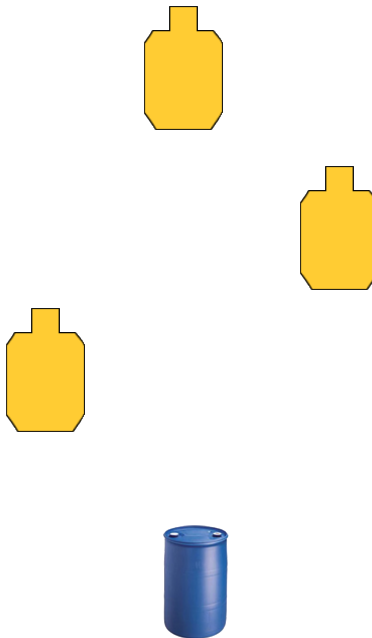


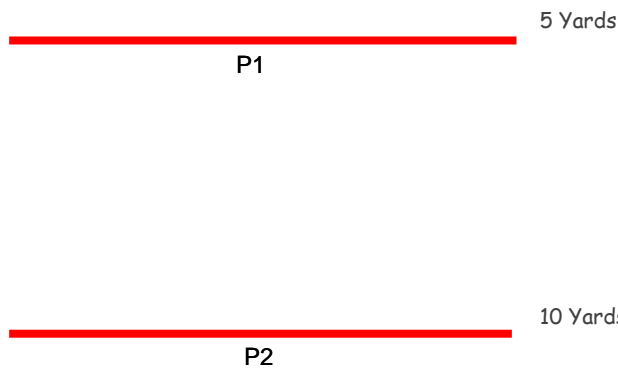
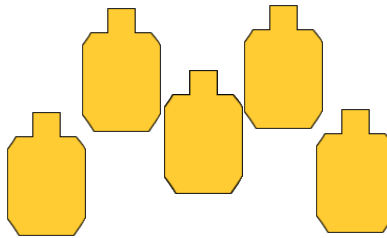
Stage 2 - Ken Hackathorne Drill

RULES: IDPA Rules	Created By: Bejsovec
START POSITION: Behind barrel, loaded to division capacity, holstered, hands relaxed at sides. PCC low ready.	
SCENARIO: Skill drill	SCORING: Limited
PROCEDURE: 3 Strings: String 1) 2 rounds to the body of each target. String 2) 3 rounds to the body of T1, 2 rounds to T2, 1 round to T3 String 3) 1 round to the head of T1, 2 rounds to T2, 3 Rounds to T3	ROUND COUNT: 18
	TARGETS: 03
	DISTANCE: T1 = 5 Yards, T2 = 8 yards, T3 = 12 yards
	SCORED HITS: T 1 must have a head shot.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



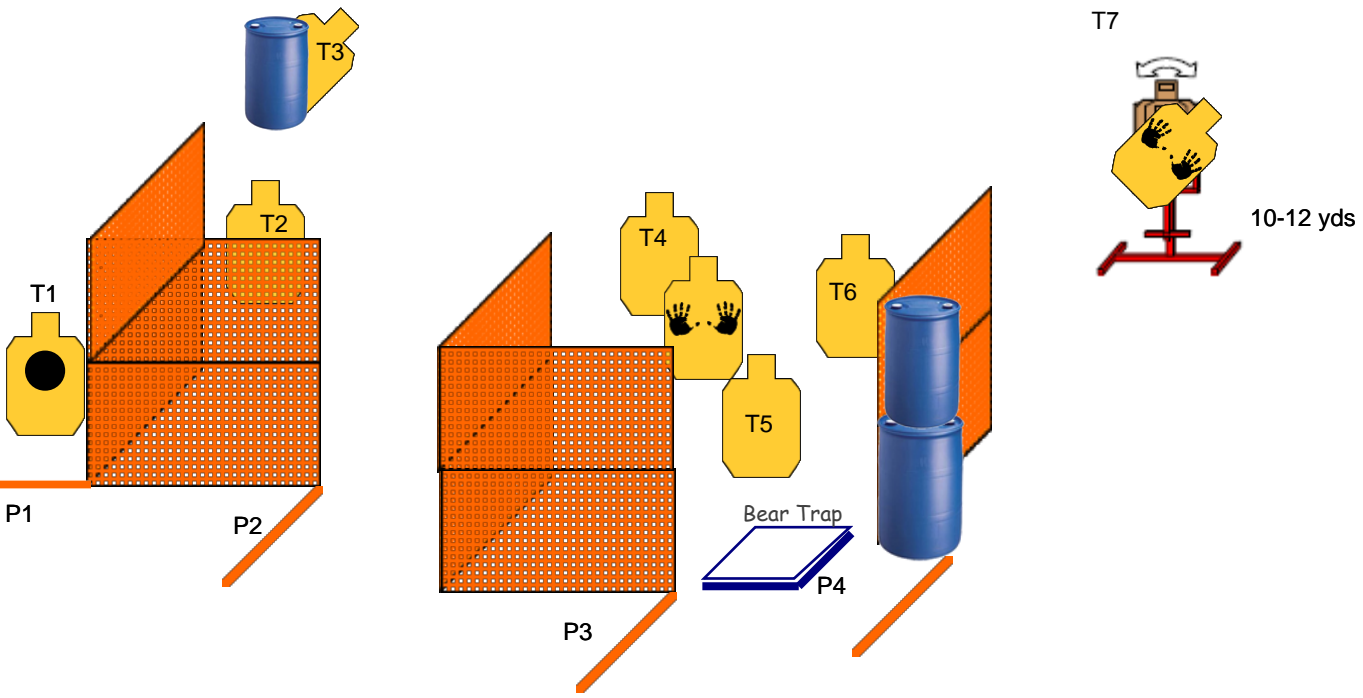
Stage 3 - Shoot then Shoot on the Move Old Fashioned Style

