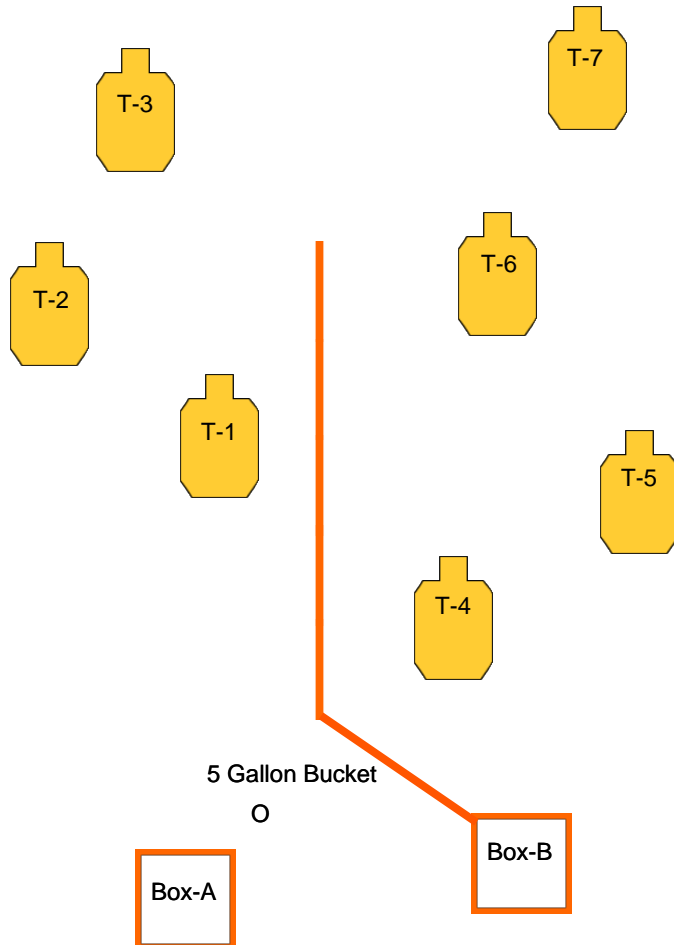


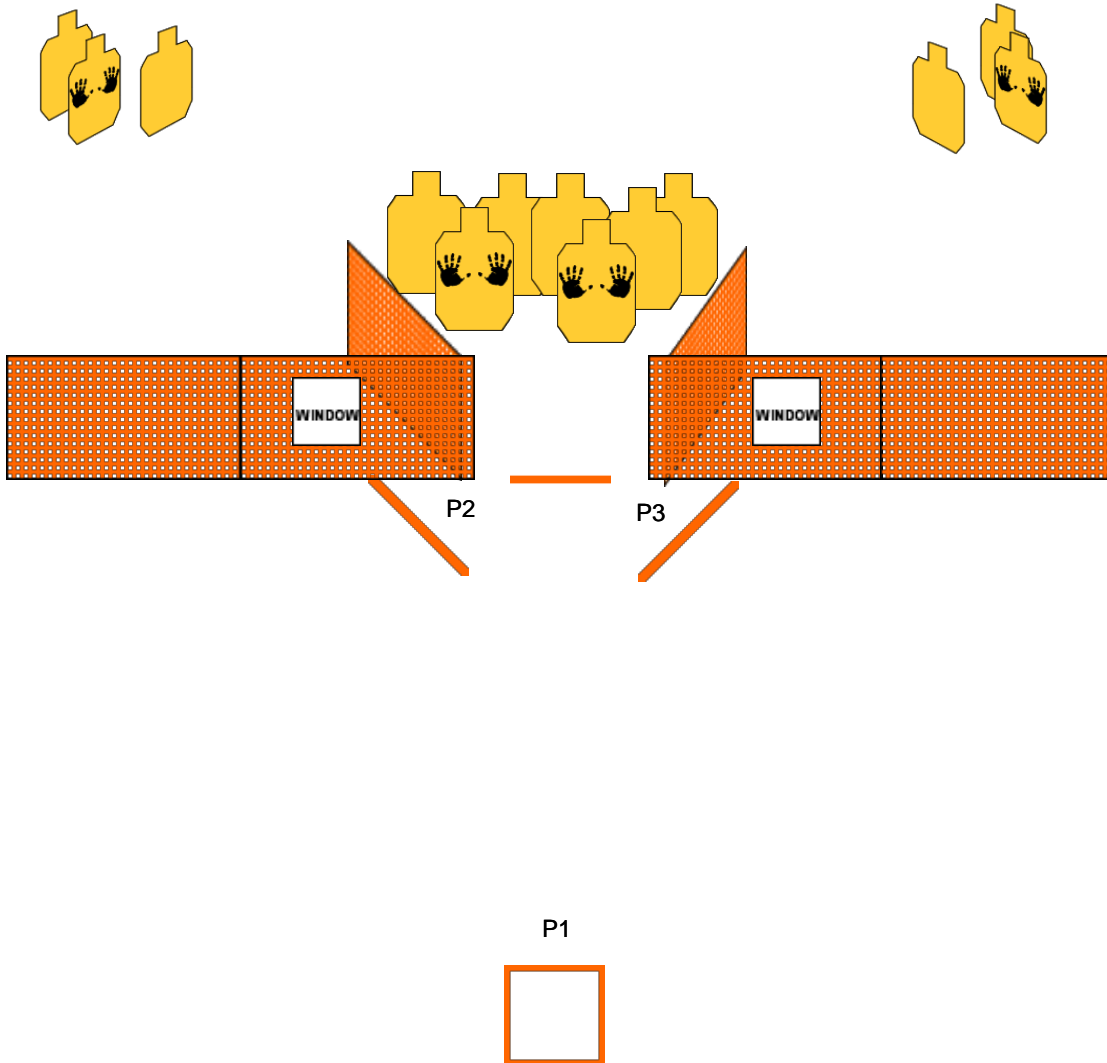
# Stage 2 - Mozam-Bleak-2

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Wednesday Wedge Crew
<b>START POSITION:</b> The start position is standing @P1 facing downrange, hands relaxed at your sides. Firearm loaded to division capacity and holstered; PCC low ready	
<b>SCENARIO:</b> You are standing in a Parking lot when the "Bullet-Proof T-Shirt Bandits" approach you with the intent to rob you at gun point. You defend yourself, then find that their buddies "The Paper Goons" are there, wanting a piece of the action too. Defend yourself from them as well.	<b>SCORING:</b> Unlimited
	<b>ROUND COUNT:</b> 17
<b>PROCEDURE:</b> At signal, draw and engage T1-T2-T3 in Tactical Priority with 2 shots each to the body and one shot each to the head. Pick up the 5 gallon bucket with "weak" hand, move to P2 and engage T-4, T5, T6 and T7 also in Tactical Order, shooting one handed (Strong Hand) with two shots each to the body. If magazine change is needed, you can drop bucket to do so but need to pick bucket back up before reengaging targets.	<b>TARGETS:</b> 07
	<b>DISTANCE:</b> P1 - 5, 7, 10 yards P2 - 3, 5, 7, 10 yards
	<b>SCORED HITS:</b> Best 14 Body Shots, 3 Head shots
	<b>PENALTIES:</b> Penalties Per IDPA rule book
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Targets Engaged in Tactical Priority.



# Stage 3 - Public Order

<b>RULES:</b> IDPA Rules	<b>Designer:</b> Bejsovec
<b>START POSITION:</b> P1, hands at sides; PCC low ready.	
<b>SCENARIO:</b> Armed Antifa thugs infiltrate a peaceful protest, changing the situation to chaos, using protesters as human shields.	<b>SCORING:</b> Unlimited
<b>PROCEDURE:</b> At the signal, from P1 engage 5 Targets to rescue 2 hostages then proceed to P2 and P3 (any order) to engage other targets. Two (2) rounds each target.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 7-10 YDS
	<b>SCORED HITS:</b> 18
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Con 1





