



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

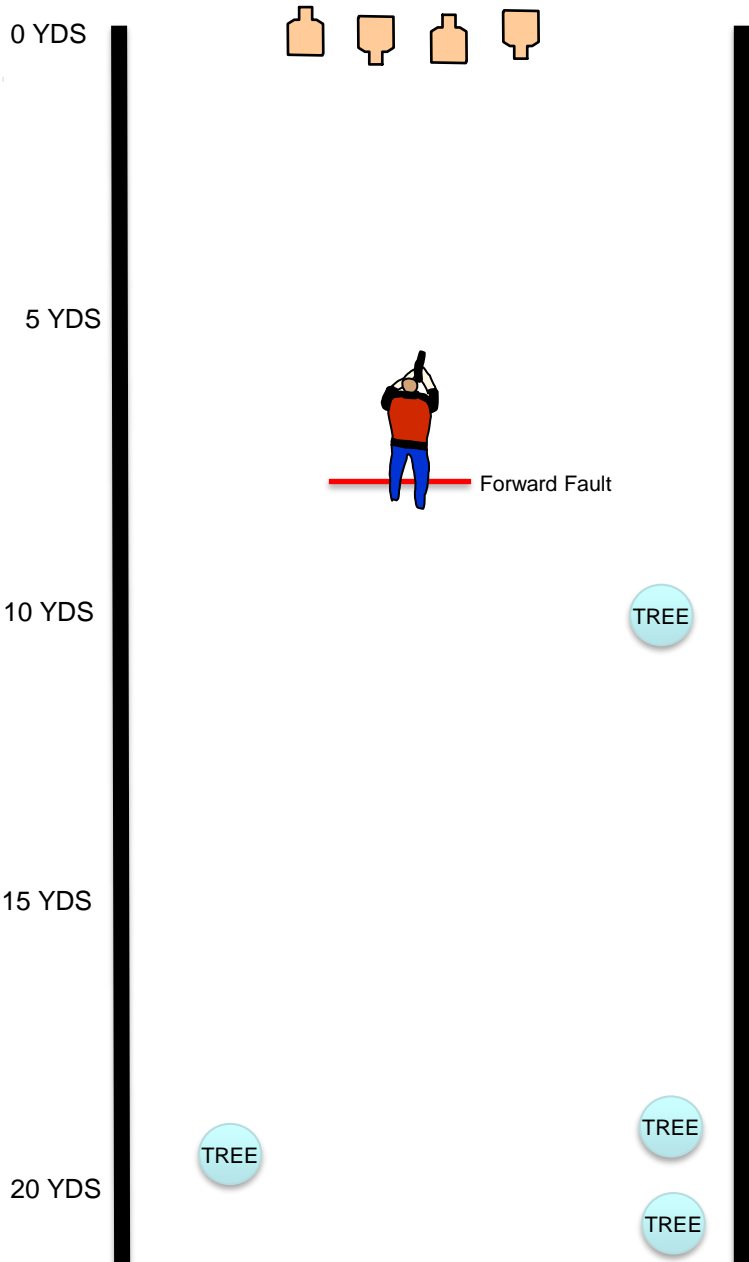


**SCENARIO:** Standard Stage

**GUN READY CONDITION:** First TWO magazines downloaded to 6 rounds. Remaining loaded to division capacity and holstered. PCC starts low ready. Loading devices stowed per IDPA rules

**STAGE PROCEDURE:** Standing at the forward fault line. Hands relaxed at sides. Engage all targets with 2 rounds to the body and 1 to the head.

**STRINGS:** 1  
**SCORING:** 12 rounds, **UnLimited**  
**TARGETS:** 4 threats, 0 non threat, 0 Steel  
**SCORED HITS:** Best 2 to Body and 1 head  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required



