

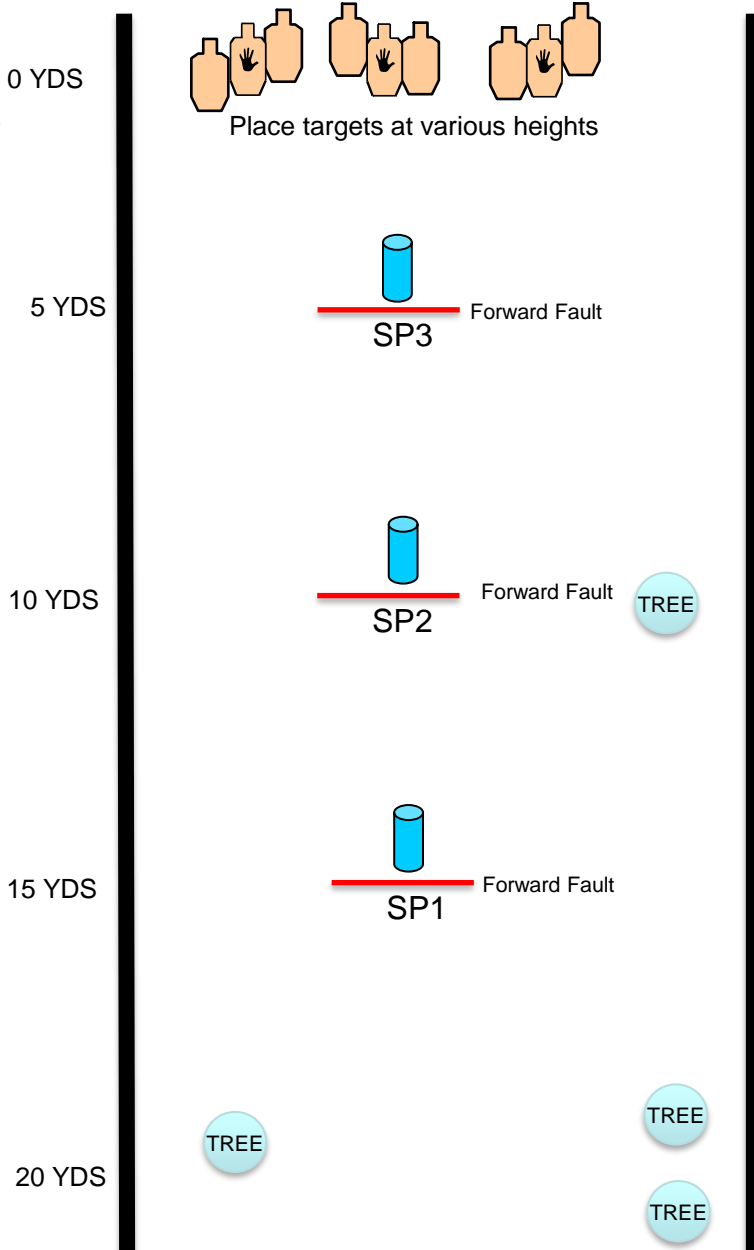


**Lake County IDPA**  
**Standard Stage**  
 Course Designer: *John Sellman*



**SCENARIO: Standard Stage**

<p><b>GUN READY CONDITION:</b> First TWO magazines downloaded to 6 rounds and 1 each placed on the barrels at SP1 and SP2. Remaining loaded to division capacity and placed on barrel at SP3. Firearm also placed on barrel at SP1 unloaded, slide / cylinder open facing berm. PCC starts same.</p> <p><b>STAGE PROCEDURE:</b> Standing at the SP1 forward fault line. Hands relaxed at sides. Retrieve and load your firearm. Engage all targets with 1 round each freestyle. Advance to SP2 and engage all targets with 1 round each SHO. Then advance to SP3 and engage all targets with 1 round each WHO.</p>	<p><b>STRINGS:</b> 1</p> <p><b>SCORING:</b> 18 rounds, <b>Limited</b></p> <p><b>TARGETS:</b> 6 threats, 0 non threat, 0 Steel</p> <p><b>SCORED HITS:</b> Best 3 on target</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> Current IDPA Rulebook</p> <p><b>COVER GARMENT:</b> <b>Not Required</b></p>
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**BAY #1 - 25 YDS DEEP X 11 YDS WIDE**



