



Lake County Florida IDPA

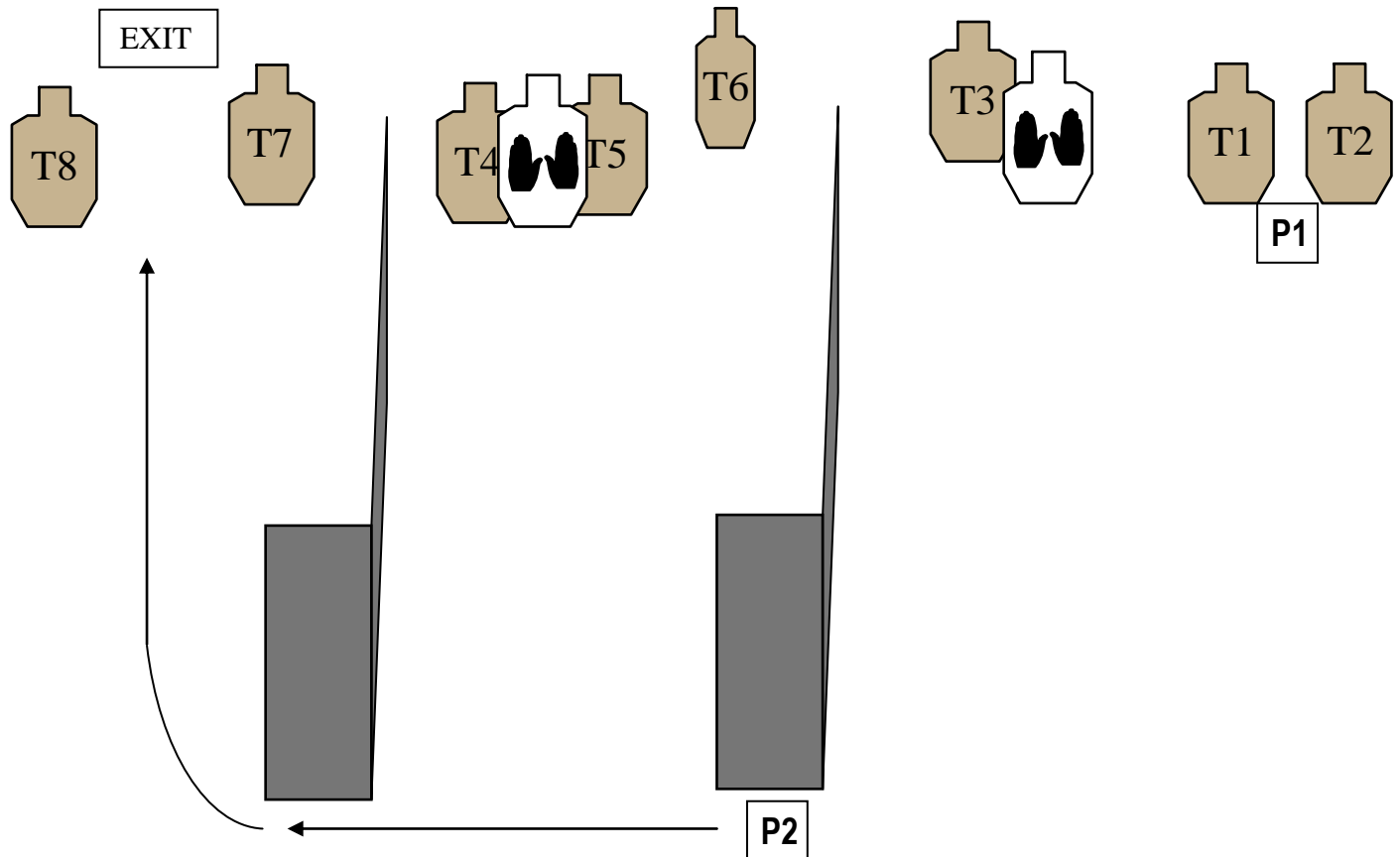
Bug Out at the Book Store  
Version # 3  
Stage # 1

**Scenario:** At the book store, standing with your new book, you realize a gang has just entered and you are the first on their list. Fight your way to the nearest exit ASAP.

