



Lake County IDPA

Stage 2 - Evil Enchanted Forest

Course Designer: D. Kester - 2015 S&W Indoor Nationals

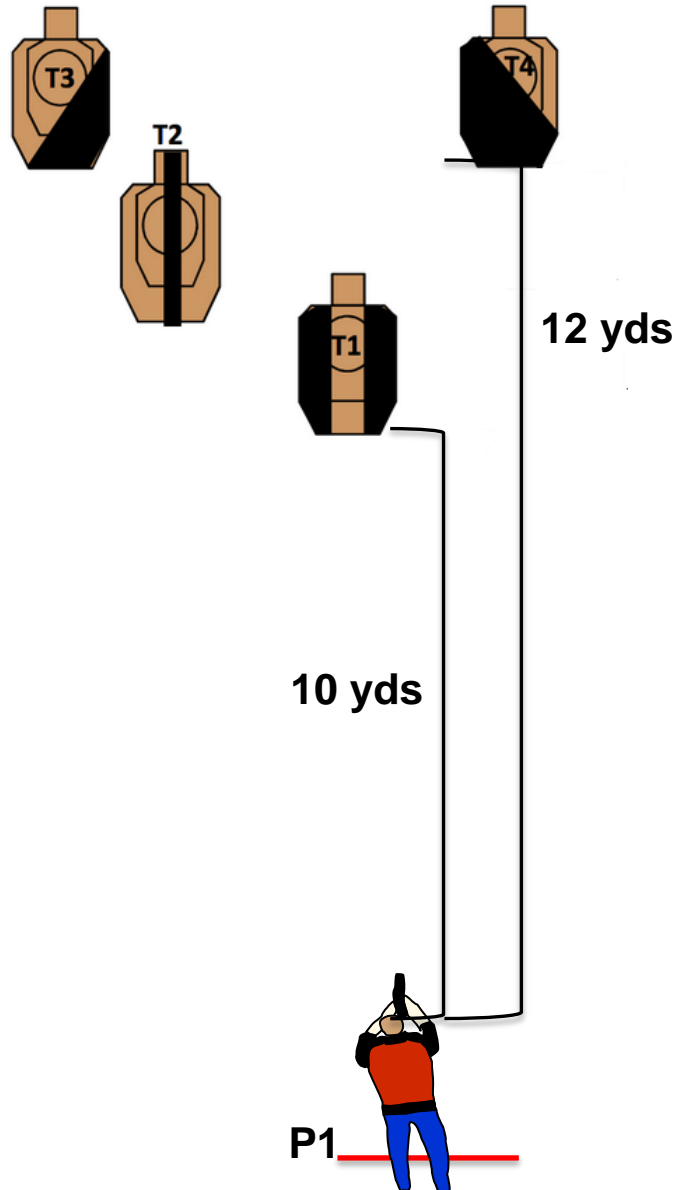


SCENARIO: A stroll through the woods is anything but. Take the evil gnomes down before they turn you into porridge.

GUN READY CONDITION: Positioned at P1, holstered, loaded to division capacity, hands at side. PCC div capacity, low ready.

STRINGS: 1
SCORING: 3 rounds min, Unlimited
TARGETS: 4 threat, 0 non threat,
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
ROUND COUNT: 12

STAGE PROCEDURE: At the buzzer, engage T1-T4 with 3 rounds each, free style while remaining behind the line at P1. All targets are equidistant and can be engaged in any order.





