



Lake County IDPA
Start short then go long
 Course Designer: *John Sellman*

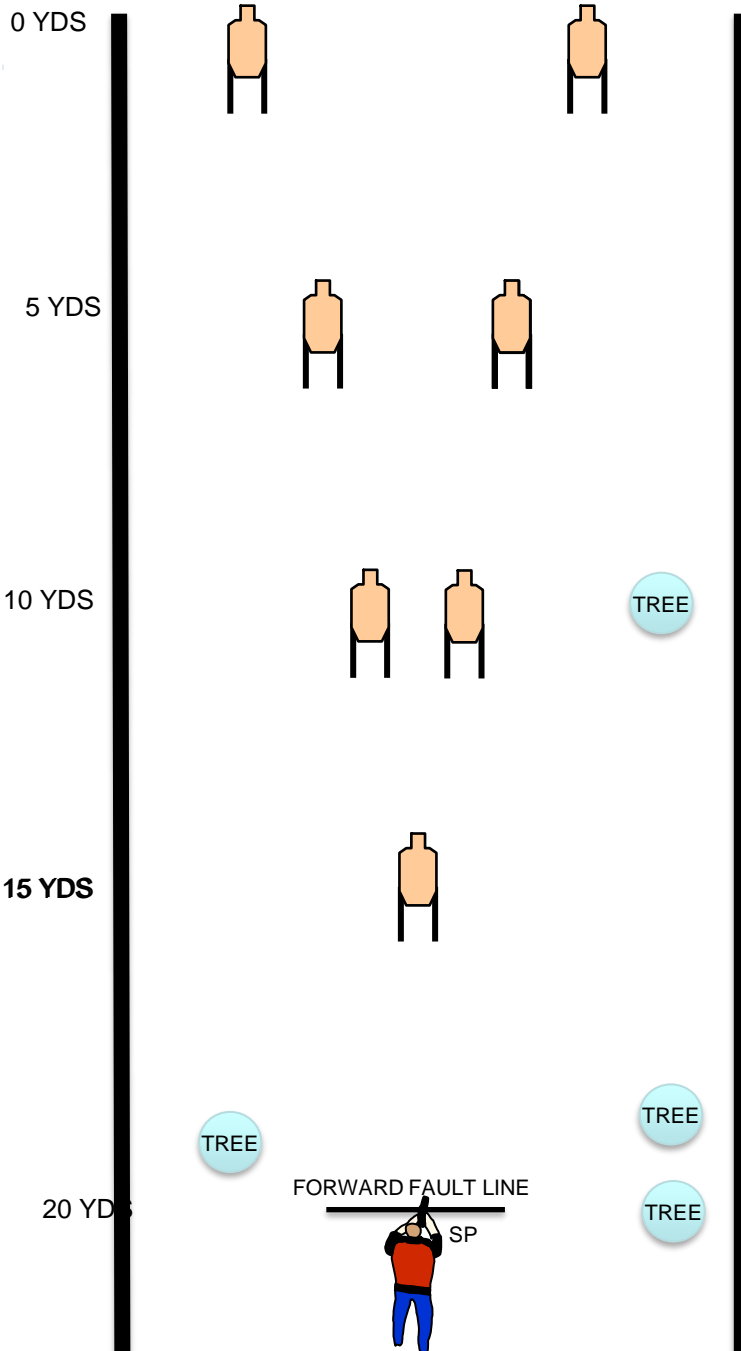


SCENARIO: Standard Stage

GUN READY CONDITION: Gun loaded with 6 rounds and holstered. All other loading devices at division capacity and stowed. PCC will start with 6 rounds and at low ready.

STRINGS: 1
SCORING: 14 rounds, Limited
TARGETS: 7 threat, 0 non threat, 0 Steel
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: Standing at SP, hands relaxed at sides. At the signal engage all targets in tactical priority.