**Gun Ready Condition:** Loaded to division capacity and holstered.  
**Ready Position:** Standing with book in strong hand, facing T1 and T2.

**Stage Procedure:** At the buzzer, drop your book and engage T1 and T2 from retention with 2 shots each min. Engage T3 with 2 shots min. (on the move) while retreating to P2. From P2 engage T4 – T6 with 2 shots min. each. After engaging T4 – T6, make a mad dash for the exit. Upon clearing the corner, you run into last 2 bad guys. **T7 and T8 gets 3 shots min. as you advance to exit (on the move).**  
**SEE NOTE BELOW!!!**

**STRINGS:** One  
**SCORING:** Unlimited  
**TARGETS:** 8  
**SCORED HITS:** 18  
**CONCEALMENT:** Required  
**DISTANCE:** 0 to 12 yards



NOTE: DO NOT ENGAGE T7 AND T8 IF YOU ARE AT OR PAST THESE TARGETS!!!

If you have reached the targets, you cannot stop and back up to re-engage.



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Stage Name: Skills with Cover

Stage # 2

Scenario: This is a cover and skills stage  
ALL TARGETS TO BE ENGAGED IN TACTICAL PROIRITY (SLICE THE PIE).

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

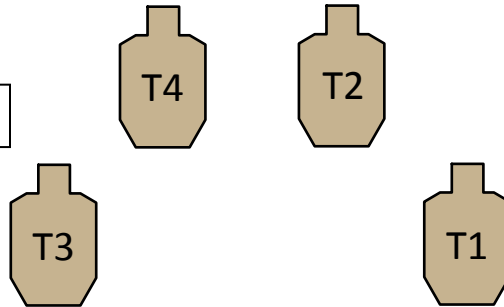
STRINGS: 1  
SCORING: Limited  
TARGETS: 4  
SCORED HITS:16  
CONCEALMENT: Required  
DISTANCE: 5 – 12 yards

Stage Procedure: At start signal, from P1 engage T1 and T2 from right side of barricade with 2 shots to body and 1 shot to head each. Then from left side of barricade engage T3 and T4 with 2 shots to body and 1 shot to head each.

Move to P2 and from low cover engage T1 and T2 from right side of barrel with 1 head shot each. Then engage T3 and T4 from left side of barrel with 1 head shot each.

NOTE: shooter may start from either left or right side at P1 and P2.

All targets 5' high to top of head.



P2

T1&T4 distance from P2 is 5 yds  
T2&T3 distance from P2 is 7 yds



P1

T1&T4 distance from P1 is 10 yds  
T2&T3 distance from P1 is 12 yds

# Stop for Gas

**RULES:** IDPA Rules

**COURSE DESIGNER:** Roy Bejsovec

**START POSITION:**

Start Position: At P1, squeegee in strong hand.

**SCENARIO:**

Scenario: You have stopped for gas. You have just finished pumping gas and cleaning the windows with the gas station squeegee that you got from the adjacent pump. Just as you return the squeegee, the gas station gets robbed and the robbers are looking to get away no matter who they hurt.

**PROCEDURE:**

Procedure: At the signal, drop the squeegee. From P1 move to available cover and engage the targets with 3 rounds each