**BAY #1 - 25 YDS DEEP X 11 YDS WIDE**



# Lake County IDPA Fireworks Felons

Course Designer: *John Sellman*

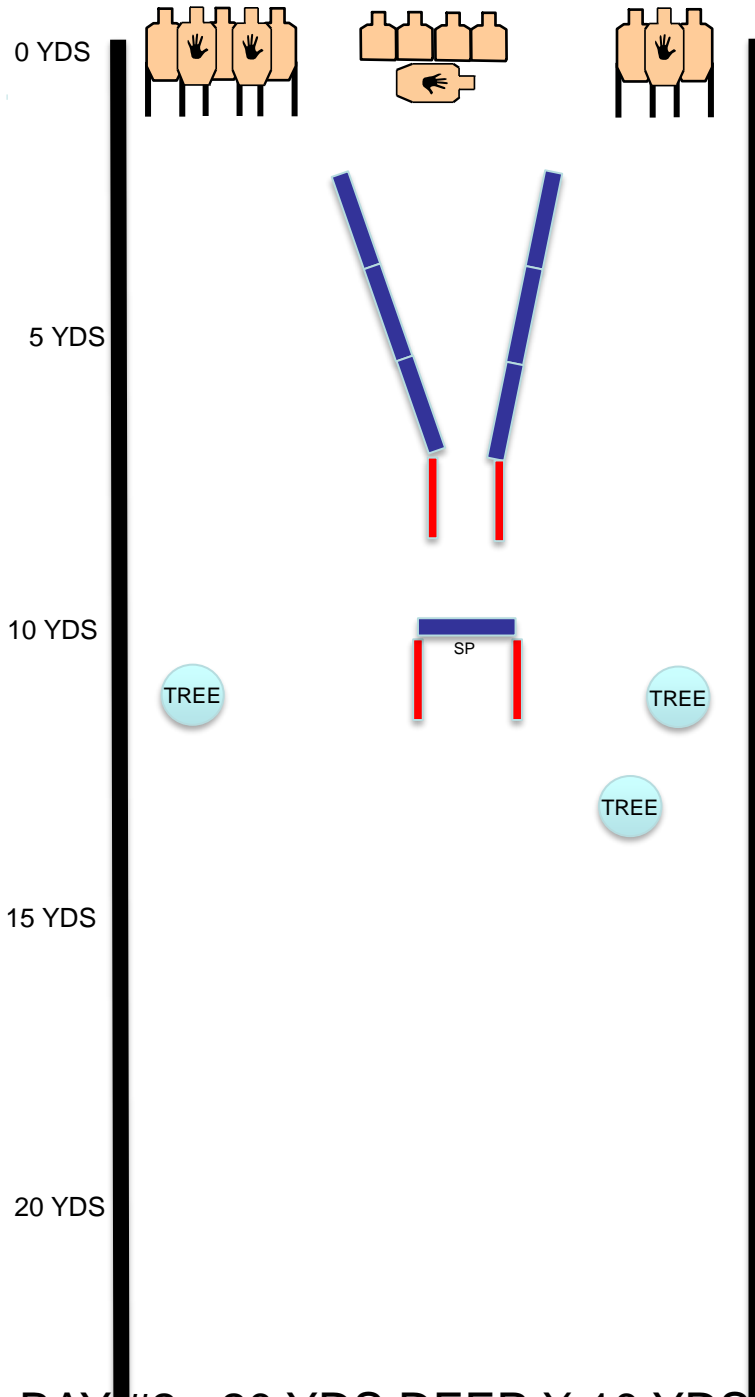


**SCENARIO:** You are at your local fireworks store getting July 4<sup>th</sup> party supplies when it is overtaken by a group of felons. Take out the felons and save your fireworks supply!

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

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat, 4 non threat, 0 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Start standing at SP, hands touching wall. At the signal take out all the felons using available cover with 2 rounds each.