Lake County IDPA
Stage 3 - Bad Day at Publix

Course Designer: Stolen from *Mike Webb* by *Mac Selvidge*

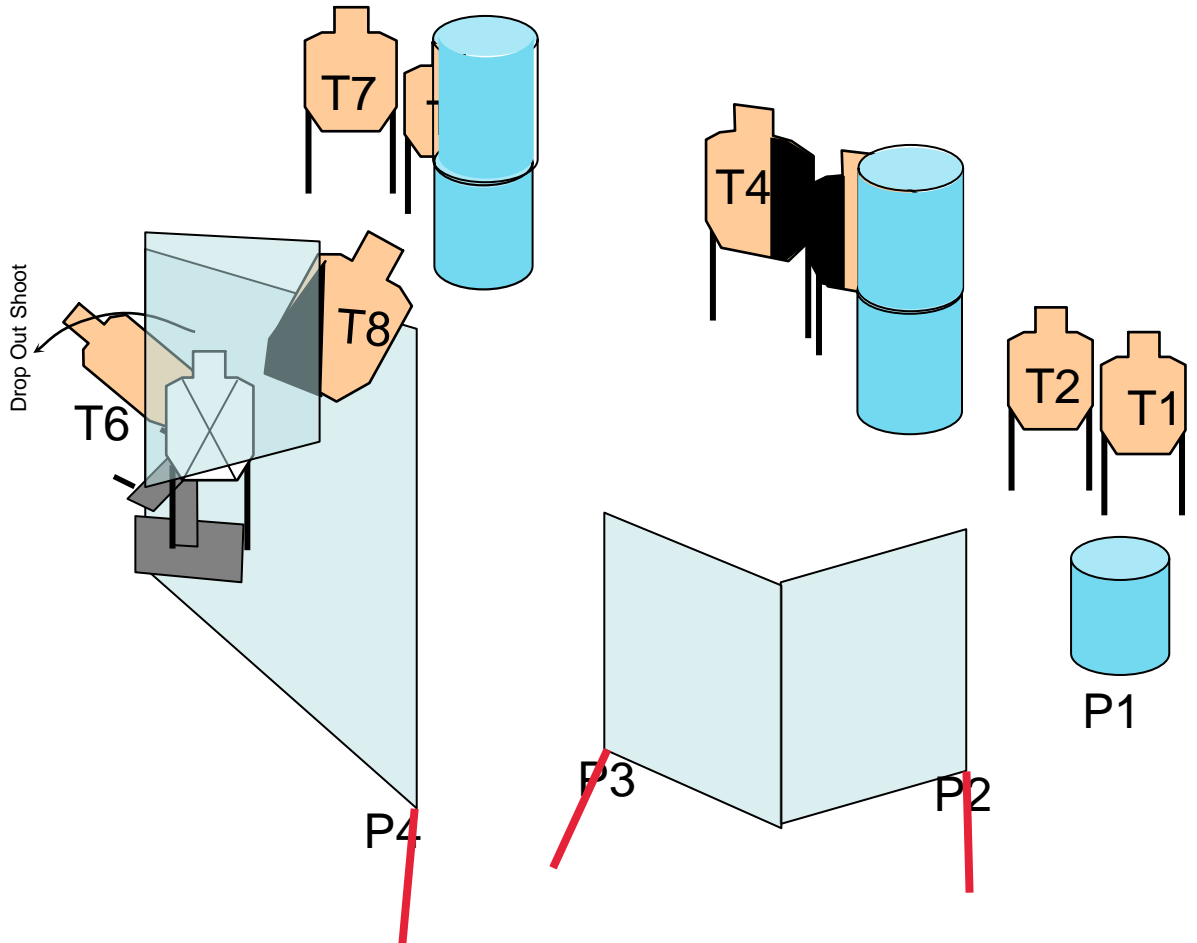
SCENARIO: You are grocery shopping with your child when you are caught in the middle of an attempted robbery. Grab your child and try to escape.

GUN READY CONDITION: Holstered and loaded to division capacity. Both hands on table. PCC - on table.

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

PROCEDURE: Starting at P1, both hands on table, grab your "child", clutch him/her to your chest with your weak hand, engage T1 and T2 with 2 shots each, strong hand only while retreating to P2. From cover at P2 engage T3 with 2 rounds, and then move to P3 and engage T4 with 2 rounds. Move to P4 and engage T5 with 2 rounds. Activate T6 and immediately engage T6 with 2 rounds then engage T7 and T8 from cover.

Note: Child must be held to chest for all shots.