**SCORING:** Unlimited

**ROUND COUNT:** 12

**TARGETS:** 04

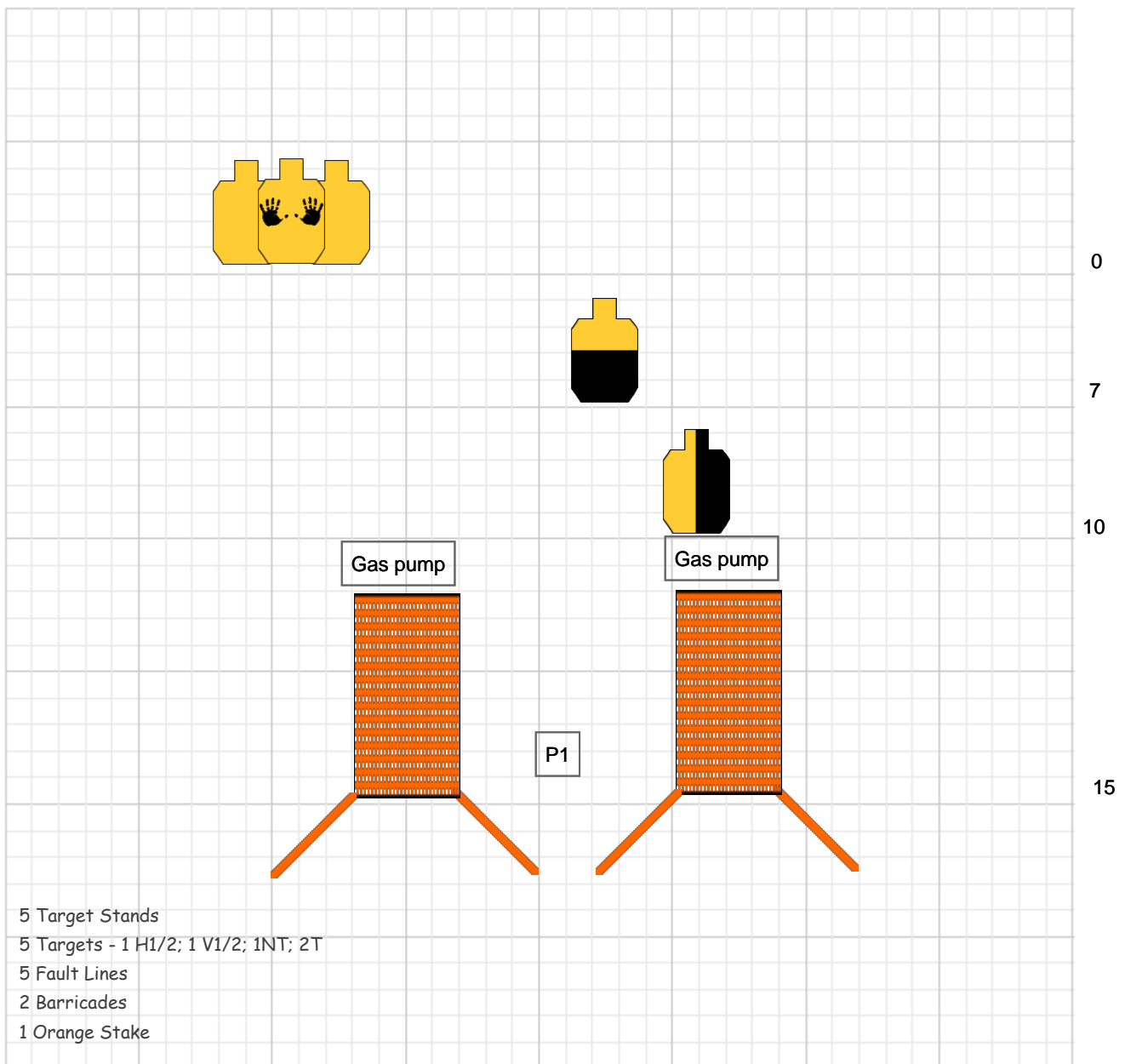
**DISTANCE:** 5, 8, 15 yards

**SCORED HITS:** Best 3 each target

**PENALTIES:** Per IDPA Rulebook

**CONCEALMENT:** Yes

**NOTES:** Special Notes: The non-threat is between the two threat targets and the targets are set 2 feet apart (clerk being taken hostage) Threat head shots are 100% available however center mass is less available (shoot through on non-threat possible but not on the threat targets)





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Stage Name:  
Shopping at the 7-day

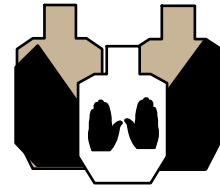
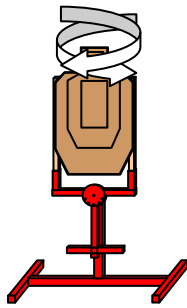
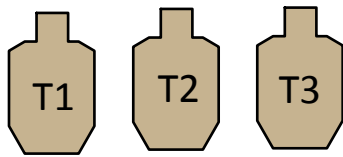
Stage: #4

Scenario: You walk into the local food 7-day store to find it over run with thugs. Eliminate them.

