

POWDER BURNER

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

Facing up range hands above sholders, Loaded to division capacity

SCENARIO:

You are out looking for a good time. ENJOY

PROCEDURE:

Engage all threats

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 09

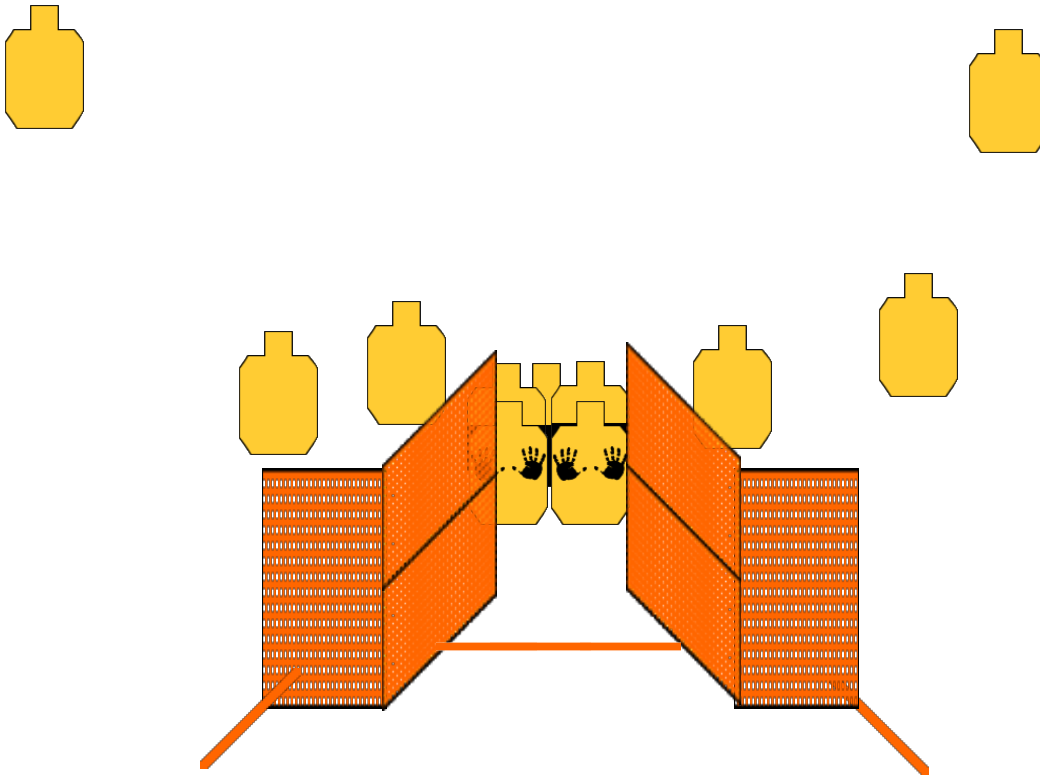
DISTANCE: 0-12 yards

SCORED HITS: best 2 hits

PENALTIES:

CONCEALMENT: No

NOTES:



P1



Lake County IDPA
Stage 2 - Trust Noone
 Course Designer: *Jon Lewis*

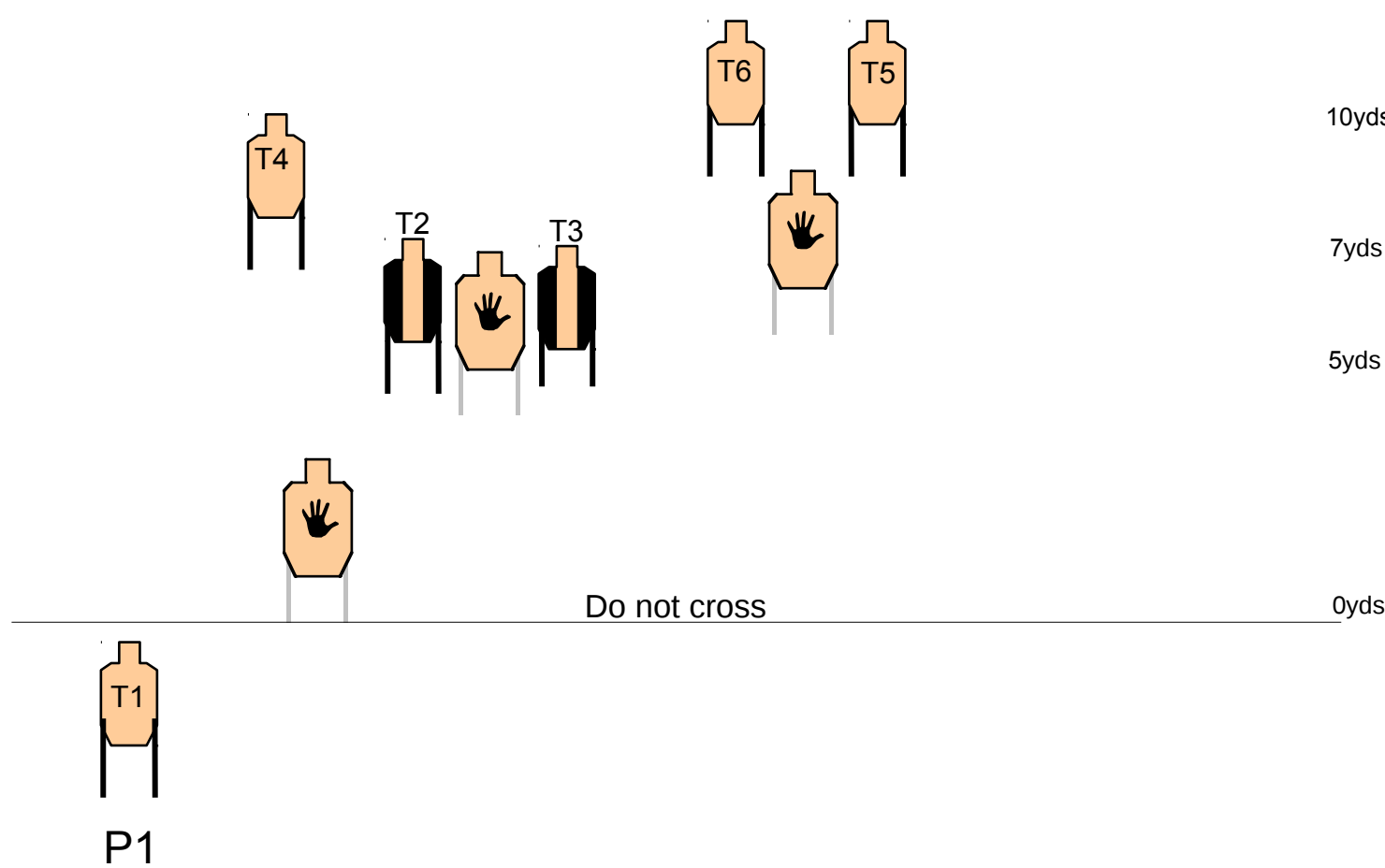


SCENARIO: Your group is turning on you. Pick off the bad guys while avoiding the ones who haven't turned [yet]. Don't let any live ones get behind you.

GUN READY CONDITION: Holstered, all mags to division capacity. Hands at sides. (PCC low ready)

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 6 threat, 3 non threat,
SCORED HITS: Best 2 on T1 + best 3 on T2-6
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting at P1, engage T1 with 2 shots from retention. Keeping every live one in front of you give T2-6 2 to the body, 1 to the head.



Go Fetch

RULES: IDPA Rules

Created By: Ross Quarnoccio

START POSITION:

At sitting at P1 gun is empty and holstered. THREE magazines downloaded to six

SCENARIO:

While sitting on the couch you hear noises in your house. as you go to investigate you realize your kids have played hid and seek with your magazines. Retrieve an engage.

PROCEDURE:

Engage all targets using available cover.

