



# Lake County IDPA Lots of Hostages

Course Designer: *John Sellman*

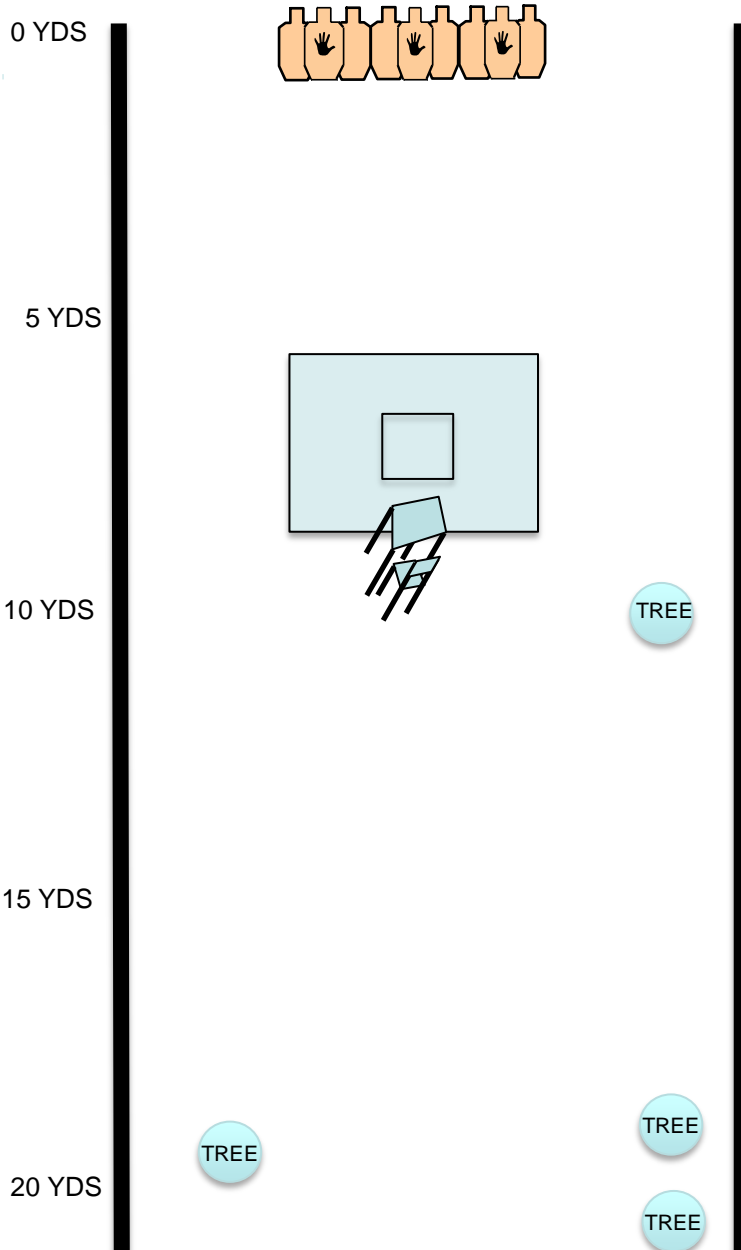


**SCENARIO:** You are working the ticket booth at the local festival when a group of thugs take people in line hostage planning on robbing you. Stop them!

**GUN READY CONDITION:** Gun unloaded, slide / cylinder open sitting on table facing down range. PCC same condition. Loading device at division capacity and also sitting on table.

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 6 threat, 3 non threat, 0 Steel  
**SCORED HITS:** Best 2 to body & 1 to head  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** While sitting, engage all threats thru the opening with 2 rds to the body and 1 to the head.