Gun Ready Condition: Gun holstered and loaded to division capacity.

STRINGS: 1  
SCORING: Unlimited  
TARGETS: 6  
SCORED HITS: 14  
CONCEALMENT: Required  
DISTANCE: 5-10 yards

Stage Procedure: Standing at P1, at the signal engage T1-T3 while advancing to P2 with two shots to the body. While advancing activate the bear trap and engage T4 with two shots. Engage T5&6 from cover with 2 to the body and one to the head.



P2

BEAR  
TRAP

P1

# Lots of Long Shots Stage 5

**RULES:** IDPA Rules

**COURSE DESIGNER:** KurtSchlicht

**START POSITION:**

P1 with hands relaxed at sides.

**SCENARIO:**

Thugs have taken hostages in two different corridors of the local mall and are trying to get out. Show them the way out.

**PROCEDURE:**

Starting at P1 move to either end of the barricade and engage each target with at least 2 rounds ea. using proper cover. Move to the other end of the barricade and engage each target with at least 2 round ea. using proper cover.

**SCORING:** Unlimited

**ROUND COUNT:** 16

**TARGETS:** 08

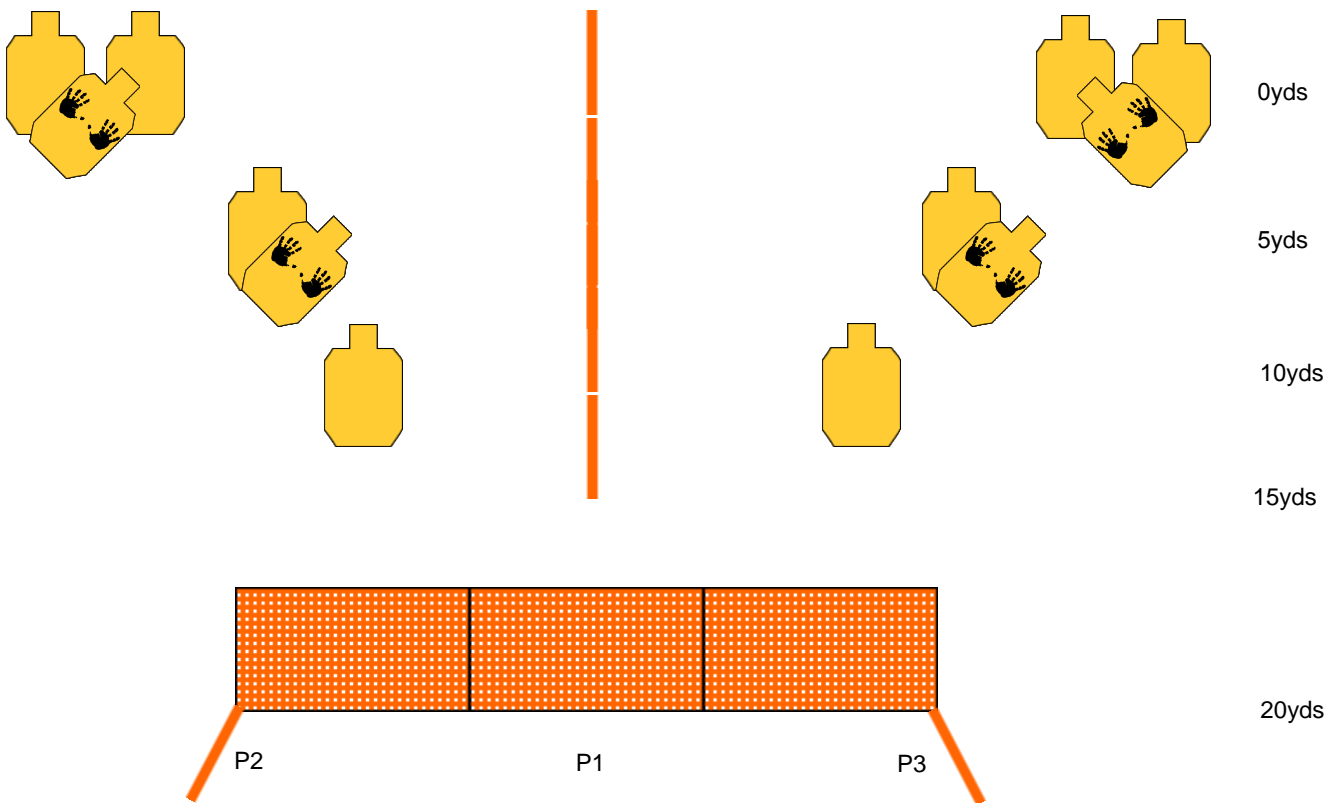
**DISTANCE:** 10-20yds

**SCORED HITS:** 16

**PENALTIES:** Standard

**CONCEALMENT:** Yes

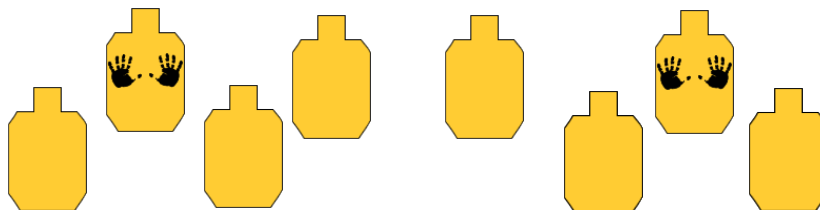