**BAY #2 - 20 YDS DEEP X 10 YDS WIDE**



# Lake County IDPA Hostage Hoodlems



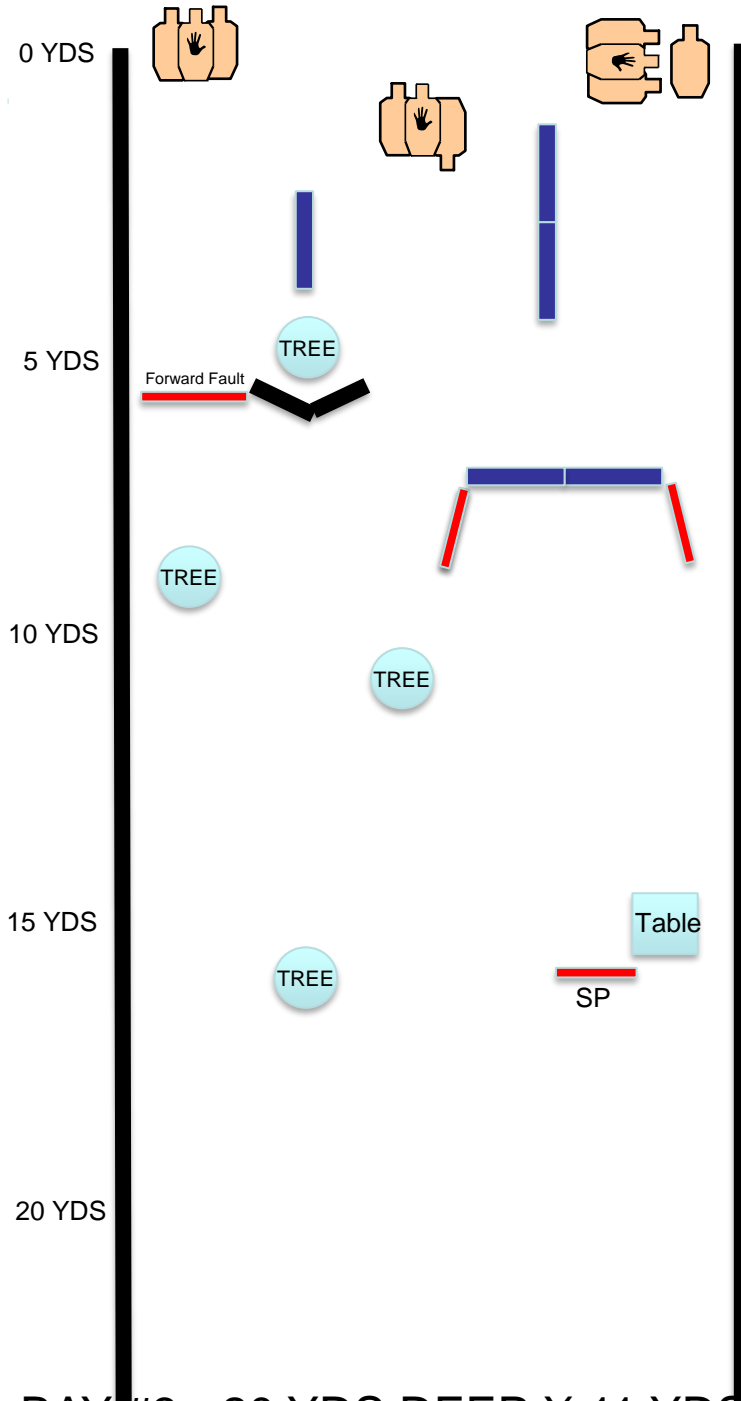
Course Designer: *John Sellman*

**SCENARIO:** Standing at SP facing up range. You hear calls for help. You turn and realize hoodlems have taken hostages. Save the hostages.

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

**STRINGS:** 1  
**SCORING:** 14 rounds min, Unlimited  
**TARGETS:** 7 threat, 3 non threat, 0 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Standing at SP facing up range, heels touching SP, hands relaxed at sides. At the signal take out all the hoodlems with 2 rounds each per IDPA rules.