Lake County IDPA
Stage 4 - Clean-up at Dick's
 Course Designer: *Jon Lewis*

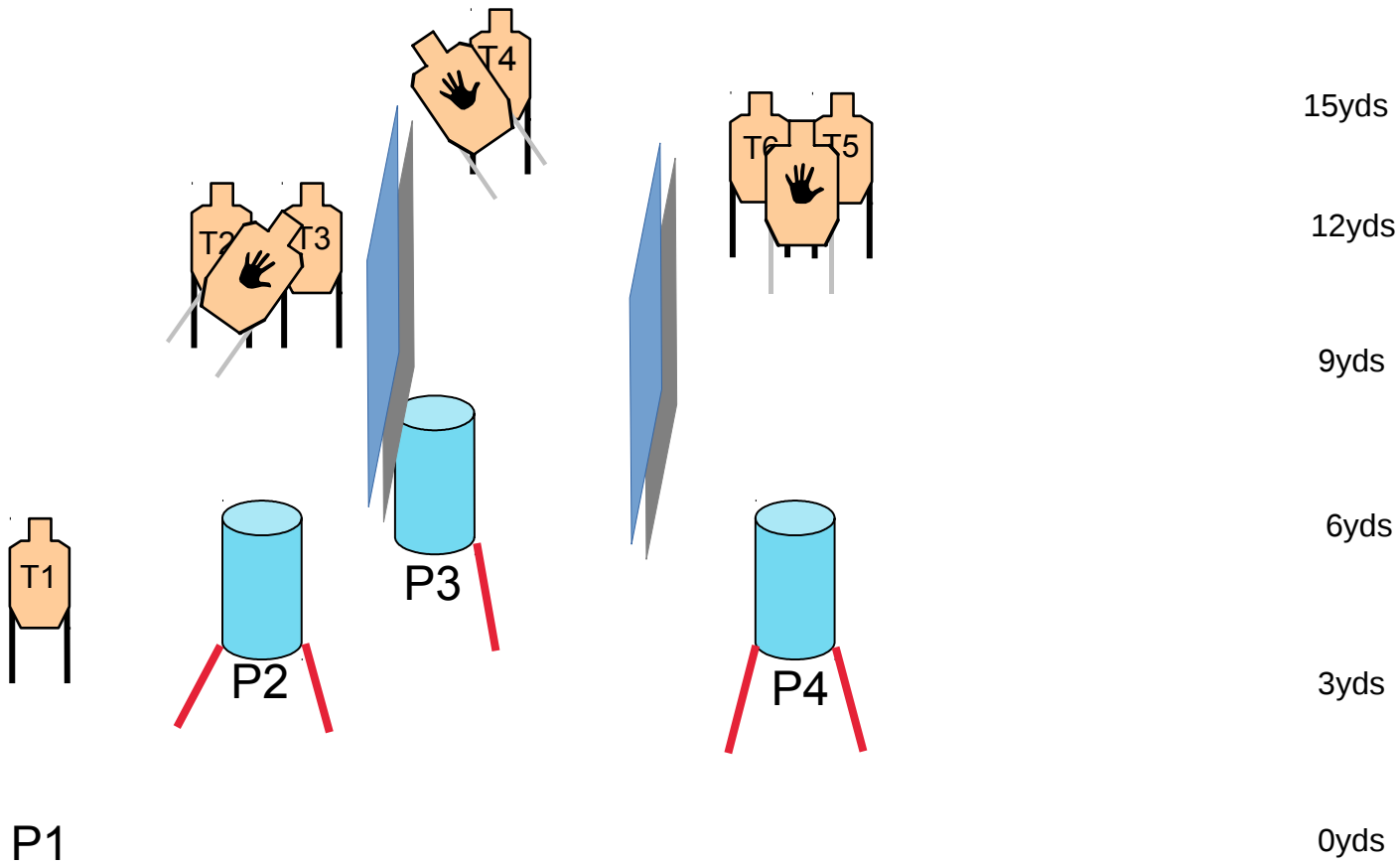


SCENARIO: A gang is on the rampage in Dick's Sporting Goods. In spite of the ironic justice of it all, take out the thugs using columns for cover.