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



Lake County IDPA  
**Attack from Behind**  
 Course Designer: *Name*

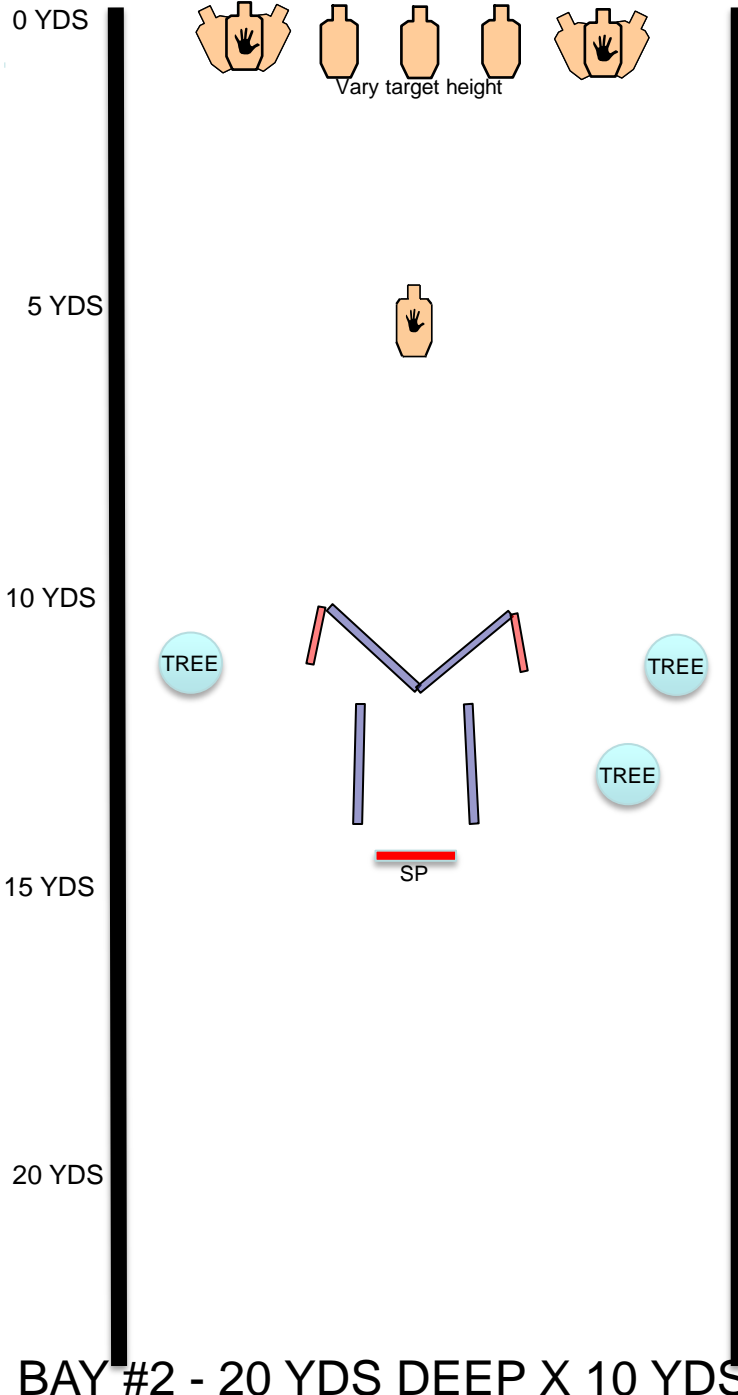


**SCENARIO:** You are standing in a store when you realize patrons are being attacked behind you. Save the day!

**GUN READY CONDITION:** Gun loaded to division capacity and holstered. Loading devices at division capacity and 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:** Required

**STAGE PROCEDURE:** Standing at SP facing up range heels touching SP. PCC starts low ready toes touching SP facing down range. At the signal turn then draw and take out the attackers with 2 rounds each per IDPA rules.





# Lake County IDPA

## Home Invaders

Course Designer: *John Sellman*



**SCENARIO:** You are in your home when 8 invaders with the intent of harming your family enter your home. Stand your ground and defend your family and home!