**BAY #3 - 20 YDS DEEP X 11 YDS WIDE**



# Lake County IDPA July 4<sup>th</sup> Mahem



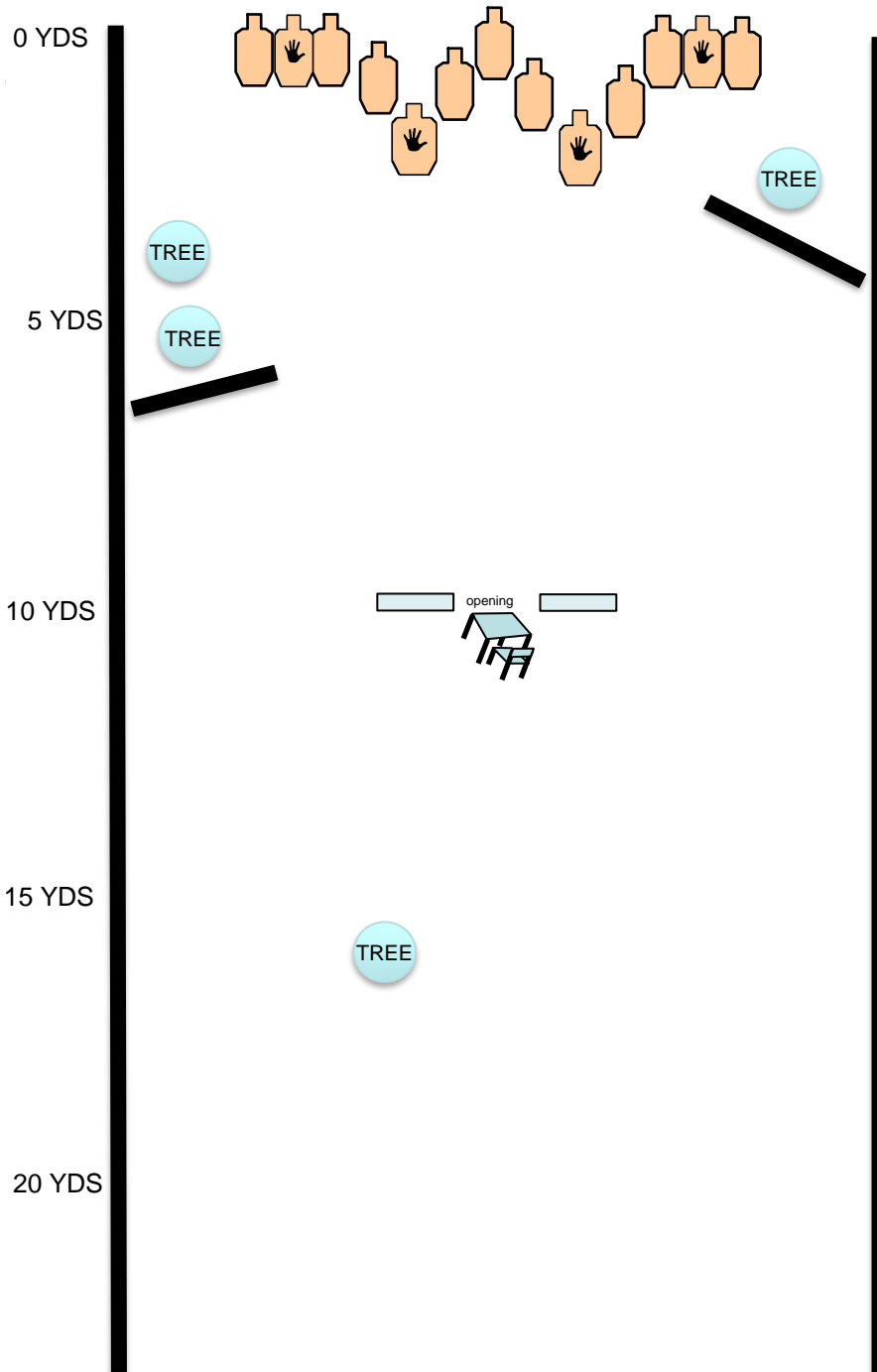
Course Designer: *John Sellman*

**SCENARIO:** You are working the gate at the annual 4<sup>th</sup> of July festival when a group anti-American madmen decide to cause mahem at the festivities. Stop them!

**GUN READY CONDITION:** Gun unloaded, slide / cylinder closed and sitting on table facing down range. PCC at same condition. All loading devices also staged on table.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat, 4 non threat, 0 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Starting seated, at the signal, retrieve and load your firearm. Engage all threats with 2 rounds each thru opening.



