

# Stage 1 - Fight to the Right

**RULES:** IDPA Rules

**COURSE DESIGNER:** RoyBejsovec

**START POSITION:**

Standing at P1, weapon loaded to division capacity and holstered.

**SCENARIO:**

The convenience store you are patronizing is being robbed just as you get to the register. Eliminate the threats as you fight your way to the exit.

**PROCEDURE:**

From P1, engage T1 with 3 rounds (2 rounds to the body, one to the head); retreat to P2. From cover at P2, engage T2-T5 with two rounds each. Upon leaving P2, activate the bear trap and engage T6, T7, and T8 in the open on the move while advancing to P3. Do not advance past P3.

**SCORING:** Unlimited

**ROUND COUNT:** 17

**TARGETS:** 08

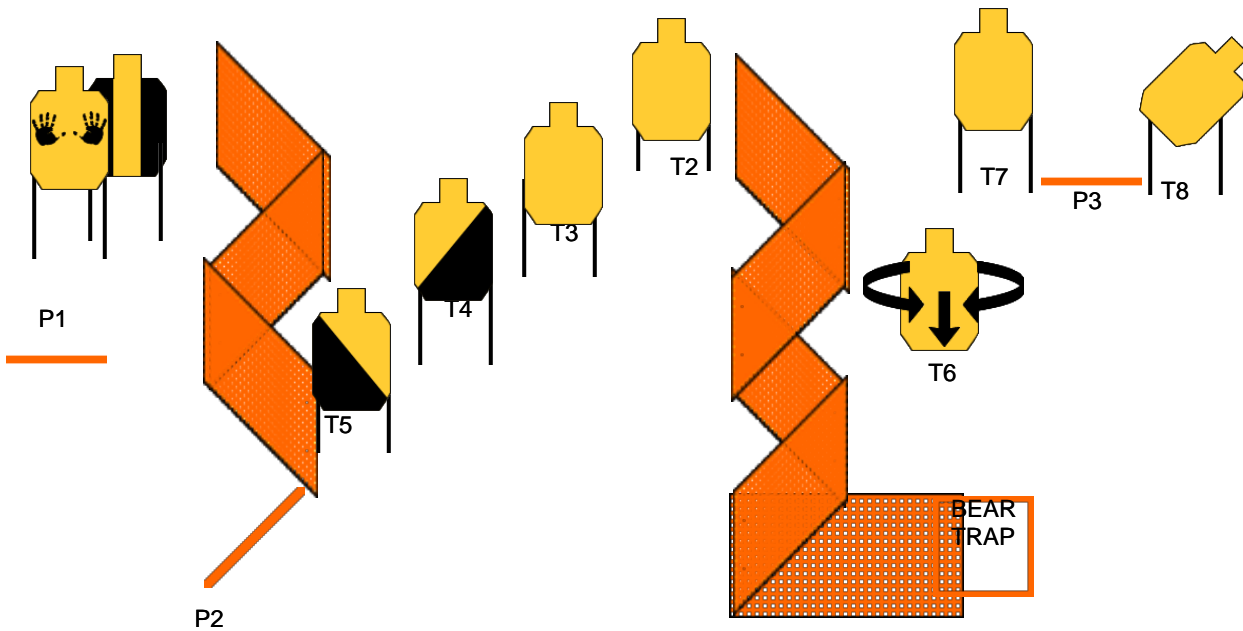
**DISTANCE:** T1 7 yds, T2 10yds, T3 7 yds, T4 5 yds, T5 3 yds, T6&7 7- yds

**SCORED HITS:** 17

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



# Stage 2 - Cubicle Farm Invaders

**RULES:** IDPA Rules

**COURSE DESIGNER:** RoyBejsovec

**START POSITION:**

Loaded to division capacity, holstered (PCC @ Low Ready) standing at P1.

**SCENARIO:**

You are leaving work when cubicle invaders come to take your company's weekly deposit. Work your way out of this cubicle farm and neutralize these invaders.

**PROCEDURE:**

At signal, draw, advance to P2 and neutralize threats with 2 to the body and 1 to the head, Advance to P3 and neutralize T3-T8 with best 2 shots.