BAY #1 - 25 YDS DEEP X 11 YDS WIDE



Lake County IDPA

5x5 Classifier

Course Designer: IDPA HQ



SCENARIO: **This will be a separate from the match!**

GUN READY CONDITION:

STRINGS: 3
SCORING: 25 rounds, Limited
TARGETS: 1 threat, 0 non threat, 0 Steel
SCORED HITS: Best per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE:

0 YDS



5 YDS

10 YDS

FORWARD FAULT LINE



SP



15 YDS

20 YDS

BAY #1A - 20 YDS DEEP X 10 YDS WIDE



Lake County IDPA

Cabin Crazies

Course Designer: *John Sellman*

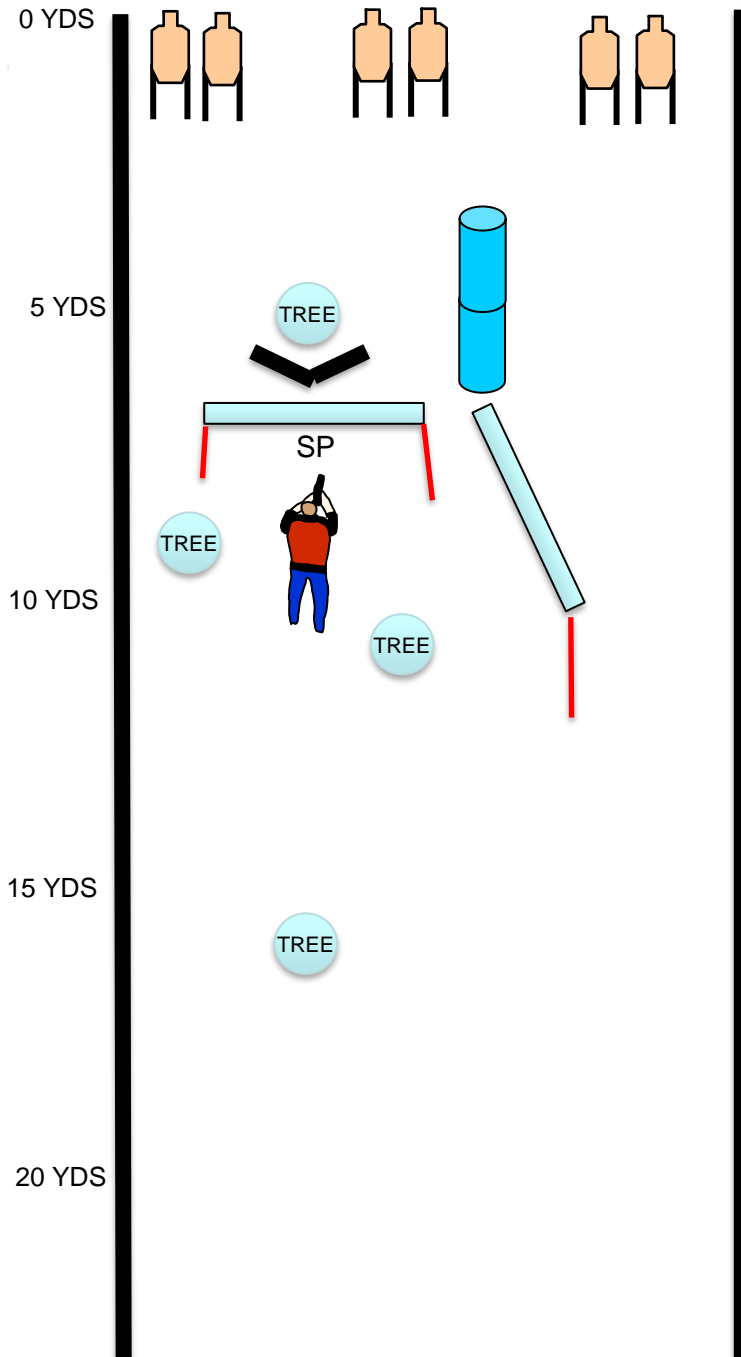


SCENARIO: You are at your cabin in the woods when 6 crazies come out of the woods with the intent of invading your cabin. Stand your ground and defend your cabin.

GUN READY CONDITION: Gun loaded to division capacity and holstered. PCC low ready. Loading devices at division capacity and stowed per IDPA rules.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 5 threat, 0 non threat, 0 Steel
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Standing at SP with hands on wall. At the signal take out the threats using available cover with 3 shots each



BAY #2 - 20 YDS DEEP X 11 YDS WIDE



Lake County IDPA

Holdem Heist

Course Designer: *John Sellman*

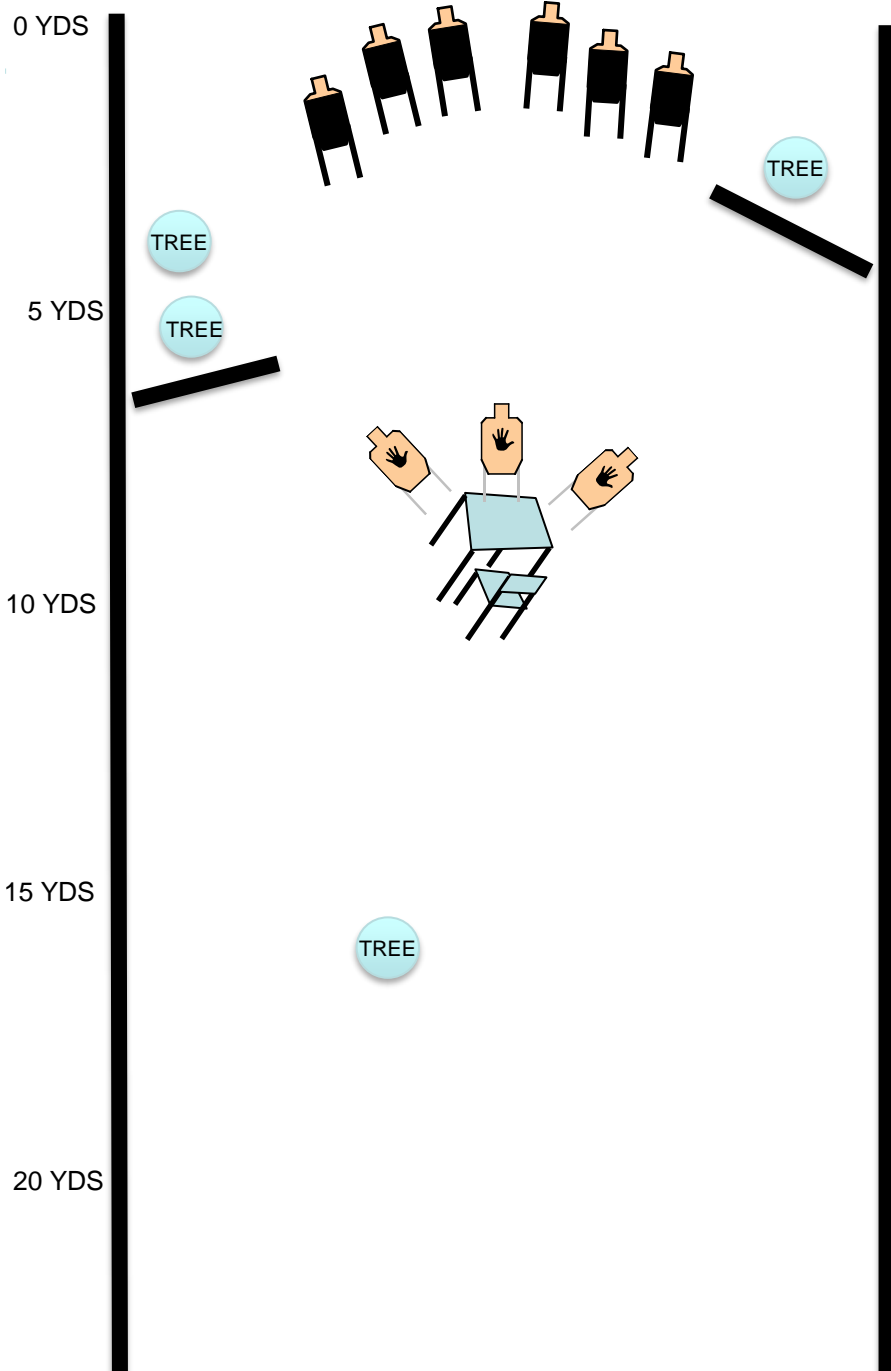


SCENARIO: You are just about to cash in on a huge holdem pot when a group of body armored bandito's bust in and want to pilfer your pot! Stop them!

GUN READY CONDITION: Gun loaded to division capacity and holstered. PCC loaded and on table facing down range. Loading devices at div. capacity and stowed per IDPA rules.

STRINGS:	1
SCORING:	12 rounds min, Unlimited
TARGETS:	6 threat, 3 non threat, 0 Steel
SCORED HITS:	Best 2 per paper
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required

STAGE PROCEDURE: Seated holding your winning hand, draw and take out the bandito's while seated with 2 shots each. All threats are equal distance.



BAY #3 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA Crooked Pairs

Course Designer: *John Sellman*

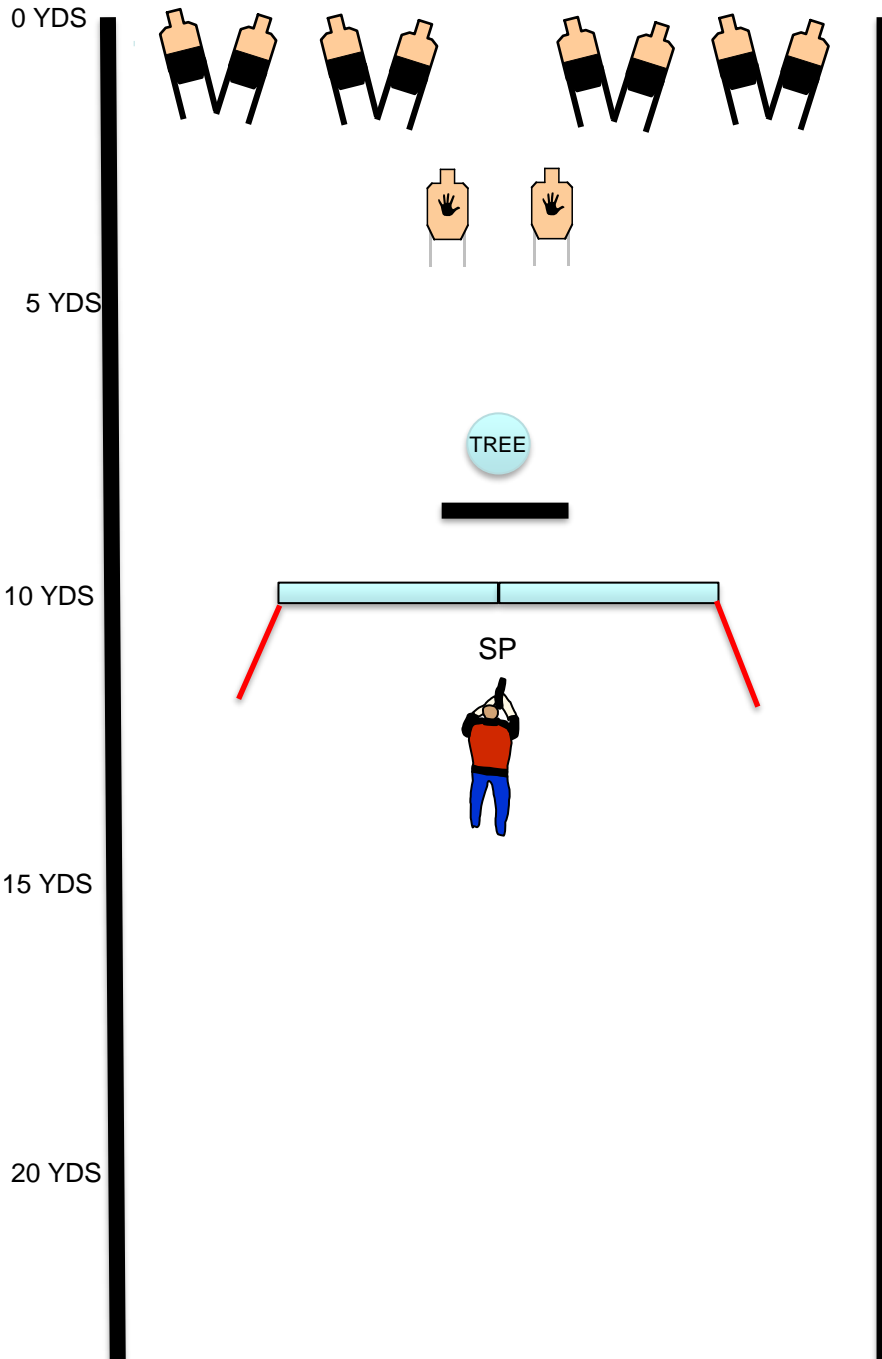


SCENARIO: 4 crooked pairs of thugs are planning on taking you out! Stop them!

GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed per IDPA rules. PCC at low ready.

STRINGS:	1
SCORING:	16 rounds min, Unlimited
TARGETS:	8 threat, 0 non threat, 0 Steel
SCORED HITS:	Best 2 per paper
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required

STAGE PROCEDURE: Standing at SP facing up range, hands relaxed at sides. At the signal take out the crooked threats per IDPA rules.



BAY #4 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA Fireworks Felons



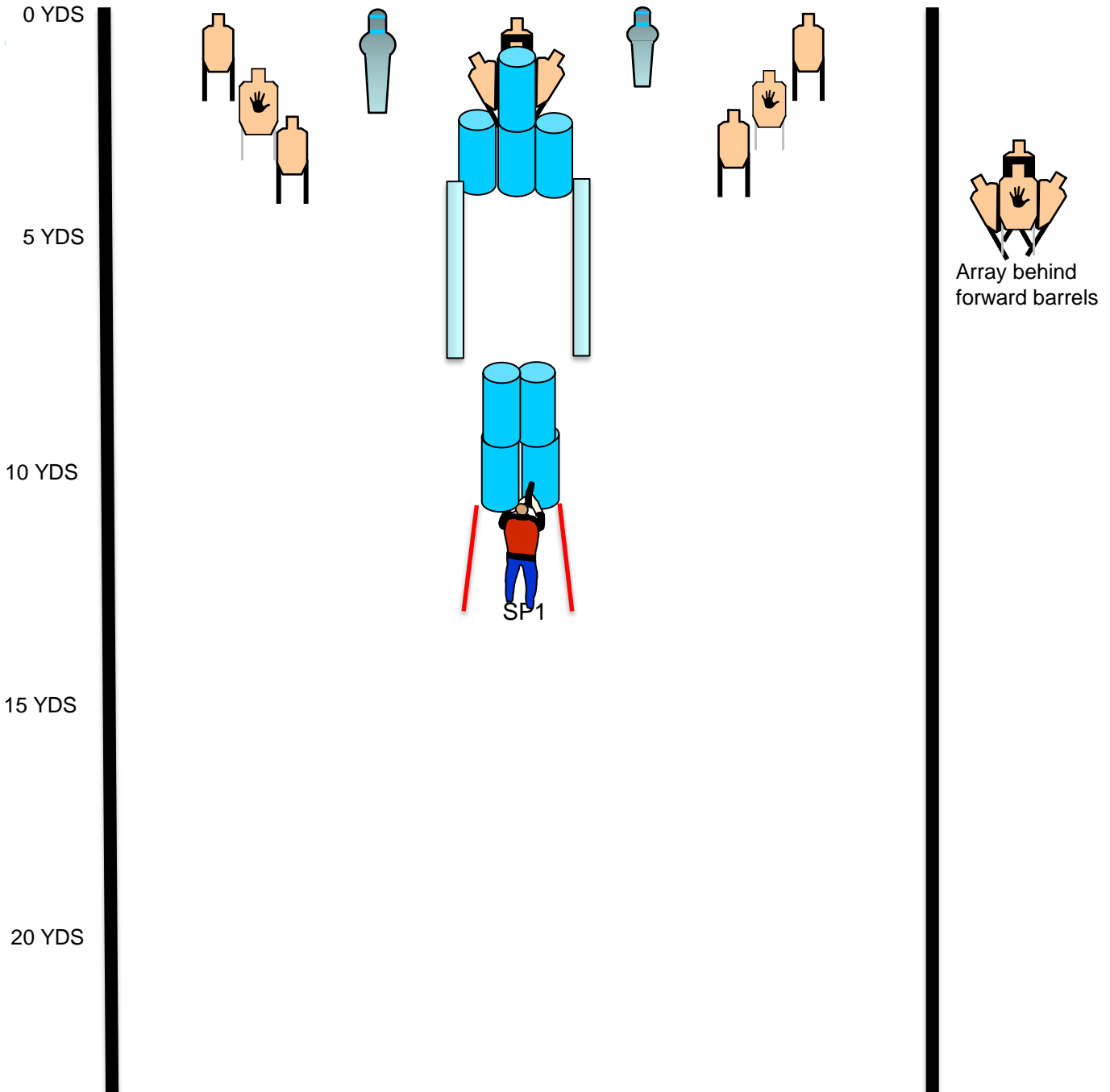
Course Designer: *John Sellman*

SCENARIO: You are at Independence Day fireworks celebration when a group of felons begin attacking the celebraters! Give them some fireworks they will never forget!

GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed per IDPA rules. PCC at low ready.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 9 threat, 3 non threat, 2 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Standing at SP1, hands relaxed at sides. At the signal take out the felons per IDPA rules. Steel cannot be engaged beyond SP1



BAY #5 - 20 YDS DEEP X 18 YDS WIDE



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Which way first?

Course Designer: *John Sellman*

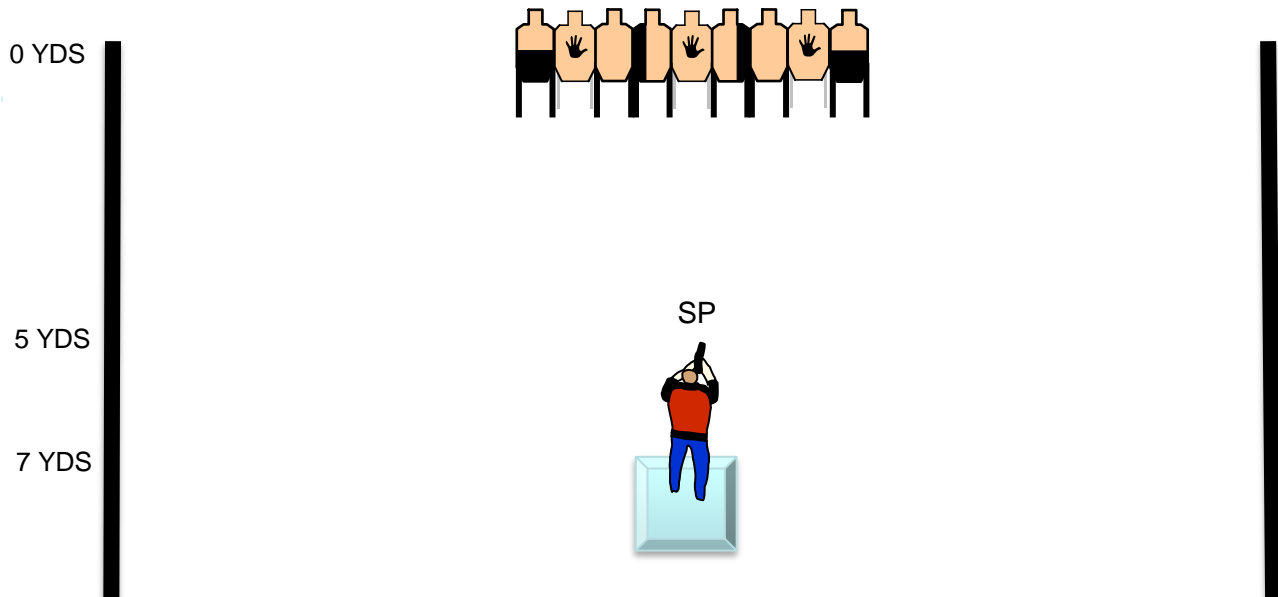


SCENARIO: Standard Stage

GUN READY CONDITION: Gun loaded with 6 rounds and holstered. All loading devices loaded to division capacity and stowed per IDPA rules. PCC will start low ready with 6 rounds loaded.

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

STAGE PROCEDURE: While standing in the starter box. At the signal engage all targets with 1 shot each weak hand only. One shot each strong hand only and 1 shot each free-style. PCC will shoot entire stage weak side only.



COWBOY TOWN - 7 YDS DEEP X 20YDS WIDE



Lake County IDPA
Bad guys around every corner
 Course Designer: *John Sellman*



SCENARIO: You are working late in your warehouse when you realize it is about to be taken over by a group of thieves. Stop them!

GUN READY CONDITION: Gun loaded to division capacity and holstered. PCC starts low ready. All loading devices at division capacity and stowed per IDPA rules.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 0 non threat, 0 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Standing at SP hands on the wall. At the signal take out the bad guys with 2 shots each per IDPA rules

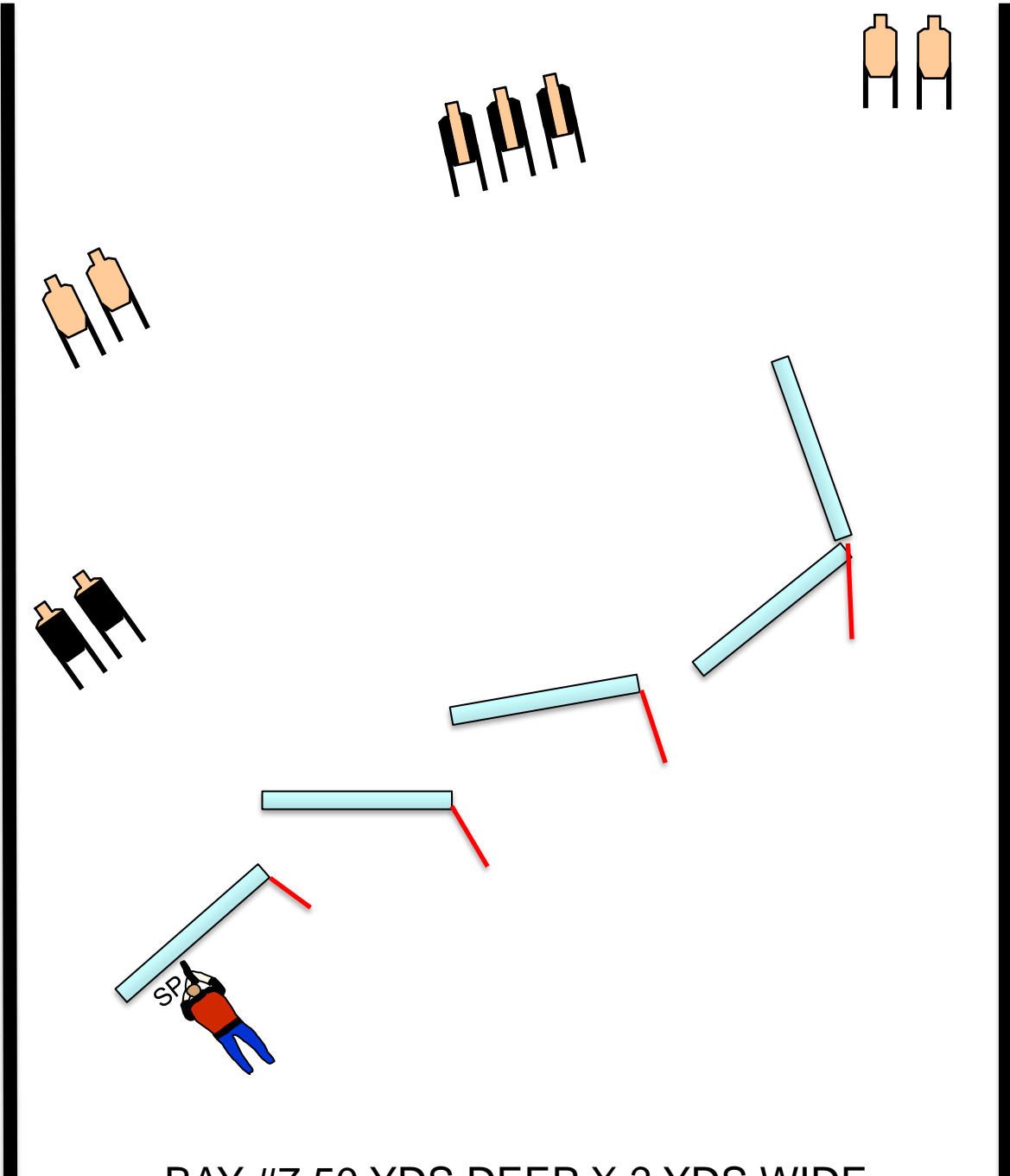
0 YDS

5 YDS

10 YDS

15 YDS

20 YDS



BAY #7 50 YDS DEEP X ? YDS WIDE