**NOTES:** Be careful to not break the 180 rule.



- 12 Targets - 8 Std.; 4 NT
- 12 Target Stands
- 6 Full Walls
- 2 Fault Lines
- 1 Orange Stake

# Stage 6-Back and Forth

<b>RULES:</b> IDPA RULES	<b>COURSE DESIGNER:</b> Bejsovec
<b>START POSITION:</b> Standing, arms relaxed at sides. Loading devices down-loaded to 6 rounds each.	
<b>SCENARIO:</b> IDPA Standards Stage.	<b>SCORING:</b> Limited
<b>PROCEDURE:</b> Draw and engage each target with one shot each strong hand only. Reload and engage with one shot each weak hand only. Reload and engage with one shot each strong hand only.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 06
	<b>DISTANCE:</b> 7 yards from P1
	<b>SCORED HITS:</b>
	<b>START/STOP:</b>
	<b>PENALTIES:</b> .
	<b>CONCEALMENT:</b> Yes
<b>NOTES:</b> .	



P1

8 Target Stands  
 8 Targets - 6 STD; 2 NT

# Stage 7 - Cardboard

**RULES:** IDPA Rules

**COURSE DESIGNER:** Chuck Linn

**START POSITION:**

Standing at P1 gun holstered and loaded to Division Capacity (PCC low ready). Hands at sides.

**SCENARIO:**

Armed cardboard bad guys have invaded your home intent on harming you and your family. Stop the threat.