NOTE: This is an unlimited stage. You have 18 rounds and 16 scored hits. Thats two extra..hence unlimited hits on each target.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 09

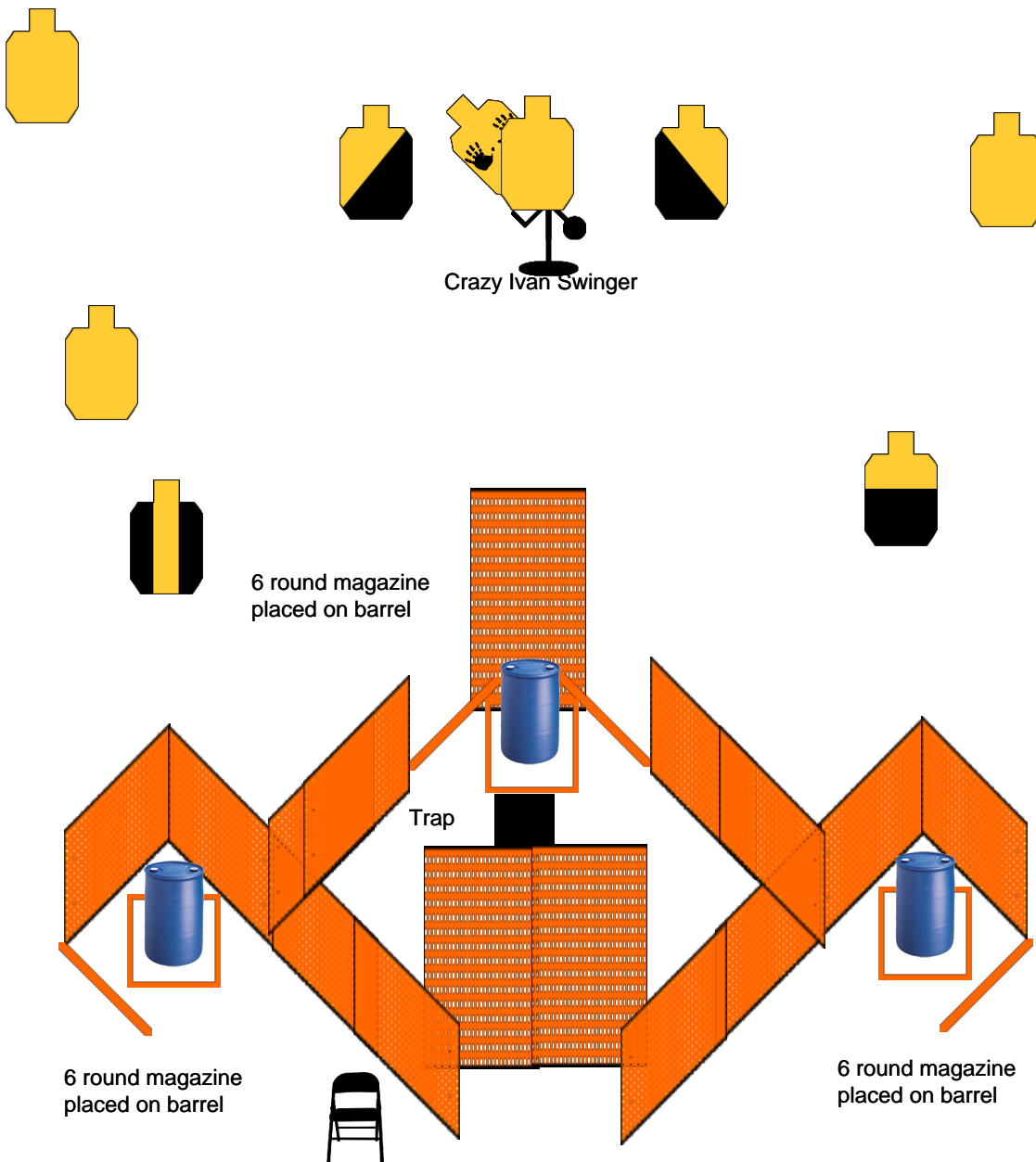
DISTANCE: 7-18 yards

SCORED HITS: Best 2 per target

PENALTIES:

CONCEALMENT: Yes

NOTES:





Lake County IDPA Stage 4 - Bermuda Triangle

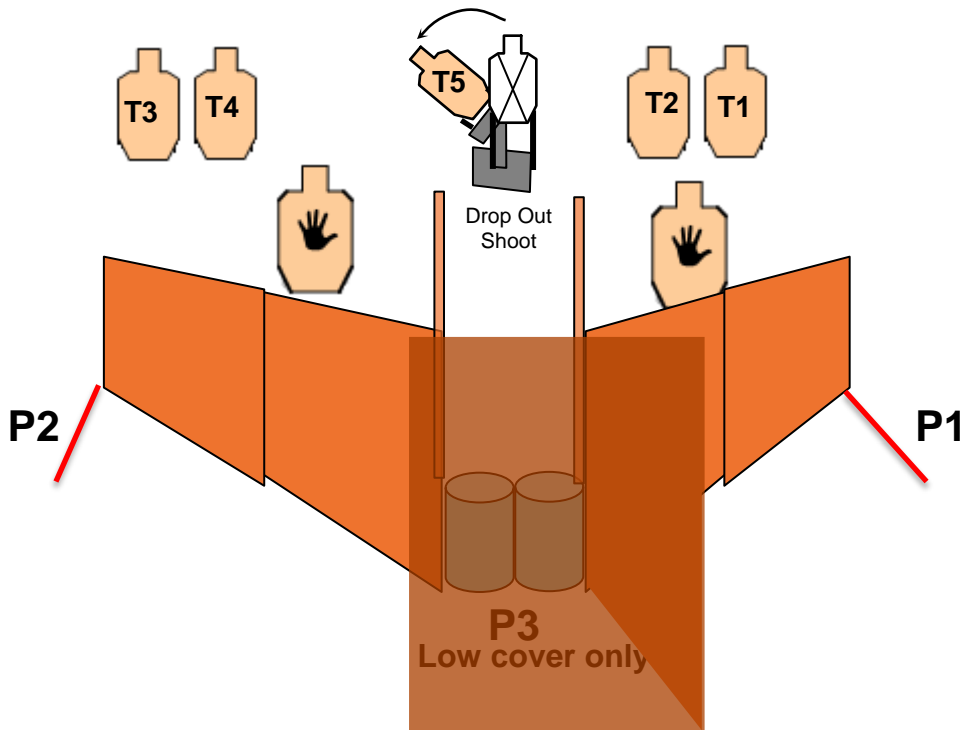
Course Designer: *Mark Carey*

SCENARIO: Objects get lost and never found in the Bermuda Triangle. The only thing you are going to miss are the targets and that damn drop leg. Take your chances and defy the odds.

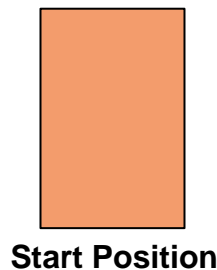
GUN READY CONDITION: Start behind barrier with gun loaded to division capacity

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 5 threat, 2 non threat,
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
DISTANCES: 7-12 yds

STAGE PROCEDURE: At the buzzer, shooter moves from behind barricade and engages targets per IDPA rules from P1, P2, then P3. Drop leg must fall to expose T5.
 P3 is low cover only and must be last shooting position per IDPA 6.6.13.



Setup Notes: T3, T4 & T5 are not visible from P1; T1, T2 & T5 are not visible from P2; T2 and T4 are not visible from P3.





Lake County IDPA Stage 5 - Window Washer



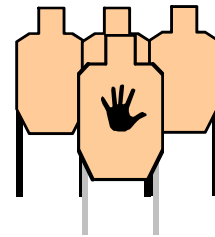
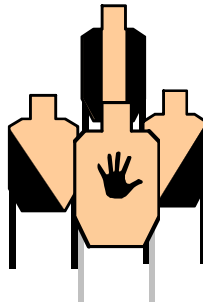
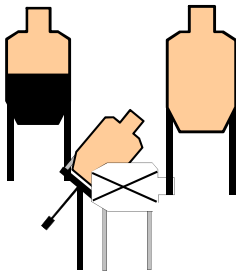
Course Designer: *Mark Carey*

SCENARIO: You are washing windows in a high rise when you notice several offices being trashed by thugs, who are robbing and beating employees. Take em out before your Windex streaks.