RULES: IDPA Rules	Created By: Bejsovec
START POSITION: P1 firearm loaded to division capacity. Hands at side. PCC low ready.	
SCENARIO: Your headed home from work when your attacked by local gang members. You quickly find out they are wearing body armor. Stay in the fight! PROCEDURE: At the signal, engage each target with 2 rounds to the body, then retreat towards P2 and re-engage each target with one round to the head while moving. For the purposes of this stage, moving is defined as feet in continuous motion propelling your body in a rearward direction. Or you may move to P2, then engage each target with one head shot each	SCORING: Unlimited
	ROUND COUNT: 15
	TARGETS: 5
	DISTANCE: 5-10 yards
	SCORED HITS: 2 body - 1 head on all targets
	PENALTIES: Failure to move after body shots
CONCEALMENT: Yes	
NOTES:	



Stage 4 - Jumped

RULES: IDPA Rules	Created By: Bejsovec
START POSITION: P1, holstered (PCC low ready) briefcase in strong hand.	
SCENARIO: You're standing in the railway station, got a ticket for your destination. On a tour of one night stands, your briefcase is in your hand, and every stop is neatly planned.... except for this one. You have been jumped by a bunch of bad guys.	
PROCEDURE: At the signal, drop brief case and engage T1 from retention with 2 rounds to the chest. Using cover @ P2, engage T2 & T3 w/2 rounds to the chest. Using cover @ P3, engage T4-T6 w/2 rounds each. Activate the bear trap on the move to P4 and engage T7 with 3 rounds.	
SCORING: Unlimited	ROUND COUNT: 15
TARGETS: 07	DISTANCE: 3-12 yds
SCORED HITS:	PENALTIES:
CONCEALMENT: Yes	NOTES: Briefcase for prop