**PROCEDURE:**

At the signal, engage T1 from cover. While moving to P2, engage T2, T3, T4 and T5, T6, T7 as they become visible. From P2 engage T8 and T9 from cover.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 09

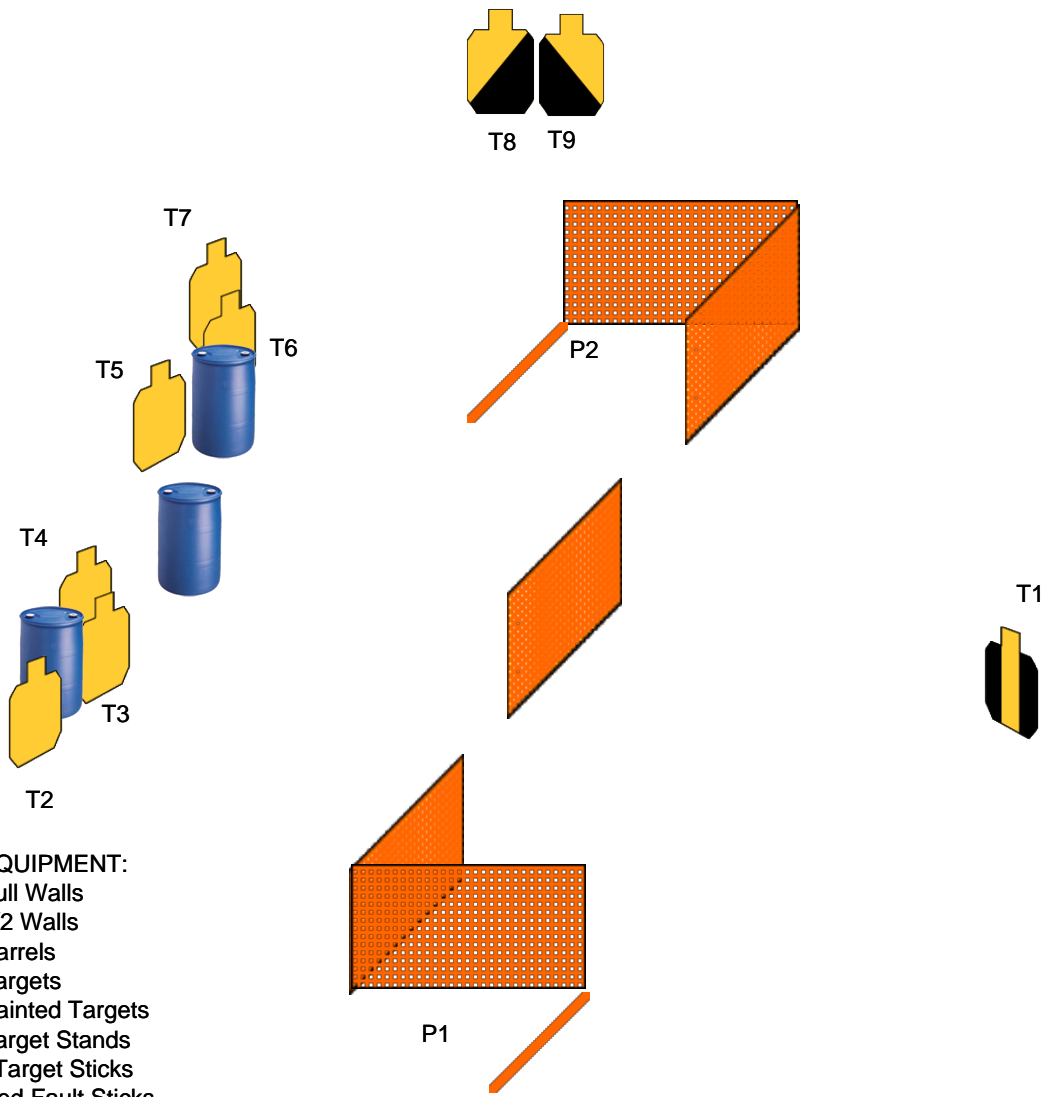
**DISTANCE:** 10 yards plus.

**SCORED HITS:** Best 2 on each target.

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



- EQUIPMENT:**
- 3 - Full Walls
  - 2 - 1/2 Walls
  - 3 - Barrels
  - 7 - Targets
  - 3 - Painted Targets
  - 9 - Target Stands
  - 18 - Target Sticks
  - 2 - Red Fault Sticks
  - 1 - Orange Stage Boundary Stake