# Lake County IDPA

## Mall Madmen!

Course Designer: *John Sellman*

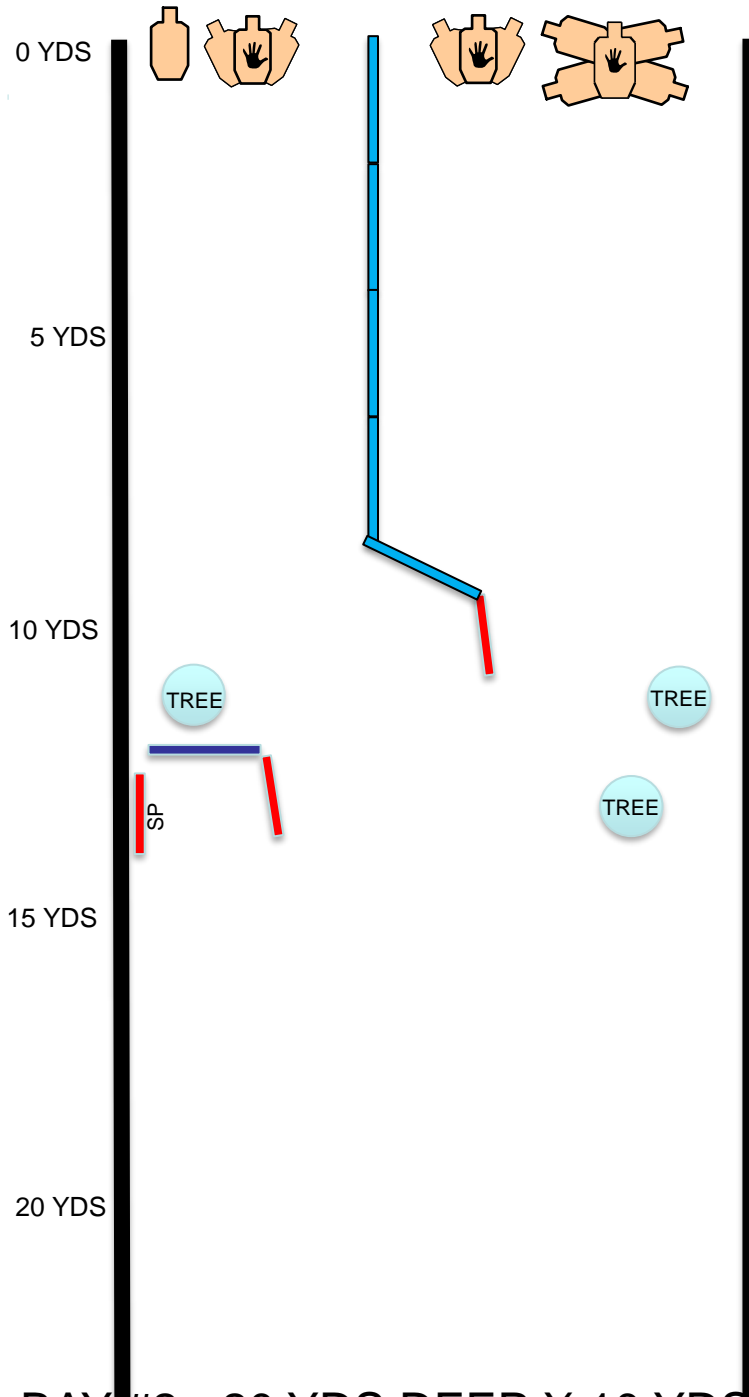


**SCENARIO:** You are in your Mall when you encounter a group of Madmen looting and taking employees hostage.

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

**STRINGS:** 1  
**SCORING:** 18 rounds min, Unlimited  
**TARGETS:** 9 threat, 3 non threat, 0 Steel  
**SCORED HITS:** Best 2 per paper / steel must fall  
**START-STOP:** Audible - Last shot  
**RULES:** Current IDPA Rulebook  
**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Standing at SP, toes touching fault line and hands touching side wall. PCC will start same except gun will be held facing forward berm. At the signal. Take out all the threats with 2 rounds each per IDPA rules.