**SCORING:** Unlimited

**ROUND COUNT:** 18

**TARGETS:** 08

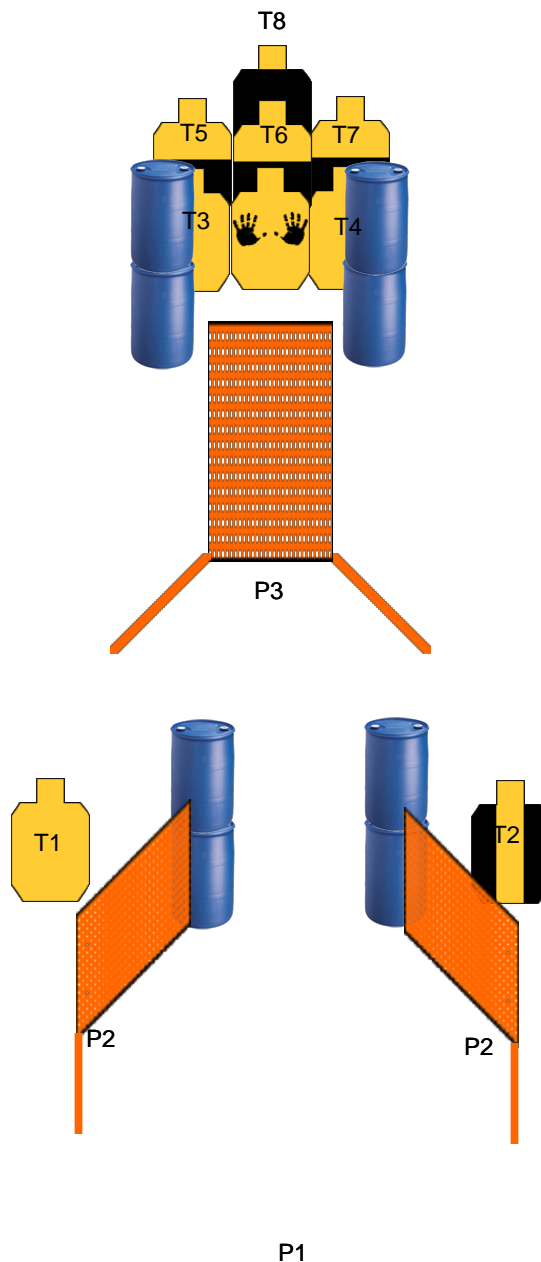
**DISTANCE:** T1 & T2 - 7 yds ; T3-T8 - 10 yds

**SCORED HITS:**

**PENALTIES:** 2017 IDPA Rules

**CONCEALMENT:** Yes

**NOTES:**



**Lake County IDPA**  
**Stage Name: Deliverance**  
**Course Designer: Mark Carey**

**SCENARIO:** You are on a kayak trip in rural GA with some buddies when you became separated. As you paddle down river to catch up, you observe that some back woods locals have captured your friends and are trying to make them 'squeal like a pig'! From your canoe, engage the bad guys and their viscous dogs and save your friends before they are 'violated' and mauled.

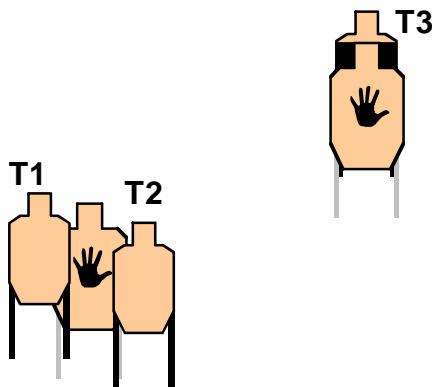
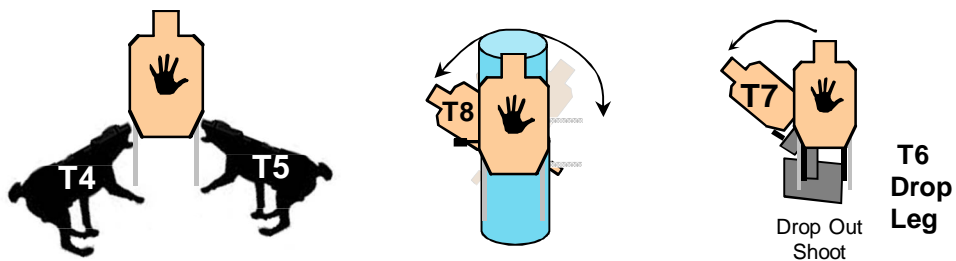
**GUN READY CONDITION:** Gun in cooler with magazine in (but not chambered). Spare mags in cooler loaded to division capacity.

**STRINGS:** 1  
**SCORING:** 15 rounds min, Unlimited  
**TARGETS:** 7 threat, 1 drop leg, 5 non threat  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** NOT required

**STAGE PROCEDURE:** At the buzzer, retrieve the gun and magazines from the cooler and engage the bad guys and their viscous dogs in tactical priority while seated in the kayak.

**NOTES:** T1 and T2 will be wearing T-shirts. Drop out leg at T6 displays T7 and activates swinger T8. T4-T8 considered equal threats.

**Set-up:** distances will be determined by shooting bay size. Drop leg minimum 10 yards from shooter.



# Stage 4 - Sniper 101

**RULES:** IDPA Rules

**COURSE DESIGNER:** RoyBejsovec

**START POSITION:**

Loaded to division capacity, holstered (PCC @ low ready), standing at P1.

**SCENARIO:**

From a distance you spot three thugs violently assaulting an old lady wearing a "Make America Great Again" ballcap. Get to low cover and make America great again, stop the assault.

**PROCEDURE:**

On the signal, move to low cover at P1, engage T1 - T3 with 3 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 09

**TARGETS:** 03

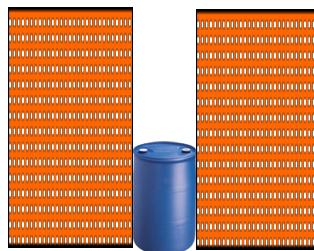
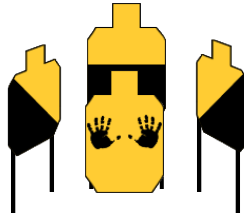
**DISTANCE:** 15

**SCORED HITS:** 9

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



P1

START

# Stage 5 - Bad Day at Rock Ridge

**RULES:** IDPA Rules

**COURSE DESIGNER:** Roy Bejsovec (with Credit to Mel Brooks)

**START POSITION:**

Loaded to division capacity, holstered (PCC - firearm on the table), seated at P1.

**SCENARIO:**

A drowsy Sunday afternoon in Rock Ridge. You are filling in, while Sherriff Bart enjoys some quality time with Lili von Shtupp. Suddenly, in walks Taggart, using Harriet Johnson as a human shield. Neutralize Taggart and his gang of cut-throats, Nazi's, and Klansmen.

**PROCEDURE:**

Seated at P1. At the signal, draw and engage T1 with 3 rounds, 2 to the body, one to the head. Move to cover at P2 and engage T2 & T3, 3 rounds each, trip the bear trap and engage T4 & T5, 3 rounds each.

**SCORING:** Unlimited

**ROUND COUNT:** 15

**TARGETS:** 05

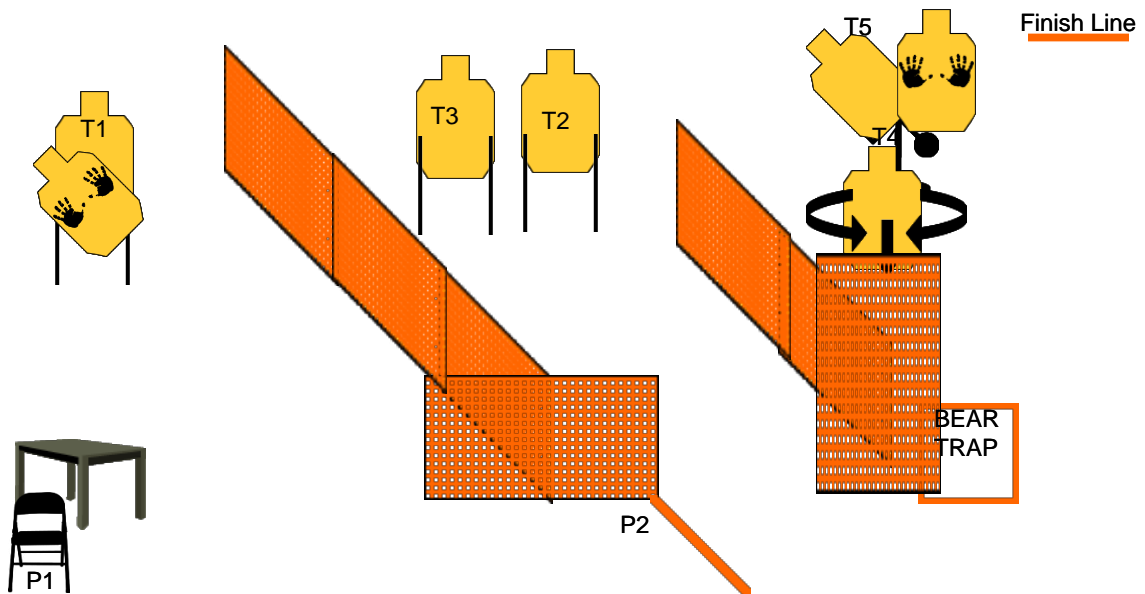
**DISTANCE:** T1=7; T2 & T3 =10; T4 & T5 on the move.

**SCORED HITS:** T1-best 2 body/1 head shot; T2-5 best 3 on target

**PENALTIES:**

**CONCEALMENT:** Yes

**NOTES:**



# Stage 6 - Skill Builder

**RULES:** IDPA Rules

**COURSE DESIGNER:** Roy Bejsovec (Credit to Ross Q.)

**START POSITION:**

Standing at P1 with gun loaded to Division Capacity. 18 Shots only

**SCENARIO:**

Skills Drill - moving and shooting.

**PROCEDURE:**

Loaded to Division Capacity, holstered (PCC at low ready) at P1. At the signal, draw and engage targets, one round each while moving to P2. At P2, touch the barrel (hand, foot, or other appropriate body part), turn and engage targets, one round each while moving to P1.

**SCORING:** Limited

**ROUND COUNT:** 18

**TARGETS:** 09

**DISTANCE:** 7 Yds.

**SCORED HITS:** 18

**PENALTIES:**

**CONCEALMENT:** No

**NOTES:**