Lake County IDPA

# Stage 4 - Run Toddy, Run Todd, Run Thaddeus

Course Designer: *Team Wolfy*



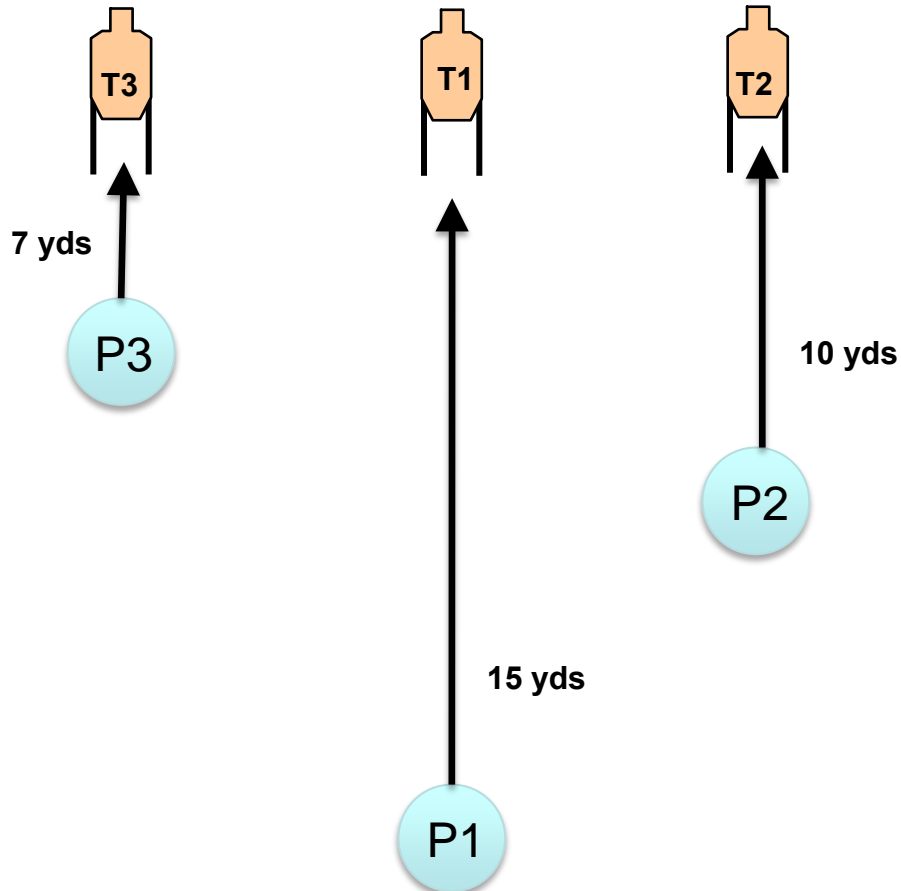
## SCENARIO: Standards Stage

Note: The name Thaddeus is Greek for “courageous heart”. Do you have the courage to live up to that name on this stage?

**GUN READY CONDITION:** Gun/PCC loaded with 6 rounds and holstered (PCC low ready) and remaining ammo carriers to division capacity.

**STRINGS:** 1  
**SCORING:** 18 rounds, Limited  
**TARGETS:** 3 threat, 0 non threat,  
**SCORED HITS:** Best 6 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not required

**STAGE PROCEDURE:** From within the circle at P1, engage T1 with 6 rounds freestyle – 3 to the body and 3 to the head. Move to P2 and from within the circle at P2, engage T2 with 6 rounds strong hand only – 3 to the body and 3 to the head. Move to P3 and from within the circle at P3, engage T3 with 6 rounds weak hand only – 3 to the body and 3 to the head. Previous targets may not be re-engaged.