**BAY #4 - 20 YDS DEEP X 13 YDS WIDE**



Lake County IDPA  
**Double Trouble**  
 Course Designer: *John Sellman*

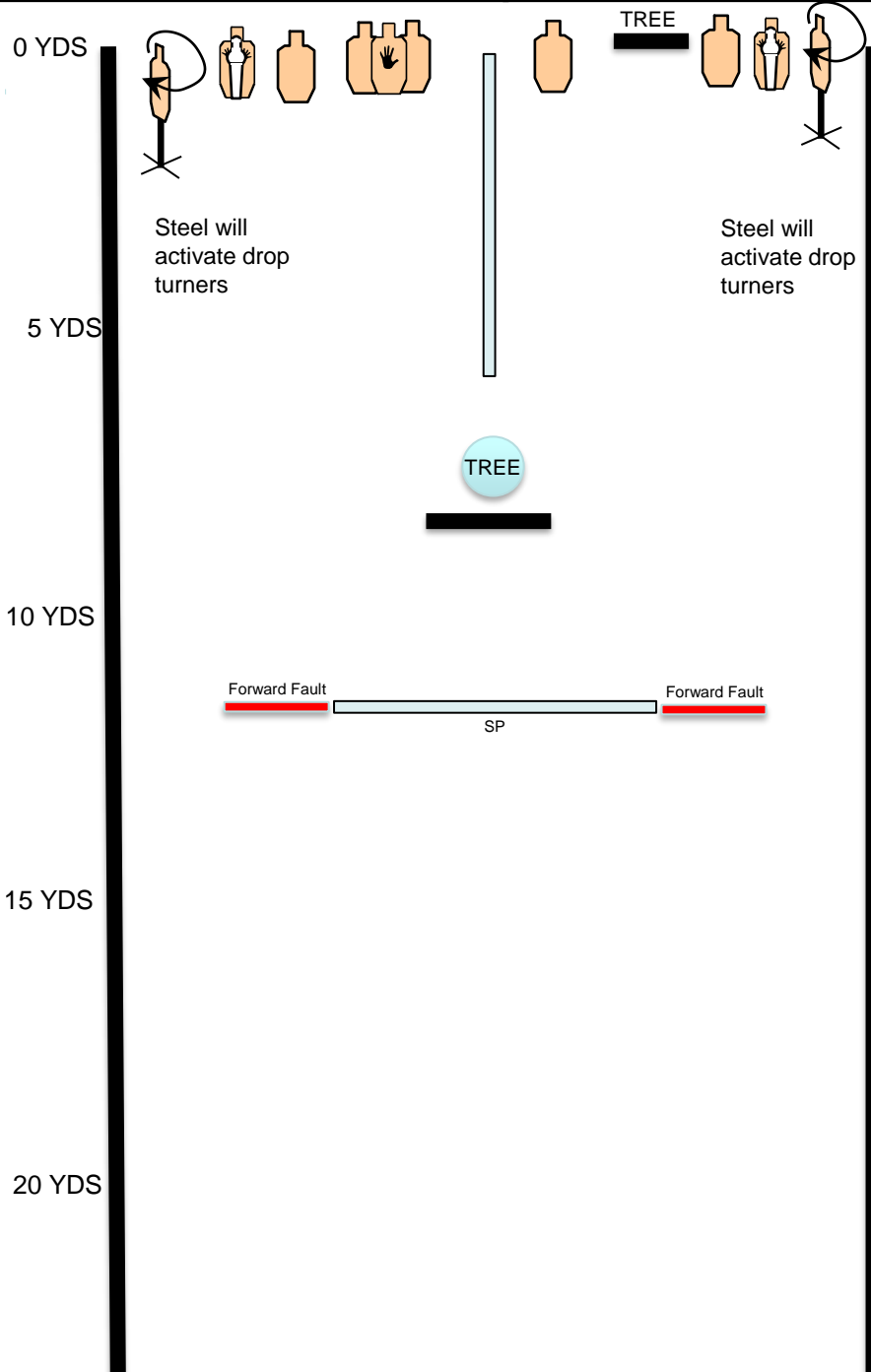


**SCENARIO:** You are waiting for you family to come out of the store when you realize there are two groups of thieves coming up behind you. Stop them before they get the goods!

**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:** 7 threat, 3 non threat, 2 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Standing at SP facing up range. Hands relaxed at your sides. At the signal take out the thieves per IDPA rules.