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



# Lake County IDPA Kid Kidnappers



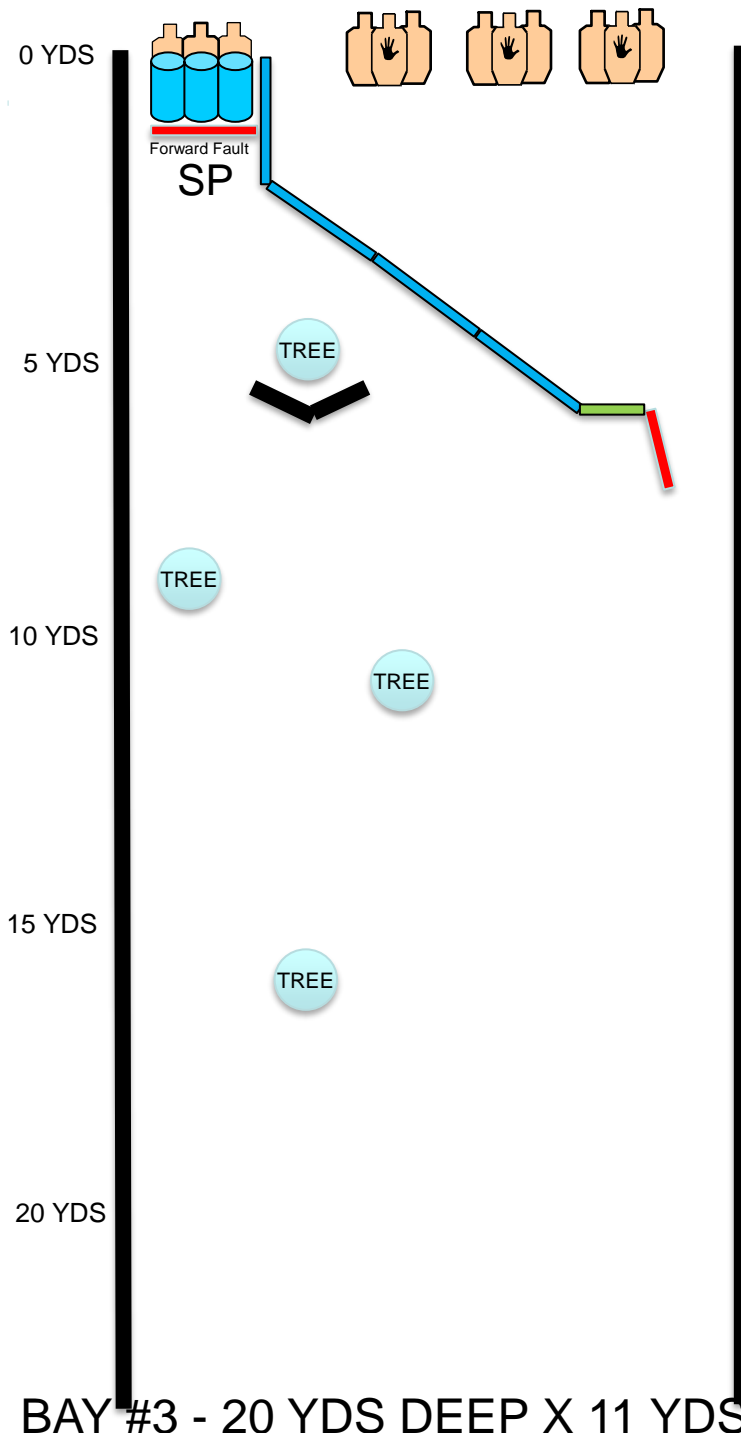
Course Designer: *John Sellman*

**SCENARIO:** You are at the local playground with your children when a gang of kidnappers start grabbing the kids.

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

**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:** Not Required

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





# Lake County IDPA Dinner Danger



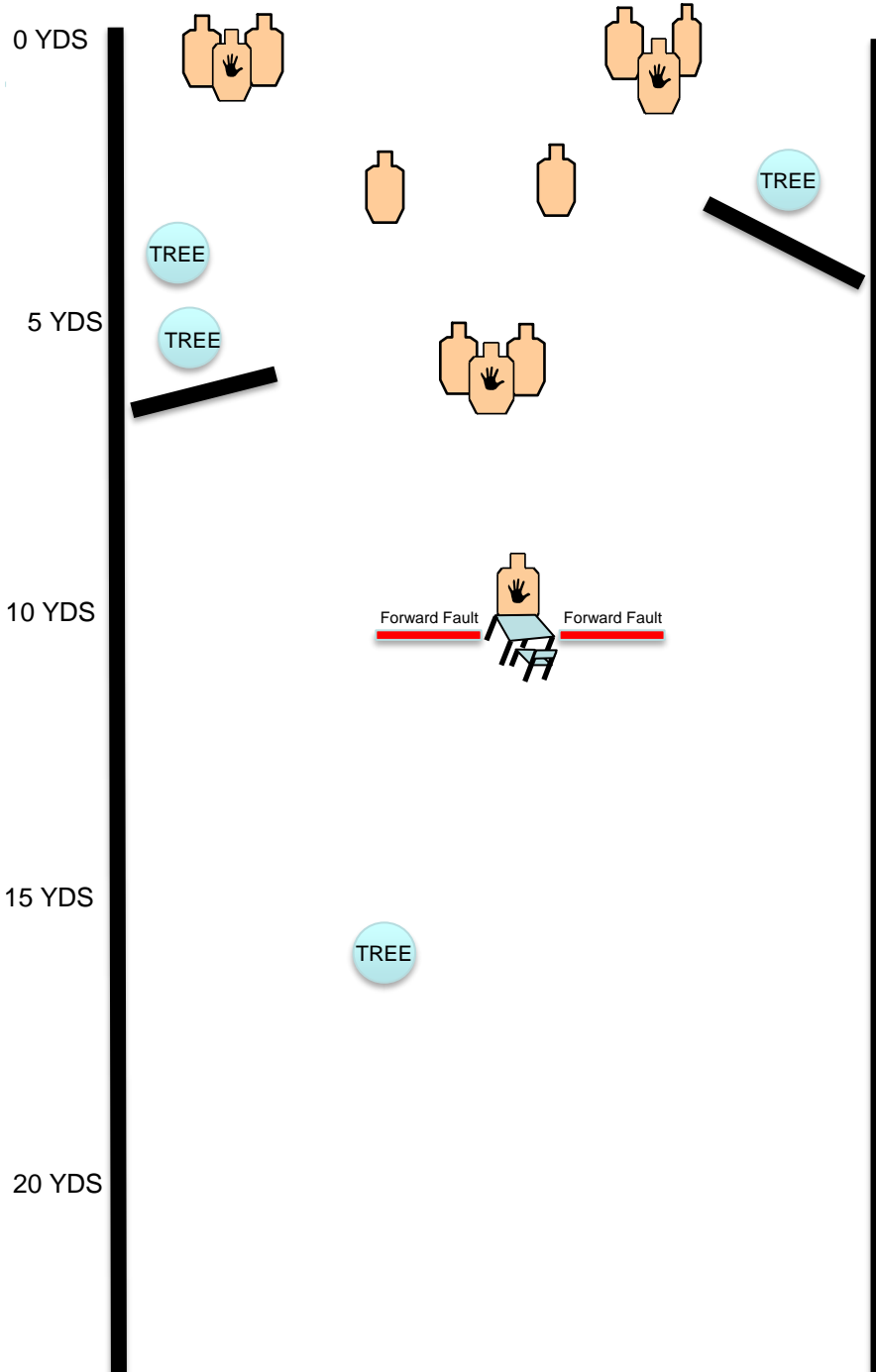
Course Designer: *John Sellman*

**SCENARIO:** You are out to dinner with your spouse, when a group villain's set on robbing everyone attack the diner!

**GUN READY CONDITION:** Gun loaded and holstered. PCC loaded and sitting on table facing down range. All loading devices 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:** Not Required

**STAGE PROCEDURE:** While seated, at the signal, engage all threats with 2 rounds each per IDPA rules.



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



Lake County IDPA  
**Roller Coaster Radicals**  
 Course Designer: *John Sellman*