**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:** 16 rounds min, Unlimited

**TARGETS:** 8 threat, 4 non threat, 0 Steel

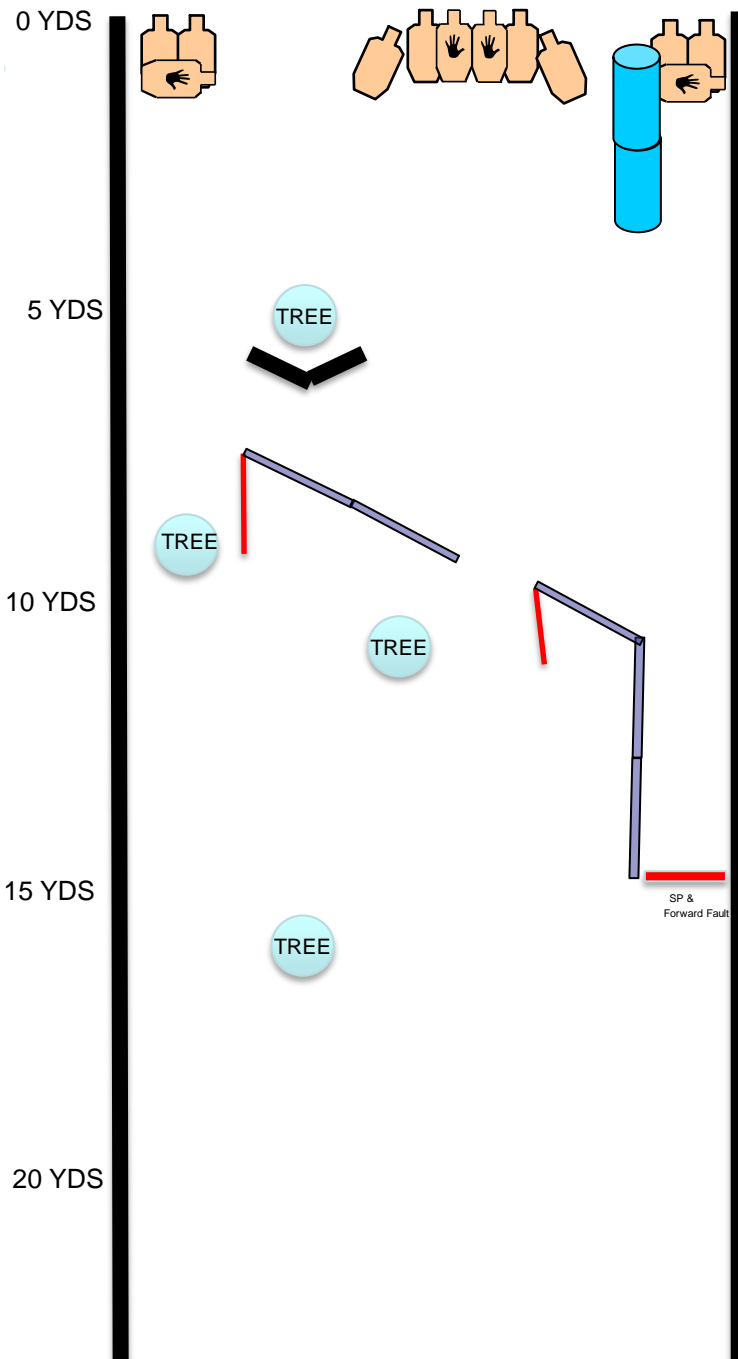
**SCORED HITS:** Best 2 per paper

**START-STOP:** Audible - Last shot

**RULES:** Current IDPA Rulebook

**COVER GARMENT:** Required

**STAGE PROCEDURE:** Standing at SP and forward fault line with hands relaxed at sides. At the signal take out the threats using available cover with 2 shots each



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



# Lake County IDPA Card Game Crashers

Course Designer: *John Sellman*

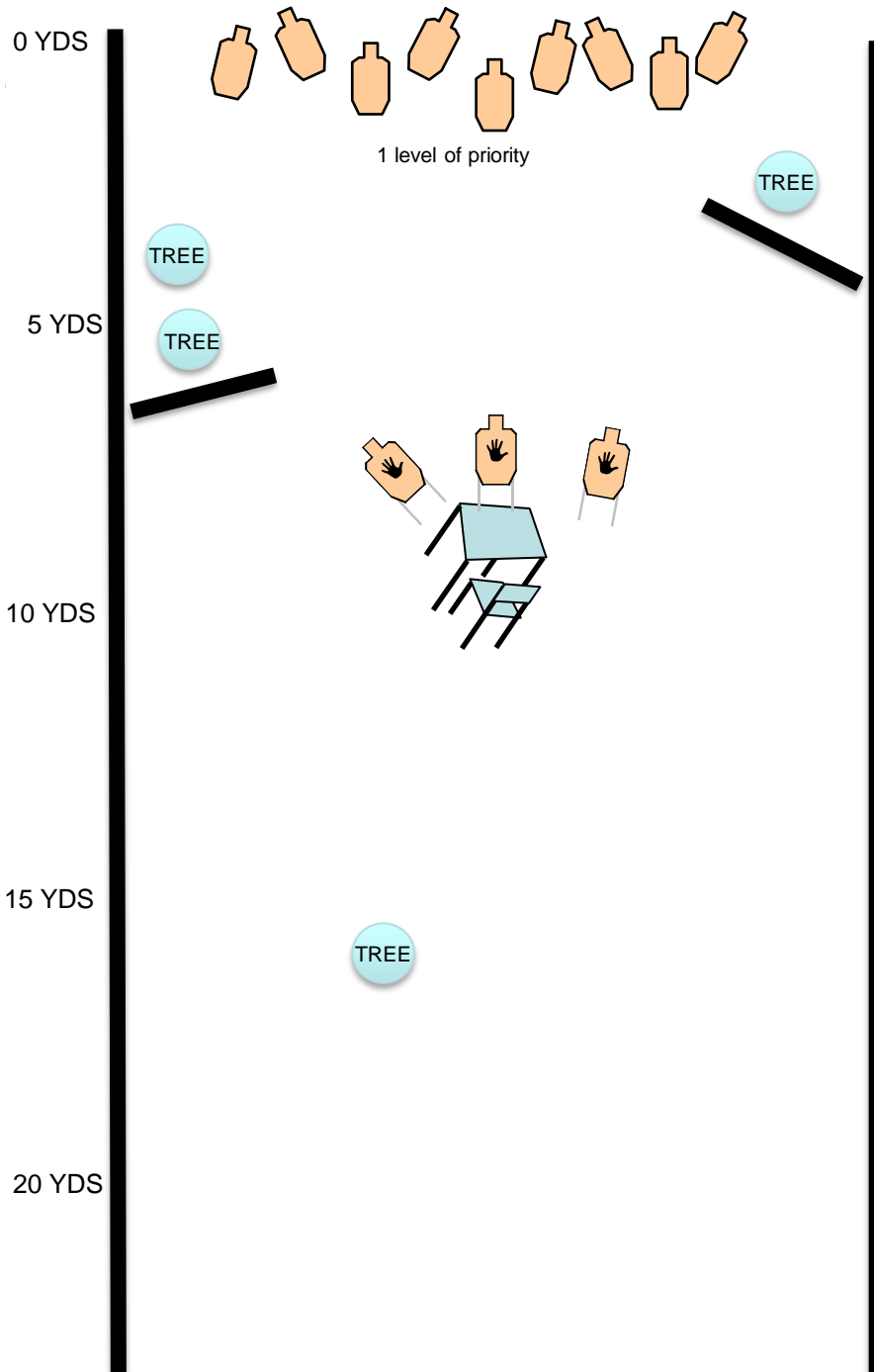


**SCENARIO:** You are just about to cash in on a huge poker pot when a group of crashers bust in and want to pilfer your pot! Stop them!

**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.

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

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat, 3 non threat, 0 Steel  
**SCORED HITS:** Best 2 per paper  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required



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



Lake County IDPA  
**Trouble from both sides**  
 Course Designer: *John Sellman*