**BAY #5 - 20 YDS DEEP X 13 YDS WIDE**



Lake County IDPA  
**Crowd of Criminals**  
 Course Designer: *John Sellman*

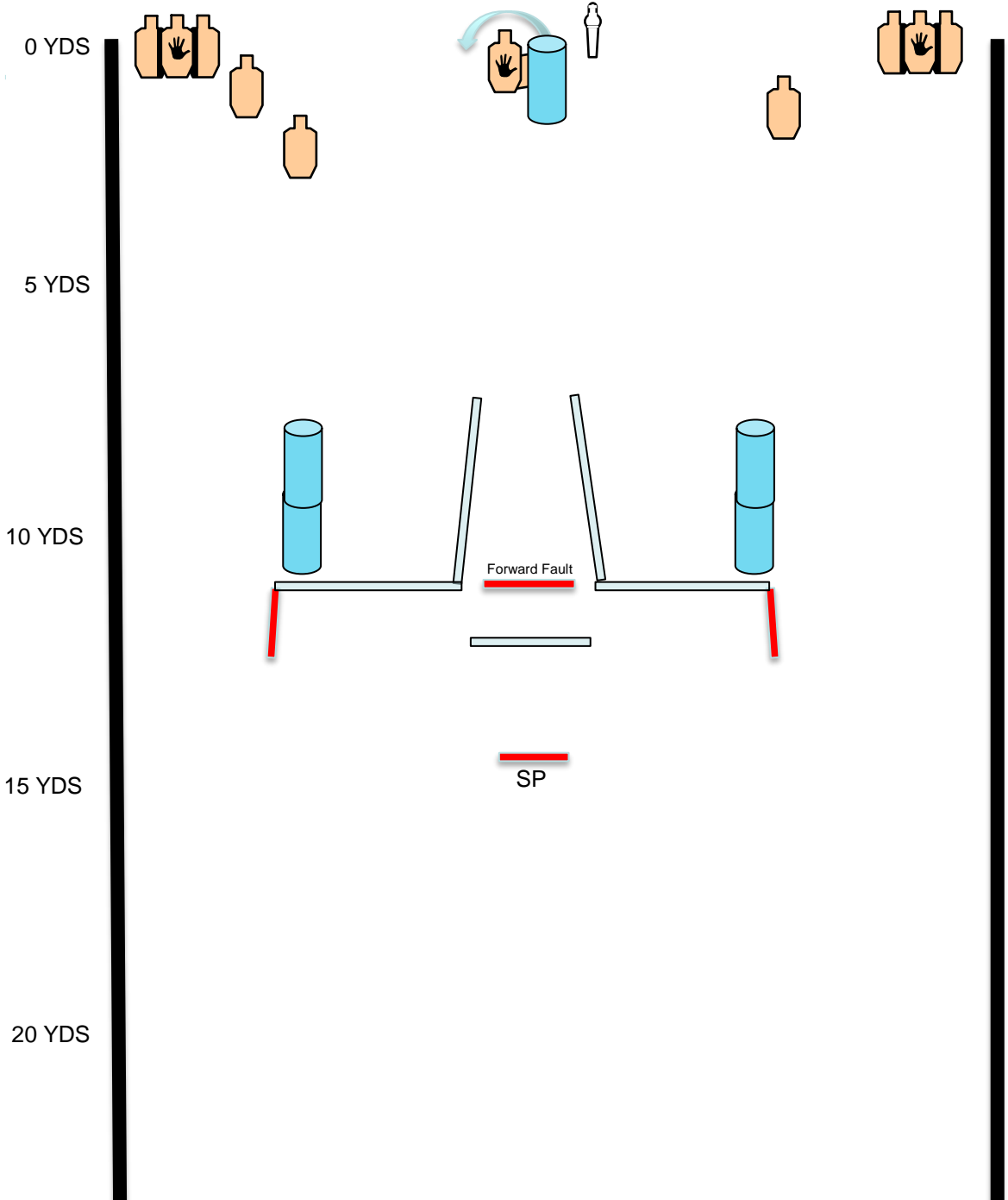


**SCENARIO:** You are in the court yard of your favorite hotel when criminals begin taking hostages.

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

**STRINGS:** 1  
**SCORING:** 17 rounds min, Unlimited  
**TARGETS:** 8 threat, 3 non threat, 1 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Standing at SP hands relaxed at your sides.. At the signal take out the criminals using available cover.



**BAY #6 - 20 YDS DEEP X 18 YDS WIDE**



**Lake County IDPA**  
**Anarchists at all Angles**  
 Course Designer: *John Sellman*



**SCENARIO:** You are out for your morning walk, when you encounter a gang of Anarchists kidnapping oyer walkers. Save the day and free the walkers.

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

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 8 threat, 5 non threat, 2 Steel  
**SCORED HITS:** Best 2 per paper, 2 steel  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Starting at either SP with toes touching fault line. At the signal. Take out the threats with 2 rounds each. Steel must fall.

0 YDS



5 YDS

10 YDS



15 YDS

20 YDS

**BAY #7 50 YDS DEEP X ? YDS WIDE**