# Lake County IDPA Stage 5 - Rain Locker Range Time



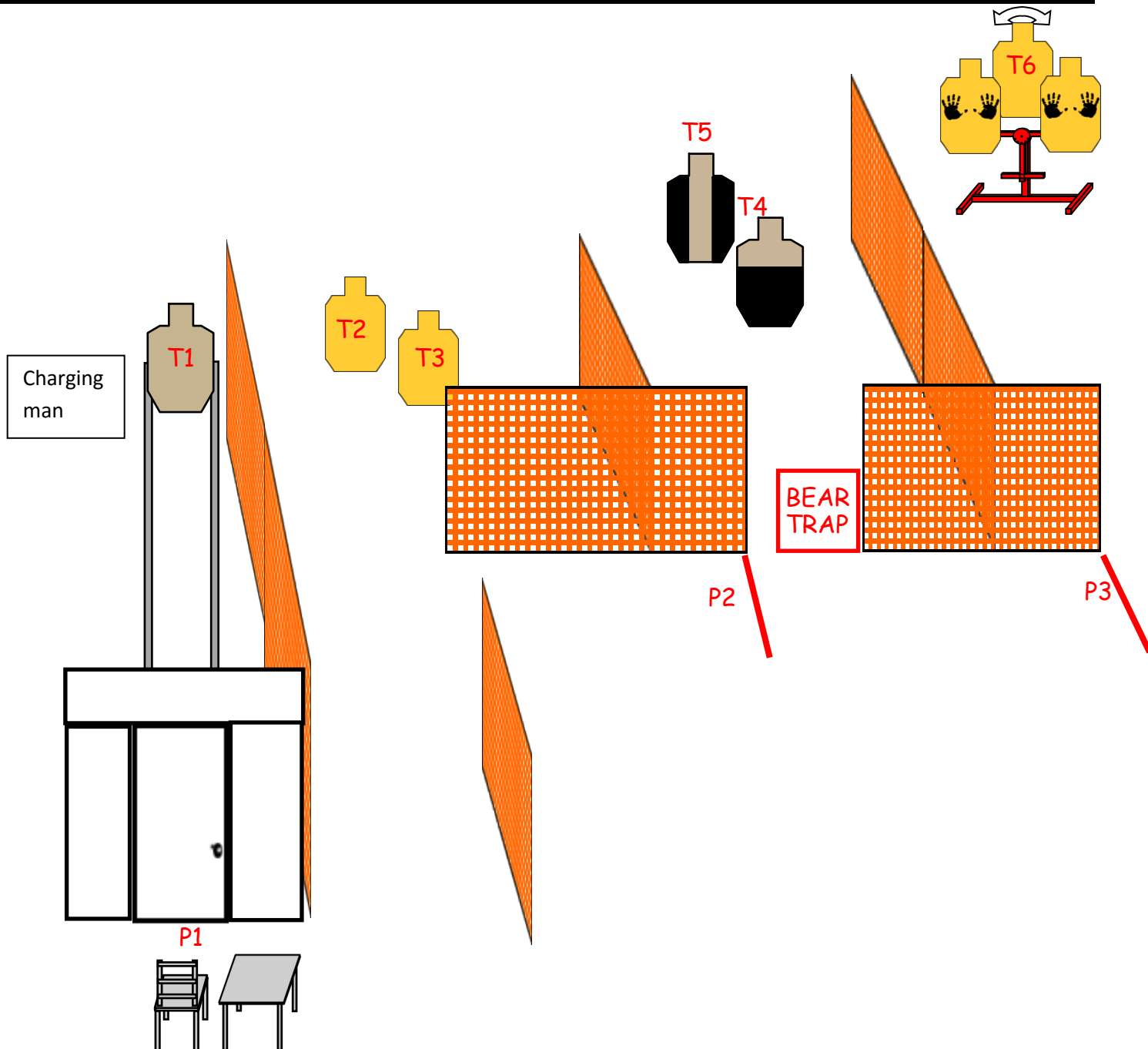
Designed By: Bejsovec

**Scenario:** You are ensconced on the throne reading the latest issue of American Rifleman when you hear yelling coming from the bedroom. You jump up and open the door when you are charged by one of the bad guys. Take him out and then clear the rest of the house.

**Gun Ready Condition:** Loaded to division capacity and holstered. PCC on the washroom counter top, pointing down range.

**Stage Procedure:** Sitting at P1. At the signal, stand, open the door, and engage T1. Enter the hallway and engage T2&3 while on the move to P2. At P2 engage T4&5 then move to P3 engaging the bear trap. At P3 engage T6 without injuring your family. Three (3) shots minimum, each target.

**STRINGS:** 1  
**SCORING:** Unlimited  
**TARGETS:** 6  
**SCORED HITS:** 18  
**CONCEALMENT:** Not Required  
**DISTANCE:** 5 - 10 yards

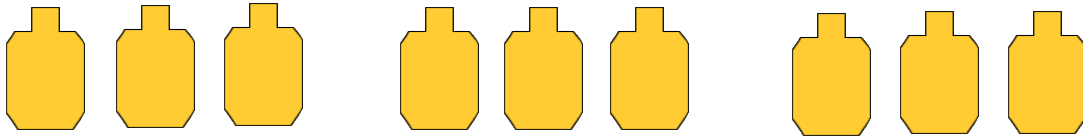


# Stage 6



## Sometimes you're up sometimes you're down

<b>RULES:</b> IDPA Rules	<b>Created By:</b> Bryan Scott
<b>START POSITION:</b> Start at P1, hands on top of your head; PCC low ready, weak side	
<b>SCENARIO:</b> This is a drill to test your shooting skills, but to also keep you thinking as you race the clock. Two (2) rounds to each target.	<b>SCORING:</b> Limited
<b>PROCEDURE:</b> Three magazines with 6 rounds each, loaded and ready. Start at P1. At signal shoot T1 with two rounds to the body, T2 with two to the head, then T3 with two rounds to the body (see the pattern?). Move to P2 and shoot T4 with two rounds to the head, T5 with two rounds to the body, and T6 with two rounds to the head. Move to P3 and engage T7 with two rounds to the body, T8 with two rounds to the head, and T9 with two rounds to the body.	<b>ROUND COUNT:</b> 18
	<b>TARGETS:</b> 09
	<b>DISTANCE:</b> 8 yards
	<b>SCORED HITS:</b> 18
	<b>PENALTIES:</b>
	<b>CONCEALMENT:</b> No
	<b>NOTES:</b> Use full targets only, not black out targets.



T1      T2      T3                      T4      T5      T6                      T7      T8      T9

— P1

— P2

— P3

# Stage 7 - Treason on the High Seas

**RULES:** IDPA Rules

**Created By:** Ross Quarnoccio

**START POSITION:**

Standing at P1, loaded to division capacity Holstered hands at side..PCC at the low ready ...(WEARING EYE PATCH) OVER ONE EYE GAMERS!

**SCENARIO:**

While out Plundering the local joints. Your crew loads the ship and goes back for one more trip to shore. Seeing an opportunity you decide to cast the lines and make for the bahammaas. whlie you are making a run for it you see your disgruntal crew swimming toward the ship, Push the first mate off the ship and dismiss the crew!

**PROCEDURE:**

AT start, engage all targets with ONE round each. You may (ONLY) shoot though the cannons. you must keep the eye patch on during the COF.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 18

**DISTANCE:** 3-15

**SCORED HITS:** 18

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