GUN READY CONDITION: Holstered, loaded to division capacity, hands at sides, facing 90* either direction away from downrange. PCC unloaded, facing downrange, low ready.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 threat, 3 non threat,
SCORED HITS: Best 3 on T1-T6
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
Target Distance: T1 - 3yds, T2 - 7yds, T4 - 9yds, T6 - 8yds

STAGE PROCEDURE: Starting at P1, engage T1 from P1. Engage T2-T3 from cover at P2, T4 from cover at P3, T5-6 from cover at P4. All threats get 2 to the body, 1 to the head.





Lake County IDPA
Stage 5 - GLOCK Save the Queen
 Course Designer: *Mark Carey*



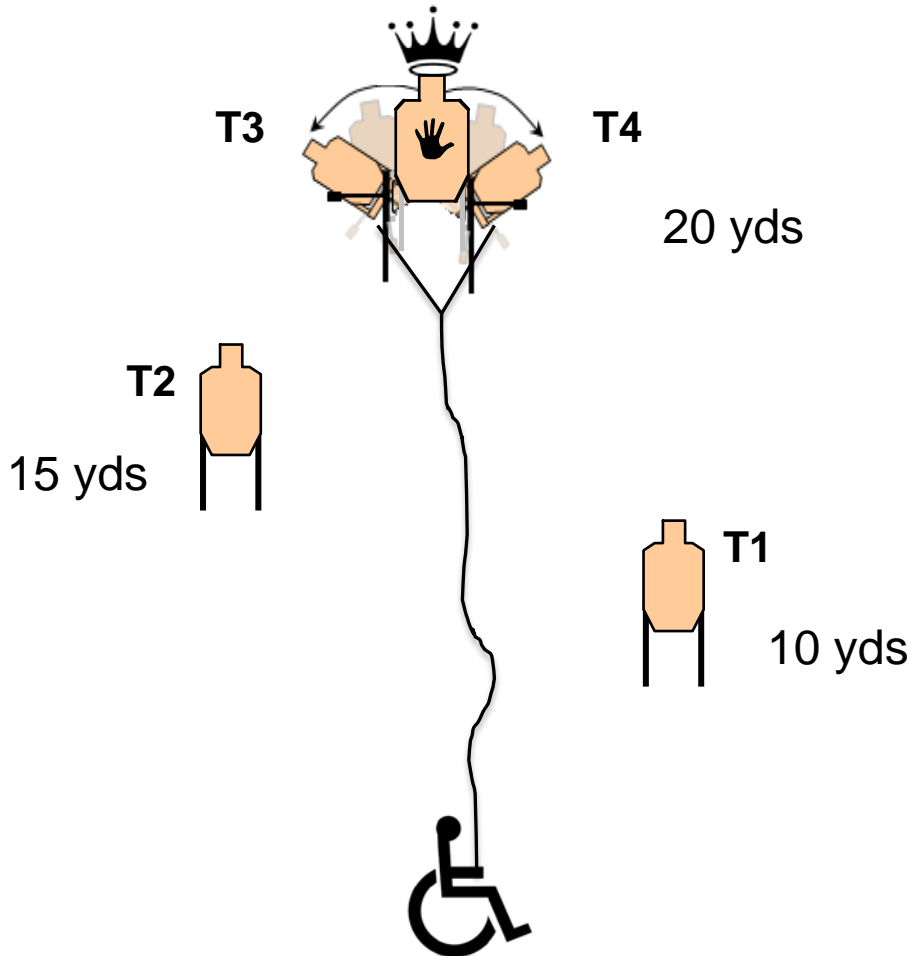
SCENARIO: In your wheel chair awaiting an audience with the Queen at the British Consulate in San Francisco when the event is attacked by bad guys. Glock save the queen!

