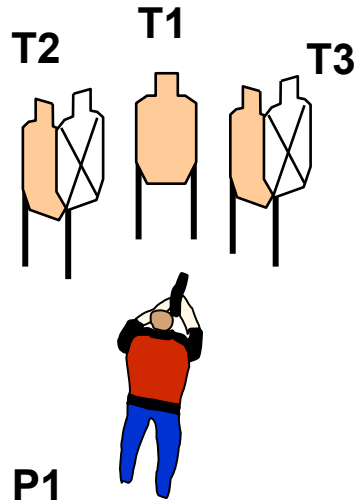


SCENARIO: You're out for dinner with your wife and daughter, when you let three thugs get the drop on you in the parking lot. All three are armed, and they force you to get down on your knees and keep your hands in the air while they collect your valuables. The leader is clearly T2, and he decides that you don't have enough of value and wants to just shoot you. All three begin to argue, and that's your chance.

GUN READY CONDITION: Loaded to division capacity and holstered.

STRINGS: 1
SCORING: 9 rounds min, Unlimited
TARGETS: 3 threat, 2 non threat
DISTANCE: 3 yards
SCORED HITS: Best 3 per paper, 2 to the chest & one to the head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Shooter loads and makes weapon ready, holsters, and then gets on both knees. Hands are in a surrender position, shoulder high. At the audible, draw your weapon and engage T1 first with two rounds to the chest and one to the head. Then engage T2 and T3 in any order, two to the chest and one to the head. All targets engaged while on your knees. Shooter may engage while standing and incur one procedural penalty.



Stage 7 - No Decision

RULES: IDPA Rules

COURSE DESIGNER: Rossq Quarnoccio

START POSITION:

Facing up range loaded and holstered at division capacity.

SCENARIO:

Hobson's Choice - Skills Drill

PROCEDURE:

Starting at P1 turn and engage T1-4., one shot each.

Then move to P2 and reengage T1-4 Strong hand only, one shot each

Then move to P3 and reengage T1-4 Weak hand only, two shots each.

Targets are separated by 4 yards

SCORING: Limited

ROUND COUNT: 16

TARGETS: 04

DISTANCE: 3-17

SCORED HITS: 16

PENALTIES:

CONCEALMENT: No

NOTES:

