



Lake County IDPA
Standard Stage
 Course Designer: *John Sellman*

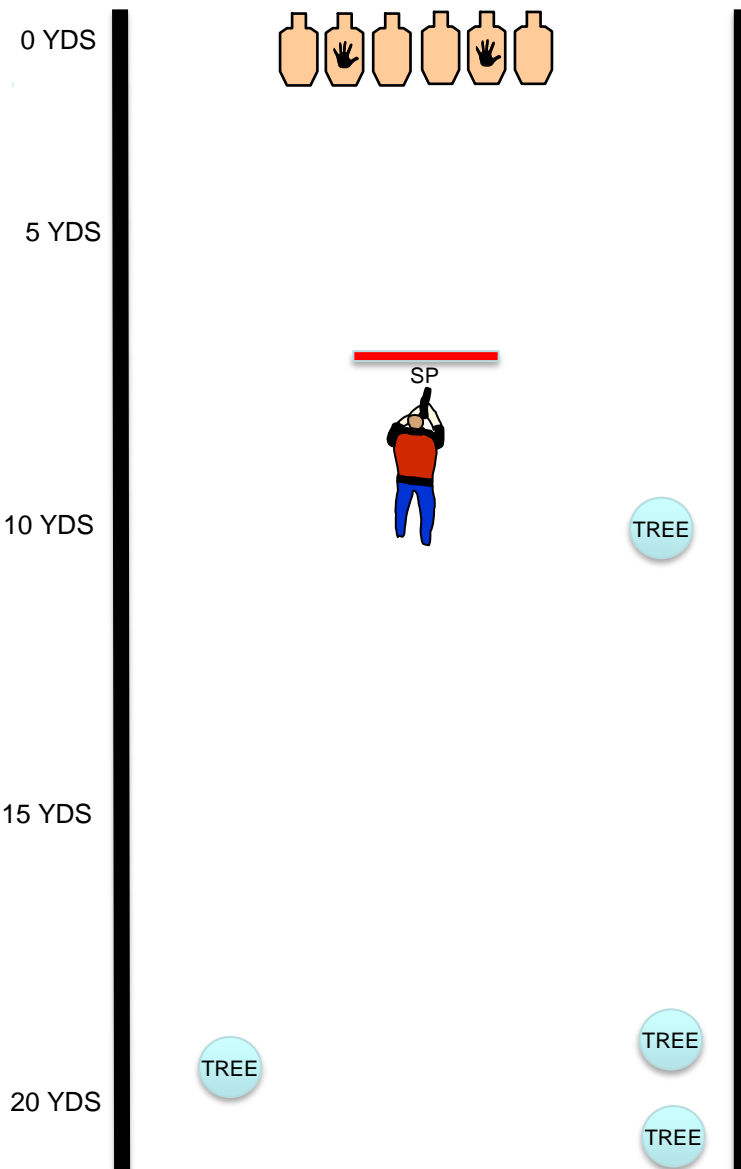


SCENARIO: Standard Stage

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

STRINGS: 1
SCORING: 16 rounds, Limited
TARGETS: 4 threats, 2 non threat, 0 Steel
SCORED HITS: Best 4 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 4 targets with 2 rds each SHO and all 4 targets with 2 rds each WHO.



BAY #1 - 25 YDS DEEP X 11 YDS WIDE



Lake County IDPA

Triple Threats

Course Designer: *John Sellman*

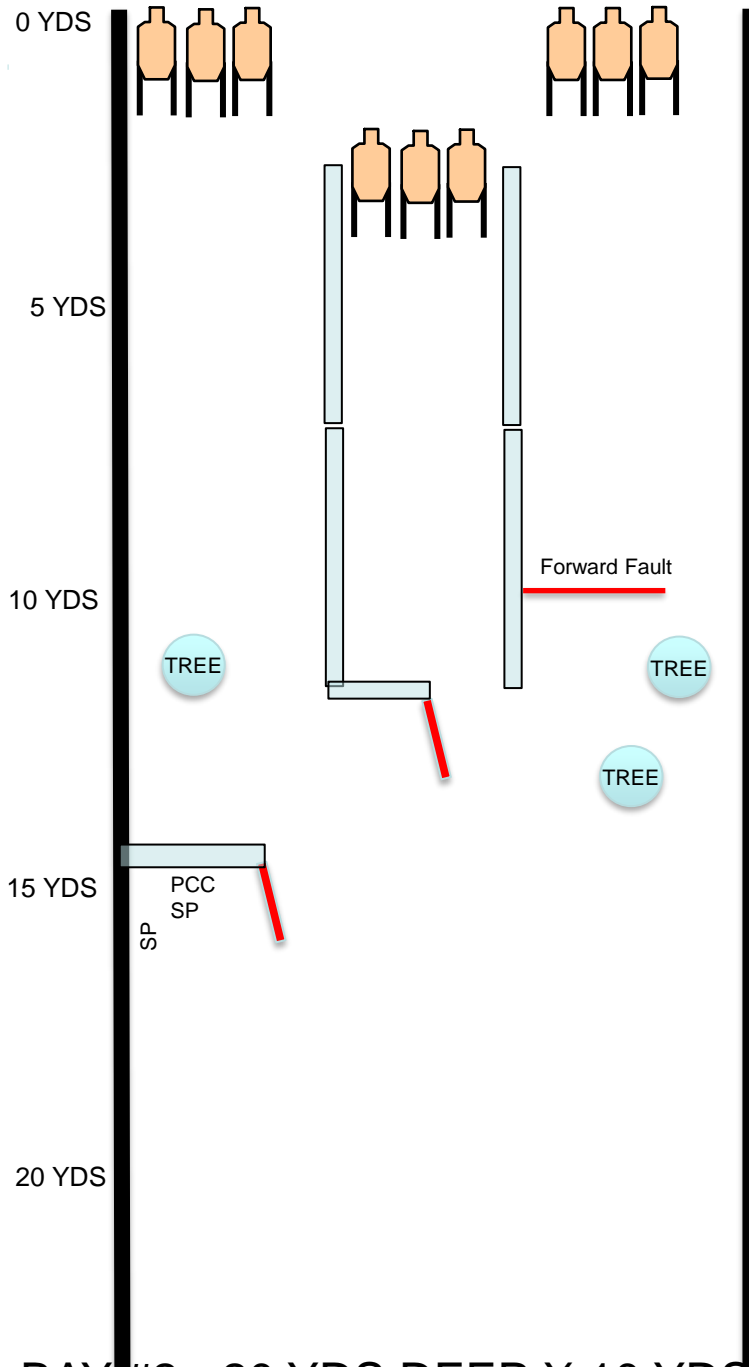


SCENARIO: You are at your local store when you are faced with a triple threat of thieves prepared to steal filets you just had freshly cut by the butcher!

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

STAGE PROCEDURE: Standing at SP facing the side berm wall, holding your filets with weak hand. At the signal take all threats using available cover with 2 shots each.

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



BAY #2 - 20 YDS DEEP X 10 YDS WIDE



Lake County IDPA Bus Stop Bandits



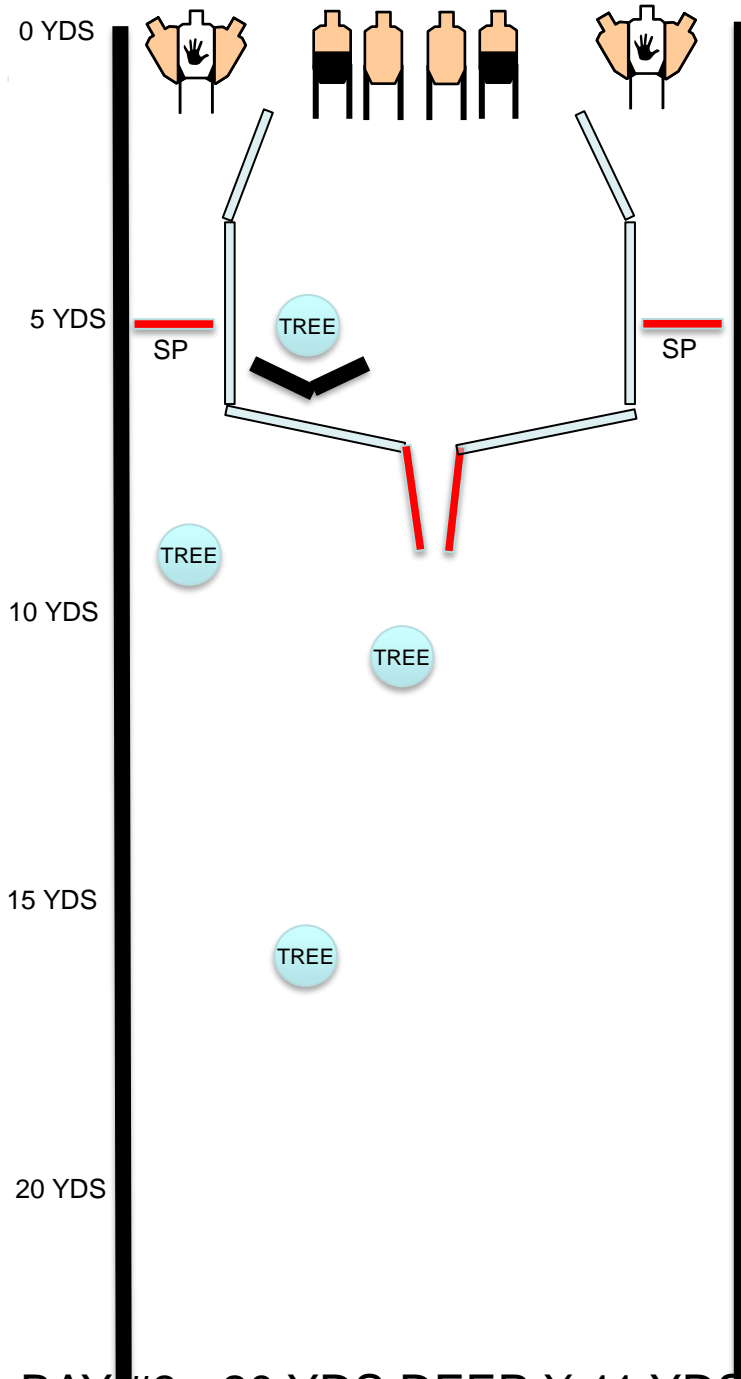
Course Designer: *John Sellman*

SCENARIO: You are waiting for the local bus when a group of bandits decide to rob you. Stop them!

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

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

STAGE PROCEDURE: Starting at either SP hands relaxed at sides. At the signal take out the bandits with 2 shots each.



BAY #3 - 20 YDS DEEP X 11 YDS WIDE



Lake County IDPA Shady Characters



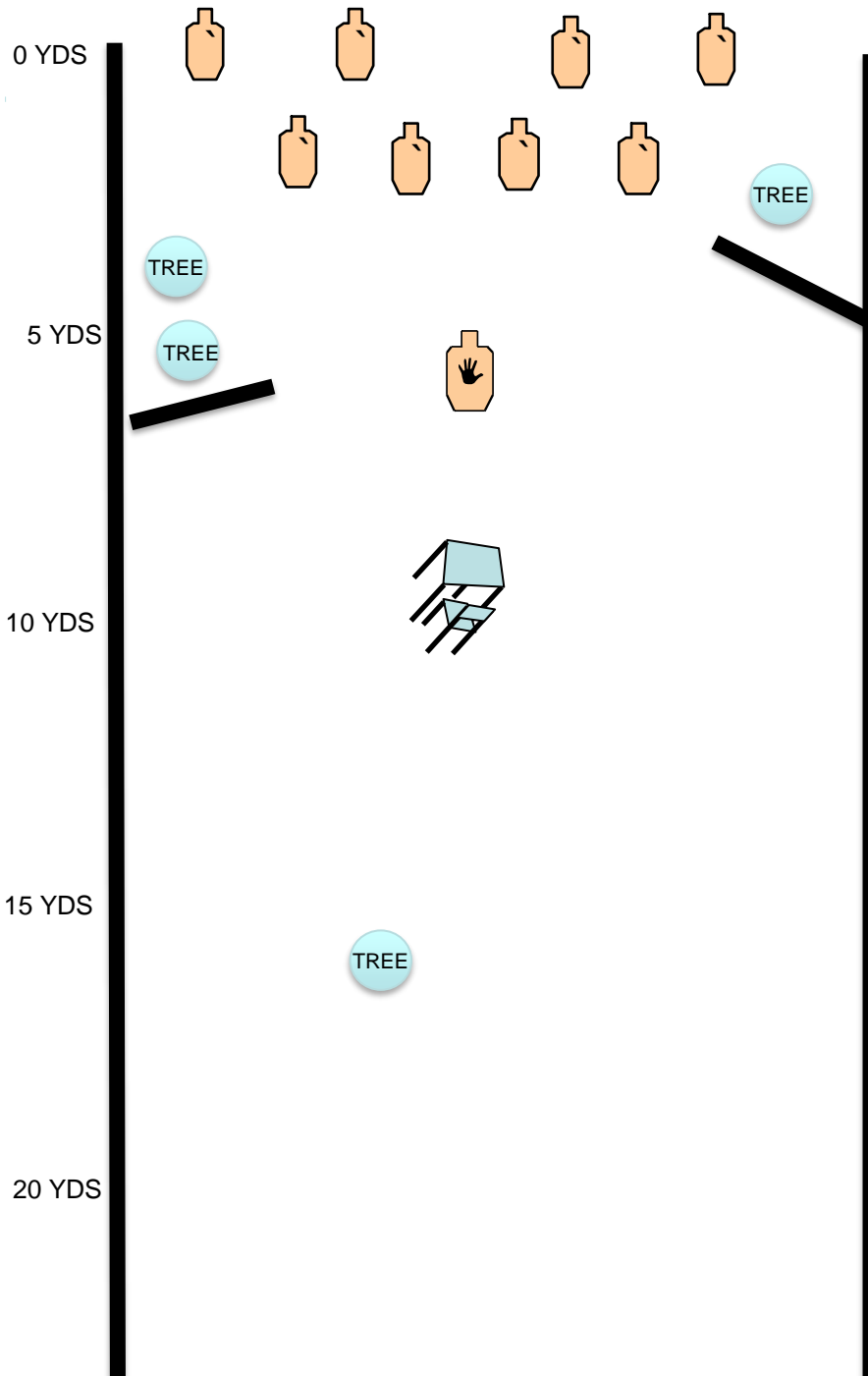
Course Designer: *John Sellman*

SCENARIO: You are relaxing under your shade tree when a group of criminals want to spoil your day! Stop them!

GUN READY CONDITION: Gun and loading devices placed on table. Muzzle pointed down range.

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

STAGE PROCEDURE: While sitting, engage all threats with 2 rounds each per IDPA rules..



BAY #4 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA
Hostages everywhere
 Course Designer: *John Sellman*

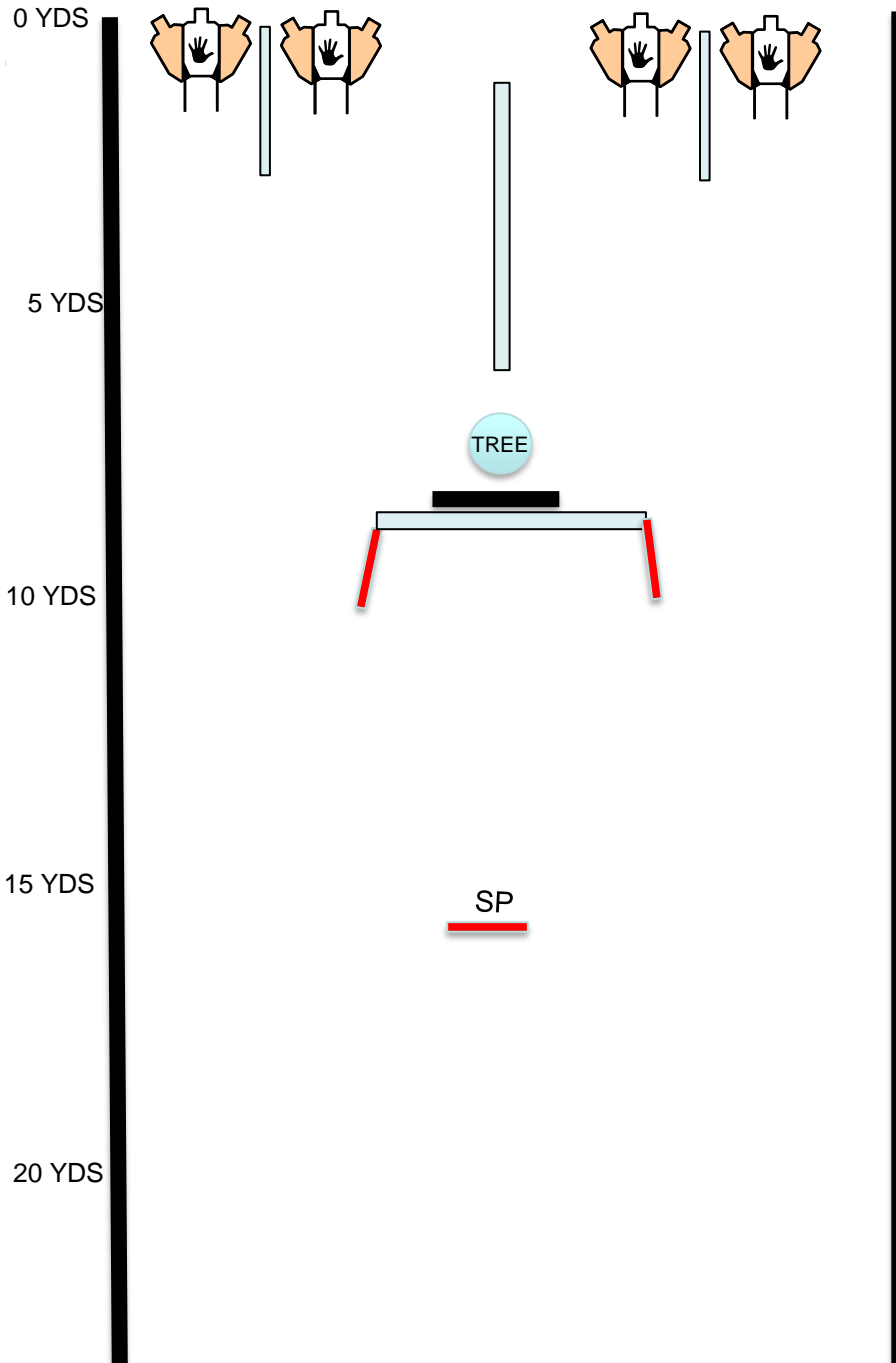


SCENARIO: You are at the Mall when you see thugs taking hostages. Stop them !

GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed. PCC starts low ready facing down range.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 threat, 4 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 your sides. Take out the thugs using available cover.



BAY #5 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA
Keep Retreating!
 Course Designer: *John Sellman*