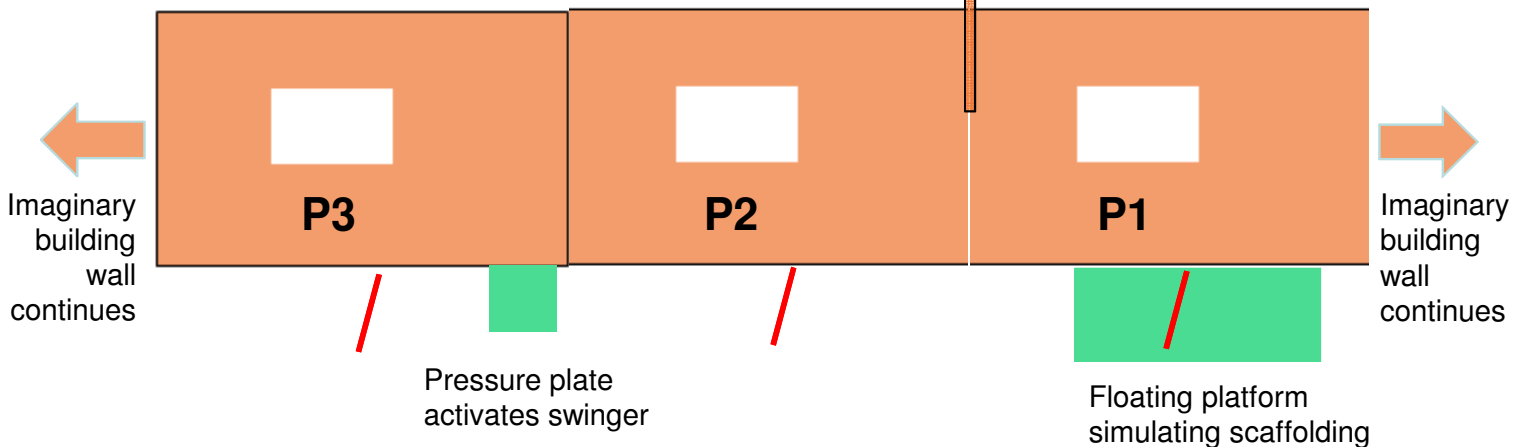
GUN READY CONDITION: Starting at P1, standing on floating platform (simulating scaffolding), gun loaded to division capacity, holstered, bucket in strong hand, facing up range.

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
DISTANCE: 7,10,15 yds

STAGE PROCEDURE: At the signal, turn, drop the bucket and engage all targets through the open windows per IDPA rules.



SETUP NOTES: Only the forward target array can be seen from each firing point. Adjust barriers/walls accordingly.





Lake County Florida IDPA

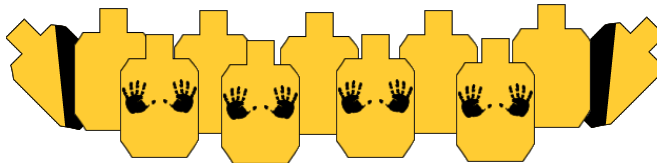
Stage Name:
Keeping it tight
Stage # 6

Scenario: Skills drill

Gun Ready Condition: Loaded to division capacity, holstered and concealed

Stage Procedure: At the signal draw and fire 1 round to the body of each target and then fire one to the head of each target.