GUN READY CONDITION: Shooter will remain seated in 'wheelchair' during entire stage. Because this incident takes place in CA, maximum mag capacity is 10 rds, including PCC. Guns loaded to division capacity, holstered. PCC loaded to 10+1 & remaining mags 10 rounds per CA law. PCC low ready.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 4 threat, 1 non threat,
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

STAGE PROCEDURE: At the signal, pull cord with strong hand to release double swingers THEN engage targets per IDPA rules. You must activate the swingers first to start the stage. Best 3 rounds on paper

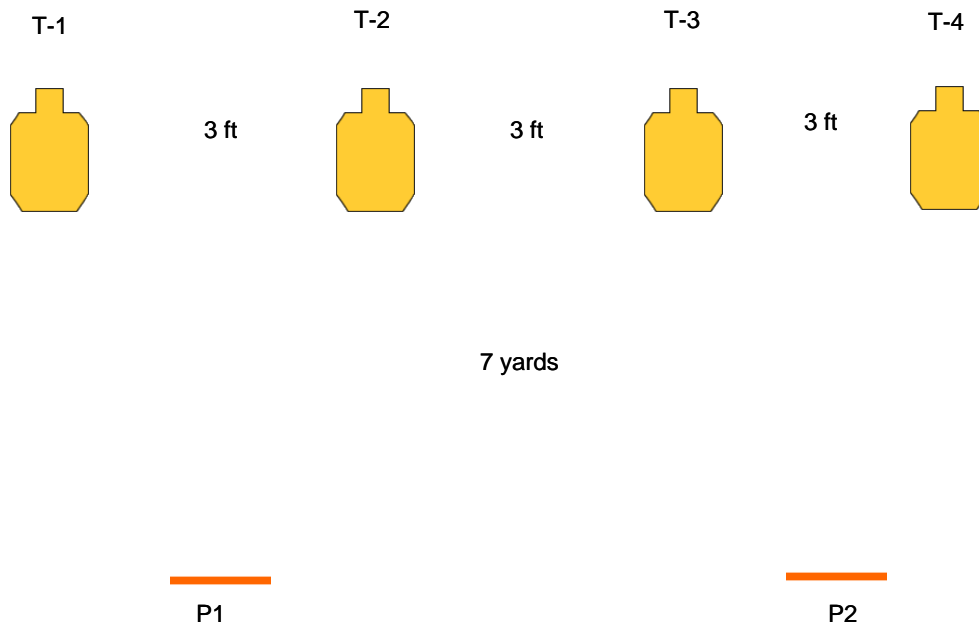
T1 – 10 yds,
 T2 – 15 yds,
 T3&4 – 20 yds



Set up note: Queen protected by TWO swingers activated by the same rope pull. Set swingers so they overlap behind the queen and are hidden until rope is pulled.

Stage 6 - Drill, Baby, Drill

RULES: IDPA Rules	Created By: Bryan Scott
START POSITION: Hands at side, gun holstered. All mags loaded with six rounds (simulates common concealed carry capacities). PCC low ready.	
SCENARIO: Speed and Accuracy DRILL. PROCEDURE: Standing at P1. At the signal, draw and fire two to the body, one to the head T-1 and T-2, STRONG HAND ONLY. Move to P2, fire two to the body, one to the head T-3 and T-4 WEAK HAND ONLY.	SCORING: UNLIMITED
	ROUND COUNT: 12
	TARGETS: 04
	DISTANCE: 7 yards, 3ft clear between targets
	SCORED HITS: Best 2 on body, 1 on head
	PENALTIES: 2017 V3 IDPA Rules
	CONCEALMENT: Yes
NOTES:	





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Stage 7 - Double-taps for [almost] everyone
 Course Designer: *Jon Lewis*



SCENARIO: A gang is closing in on you and your friends. Using cover, double-tap each bad guy avoiding the good guys.

GUN READY CONDITION: Holstered, loaded to division capacity (PCC unloaded, low ready), hands at sides, facing down range at P.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 threat, 4 non threat,
SCORED HITS: Best 2 on T1-T8
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
Target Distance: 6yds, 9yds, 12yds, 15yds

STAGE PROCEDURE: At the signal, move to P1, engage visible targets from cover; move to P2 and engage remaining targets from cover.

Set up note: From either cover position, one half the targets are visible, the others are seen edge on.