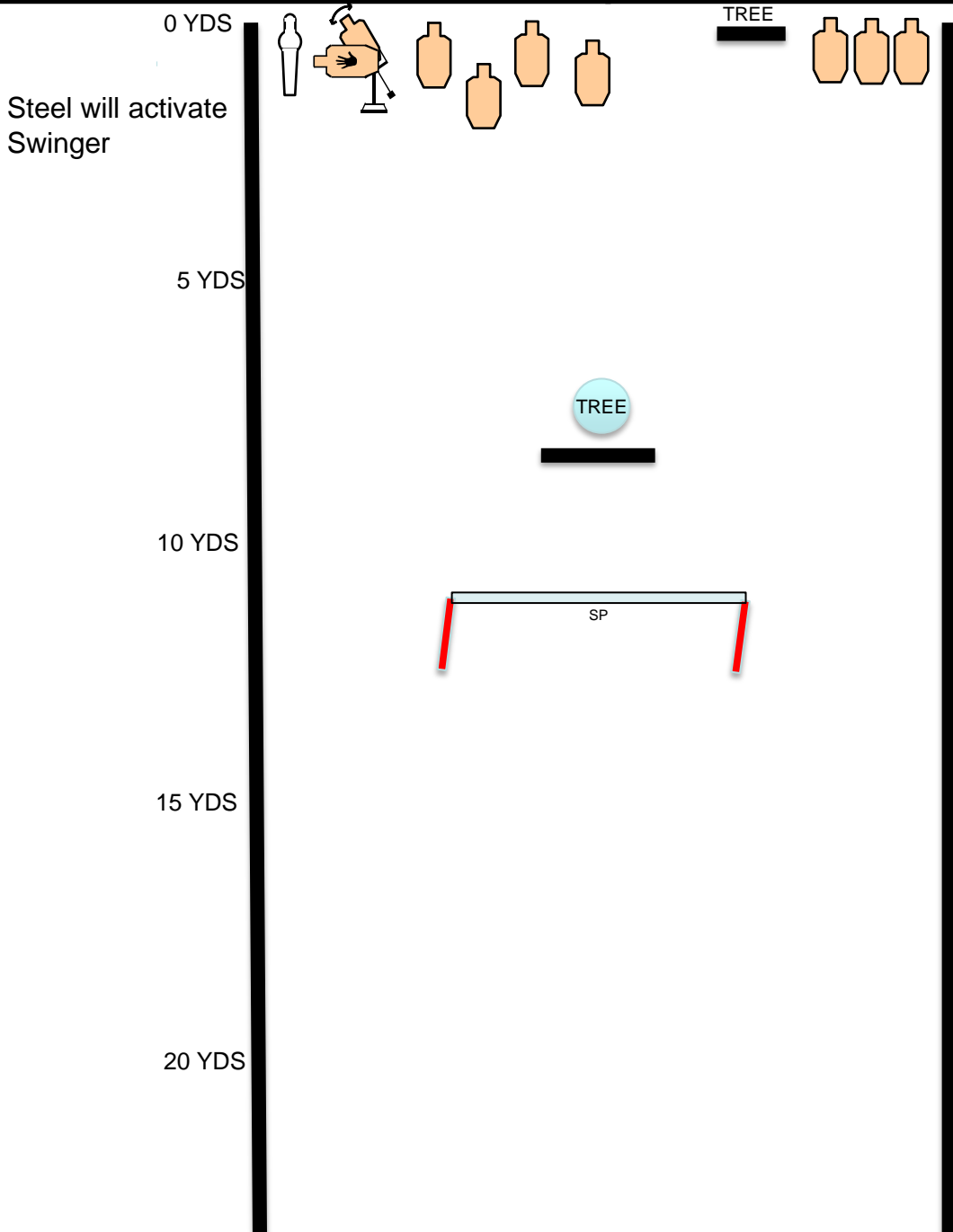


**SCENARIO:** You are walking thru the park when you realize there are two groups of thieves coming up on you. Stop them before they get to you!

**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:** 17 rounds min, Unlimited  
**TARGETS:** 9 threat, 1 non threat, 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 touching wall. Take out the thieves using available cover