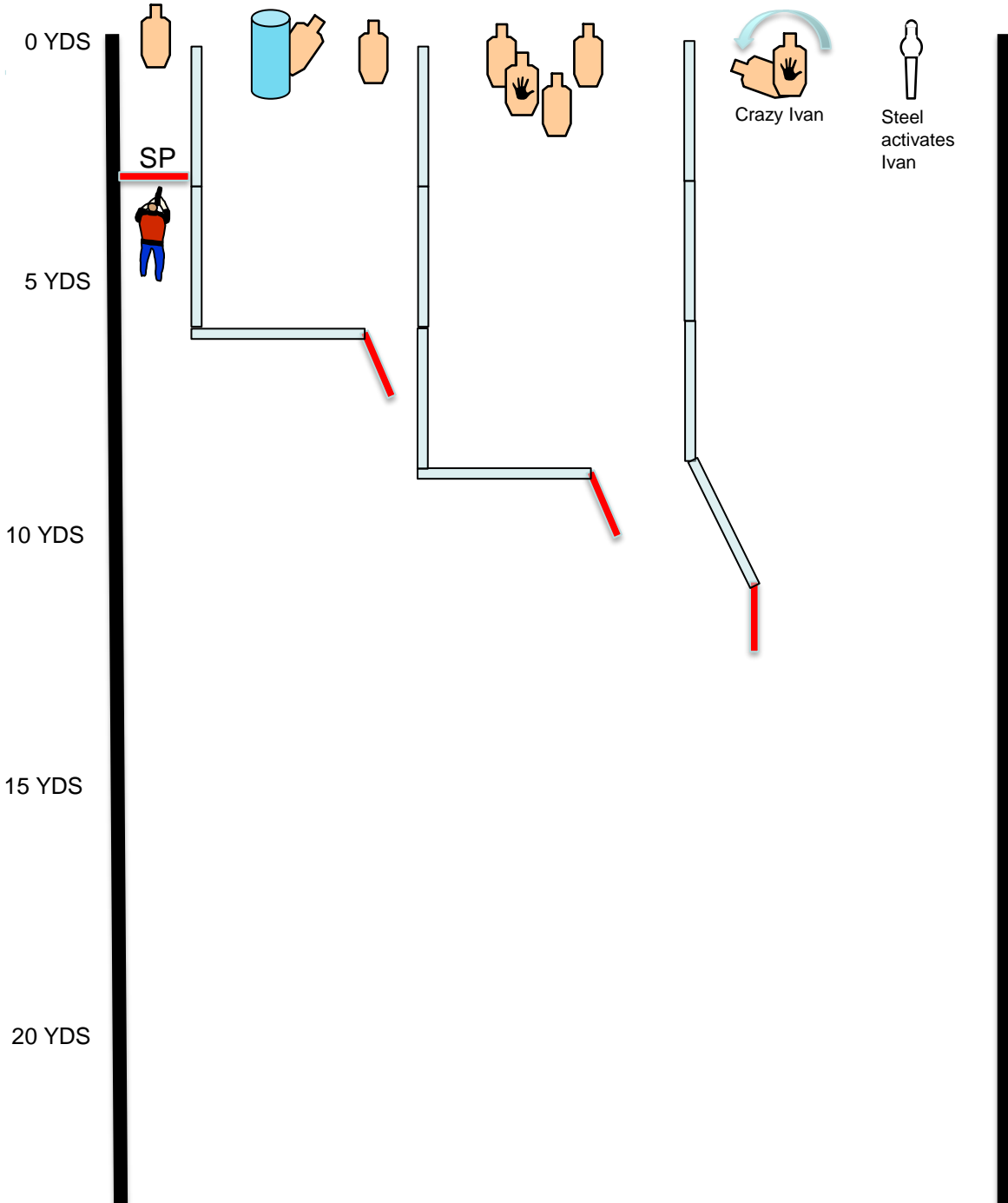


SCENARIO: You are at your local market when bandits try to take over!

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

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 7 threats, 2 non threats, 1 Steel
SCORED HITS: Best 2 per paper, Steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Standing at SP. Hands relaxed at sides. Take out bandits per IDPA rules. Ivan must be activated before engaging.



BAY #6 - 20 YDS DEEP X 18 YDS WIDE



Lake County IDPA
Field Full of Fugitives
 Course Designer: *John Sellman*



SCENARIO: You are taking a walk in a local field when you encounter a gang of fugitives intending to ruin your day!

GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices loaded and stowed. PCC will start with rifle muzzle at low ready pointed down range.

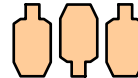
STAGE PROCEDURE: At the signal take out the threats from behind the forward fault line!

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 15 threat, 0 non threat, 0 Steel
SCORED HITS: Best 1 per paper,
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

0 YDS



5 YDS



10 YDS

15 YDS

Forward Fault



20 YDS

BAY #7 50 YDS DEEP X ? YDS WIDE