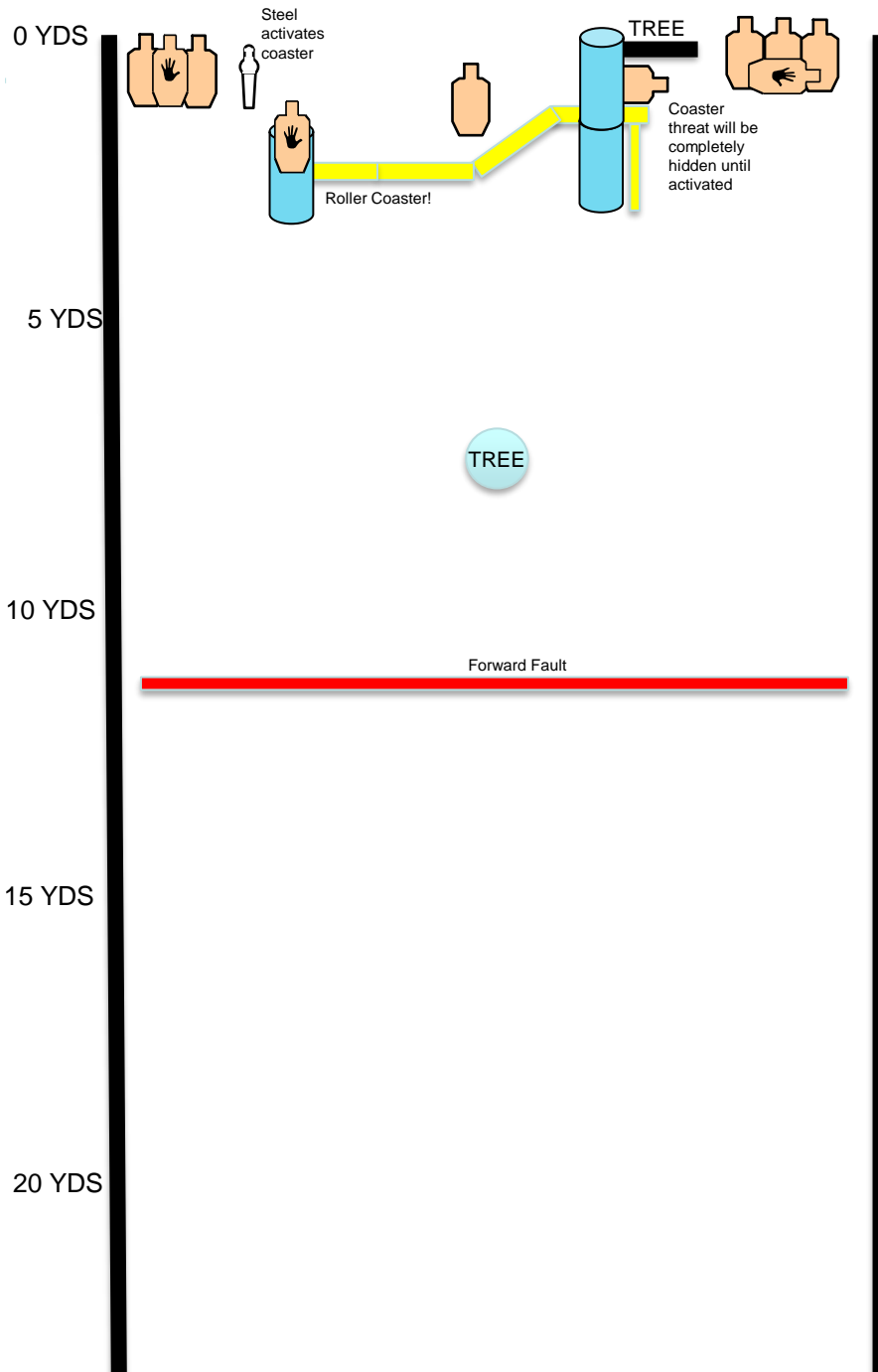


**SCENARIO:** You are at the amusement park with your family when a group of radicals take over the Roller Coaster. Stop them so you and your family can ride!

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

**STRINGS:** 1  
**SCORING:** 15 rounds min, Unlimited  
**TARGETS:** 6 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 anywhere behind Forward Fault line hands relaxed at your sides. Take out the thieves with 2 rounds each per IDPA rules. Steel will activate threat on roller coaster.



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



# Lake County IDPA

## On the Go!

Course Designer: *Ross Quarnoccio*



**SCENARIO:** While out for a stroll you notice a person getting mugged and his friends are on the way to cash in. Put an end to it!

**GUN READY CONDITION:** Gun loaded to division capacity slide closed sitting on the table facing berm. Loading devices loaded to division capacity and also staged on table. PCC starts same.