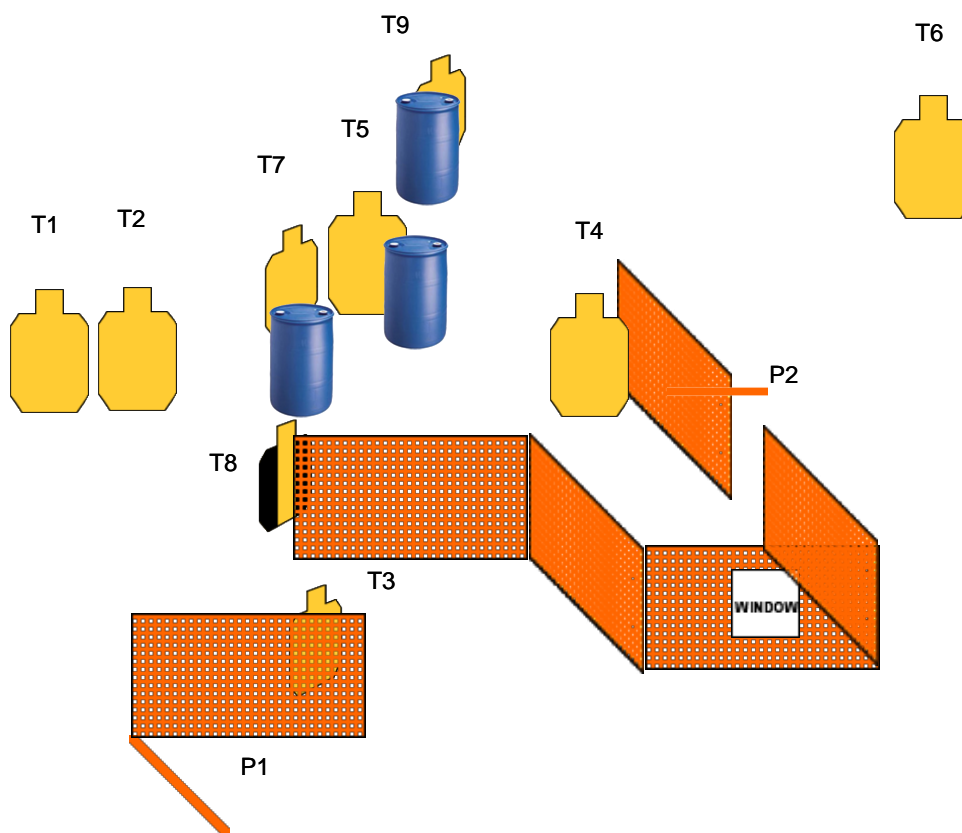
STRINGS: 1
SCORING: Unlimited
TARGETS: 7
SCORED HITS: 14
CONCEALMENT: Required
DISTANCE: 7 yards



P1

Stage 7 - Pop Tarts Aisle 7

RULES: IDPA Rules	COURSE DESIGNER: Chuck Linn
START POSITION: Standing at P1 behind cover with gun holstered (PCC low ready) and loaded to division capacity. Hands at sides.	
SCENARIO: The EPA has been gutted. Dumping of hazardous industrial waste is unchecked. Multiple superfund sites exist in every county in every state. Many sights provide a safe haven for the poor, sick, old, homeless and for illegal immigrants. And, a new form of life has emerged that is "zombie like" but also heavily armed and pissed. So today you've been asked to pick up Pop Tarts on your way home from work but you notice more than the usual Walmartians at Walmart. And then, they begin firing at you.	
PROCEDURE: From P1, at the signal, engage T1 and T2 from cover. While moving to P2, engage T3, T4, T5, T6, T7 and T8 as they become visible. From P2, engage T9 from cover.	
SCORING: Unlimited	
ROUND COUNT: 18	
TARGETS: 09	
DISTANCE: All 10 Yards + except T3 which is 7 yards.	
SCORED HITS: Best 2 on each target.	
PENALTIES:	
CONCEALMENT: Yes	
NOTES:	



- EQUIPMENT:**
- 6 - Full Walls (one with window)
 - 3 - Barrels
 - 9 - Targets (one painted)
 - 9 - Target Stands
 - 18 - Target Sticks
 - 2 - Red Fault Sticks
 - 1 - Orange Boundary Stake