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



# Lake County IDPA

## Electric Slide

Course Designer: *Ross Quarnoccio*

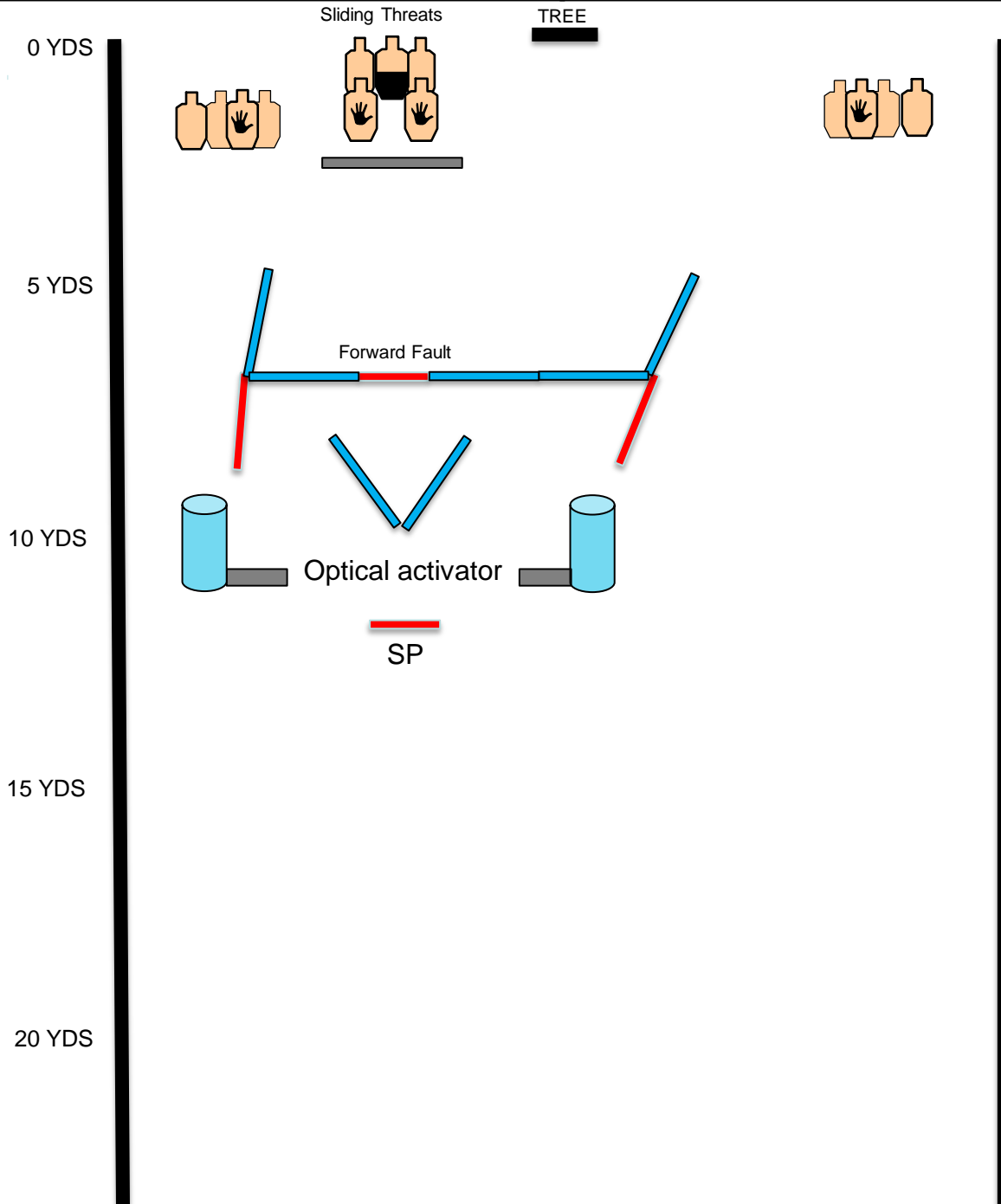


**SCENARIO:** You are at your local juke joint when you notice your dates have been taken by force on the dance floor. Rescue them and head to the door.

**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:** 18 rounds min, Unlimited  
**TARGETS:** 9 threats, 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, toes touching SP. Hands relaxed at sides. Take out dance crashers per IDPA rules.



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



Lake County IDPA  
**Tunnels to Terrorists**  
 Course Designer: *Name*



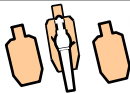
**SCENARIO:** You find yourself in a room with Terrorists at the end of all 3 tunnels. Take them out!

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

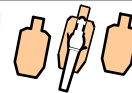
**STRINGS:** 1  
**SCORING:** 16 rounds - **Unlimited**  
**TARGETS:** 7 threat, 2 non threat, 2 Steel  
**SCORED HITS:** Best 2 per paper – Steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Required

**STAGE PROCEDURE:** Standing at any of the SP / forward fault lines with toes touching line. Engage all paper threats with 2 rds each. Steel must fall.

0 YDS



Non-threat  
behind steel

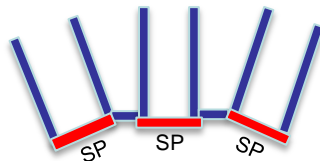


Non-threat  
behind steel

5 YDS

10 YDS

15 YDS



20 YDS

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