**STRINGS:** 1

**SCORING:** 18 rounds min, Unlimited

**TARGETS:** 6 threat, 3 non threat, 0 Steel

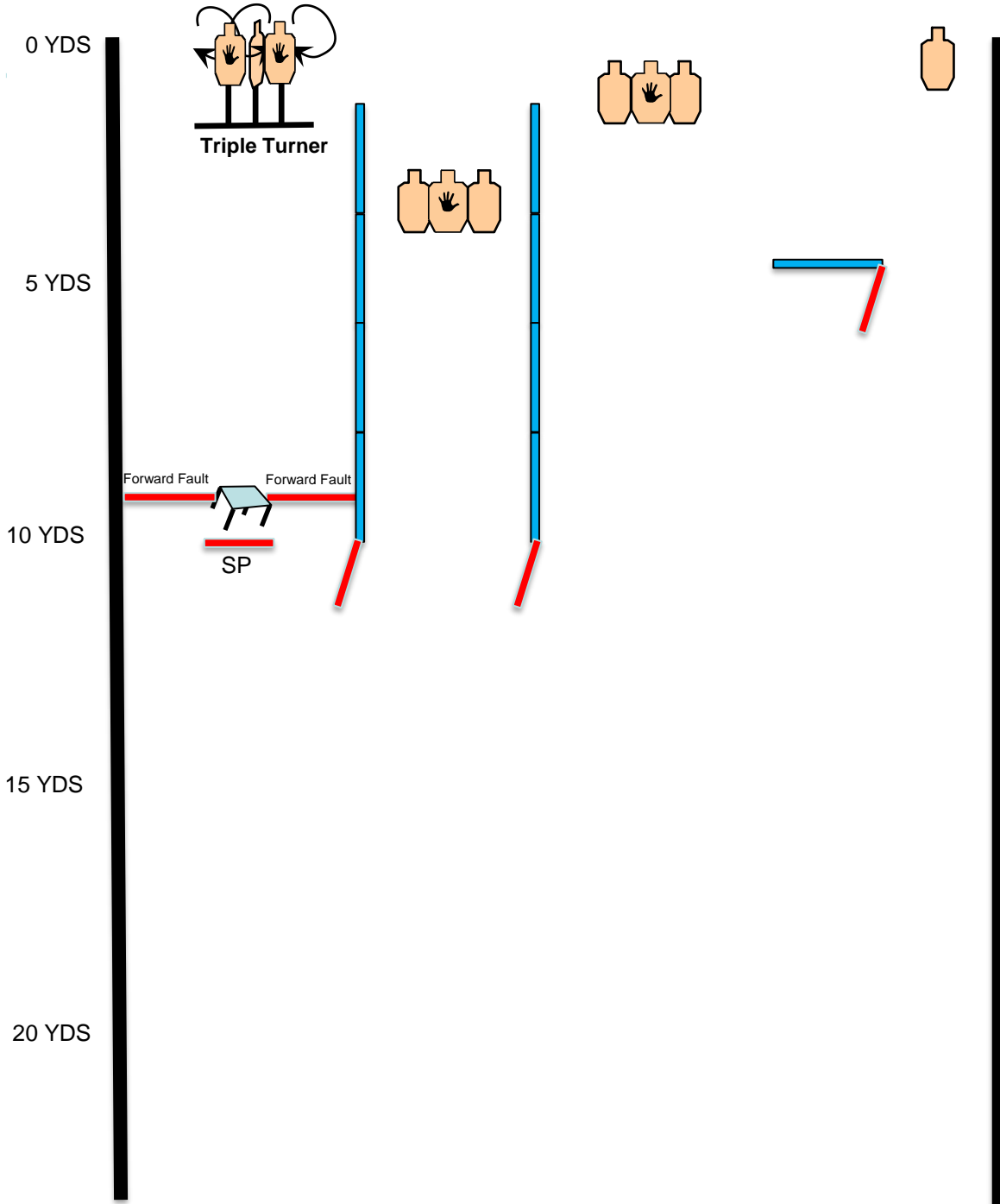
**SCORED HITS:** Best 2 to body, 1 to head

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

**RULES:** Current IDPA Rulebook

**COVER GARMENT:** Not Required

**STAGE PROCEDURE:** Standing at SP holding activation rope in weak hand. At the signal, activate turner and retrieve your firearm. Take out all targets with 2 shots to the body and 1 to the head per IDPA rules.



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



**Lake County IDPA**  
**Dog Day afternoon!**  
 Course Designer: *John Sellman*



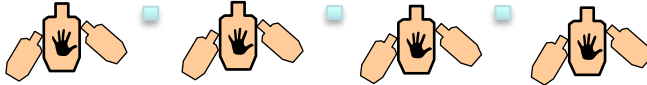
**SCENARIO:** You are out for your morning walk at the Dog Park when you see a pack of wild dogs attacking people. Stop the attack!

**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:** 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:** Not Required

**STAGE PROCEDURE:** Starting behind SP. At the signal. Take out the threats with 2 rounds each. Do not pass forward fault line!

0 YDS



5 YDS

10 YDS

Forward Fault

Forward Fault

15 YDS

SP

20 YDS

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