Lake County IDPA
Stage 5 - Drunken Date
 Course Designer: *John Sellman*

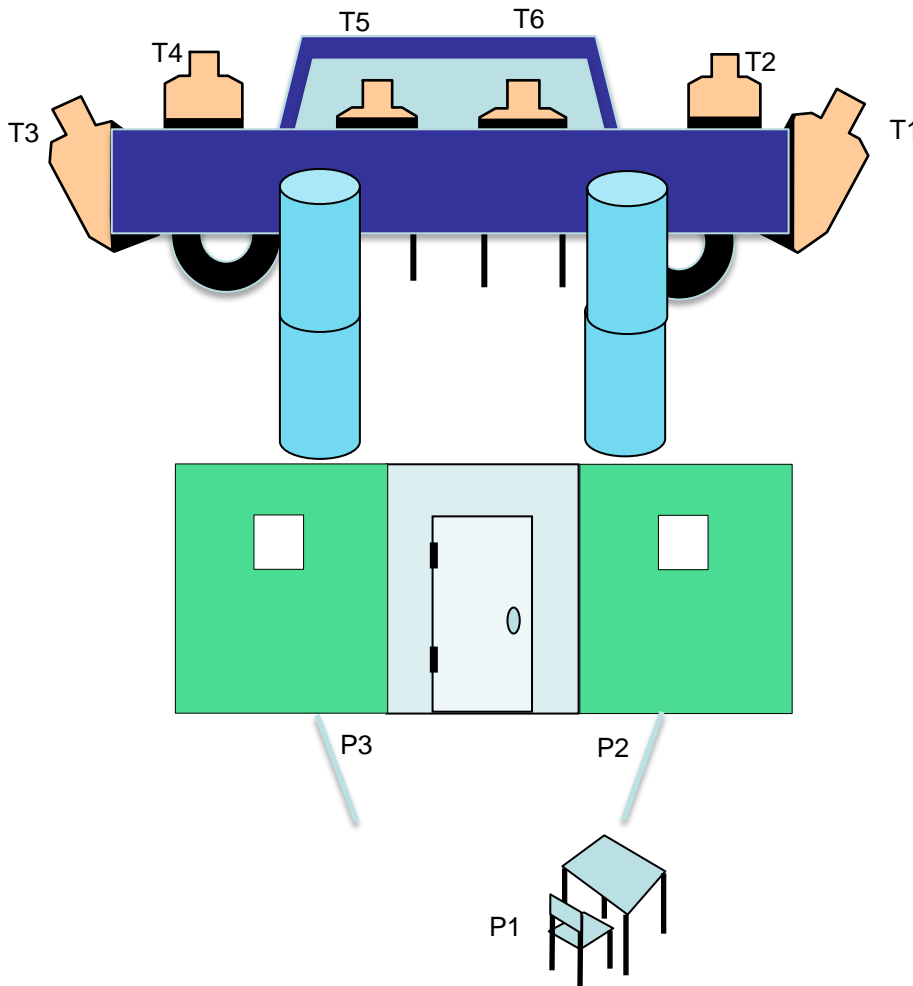


SCENARIO: Your daughter's date arrives drunk and obnoxious. You show him the door and send him on his way only to have him return later that night with his bangers looking for revenge! Defend your home and family!

GUN READY CONDITION: Gun loaded sitting on table pointing down range with spare mags and flashlight beside it. All magazines loaded to six rounds. Same for PCC.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 threat, 0 non threat, 0 Steel
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Not Required
Distance : 10 Yards

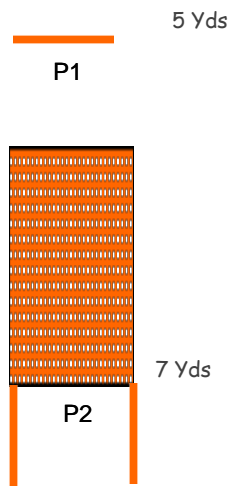
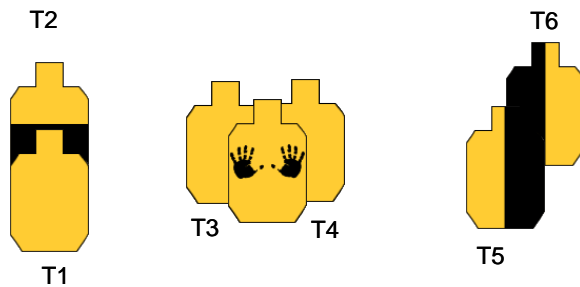
STAGE PROCEDURE: While sitting at P1 you hear a commotion in your driveway. Retrieve and stow your magazines. Grab your firearm and flashlight. Head for the window (P2). Engage T1&T2. Move to P3 and engage T3&T4. Open the door but do not go thru it. From the doorway engage T5&T6. Each target receives 3 shots. To avoid procedural errors, flashlight must be pointed at each target while engaging (simulating night-time conditions).



Note: All parts of the car is considered hard cover

Stage 6 - IRON WOLF BLOODY STANDARD

RULES: IDPA Rules	Created By: Bejsovec
START POSITION: P1, loaded, low ready weak side / hand.	
SCENARIO: Skills Drill	SCORING: Limited
PROCEDURE: At signal engage T1-T6 with 1 round to the body each, weak hand / side; engage T1-T6 with one round to the body each, strong hand / side; retreat to P2 and engage T1-T6 freestyle with one round to the head from P2.	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 7-10 m
	SCORED HITS: best 3 hits to each target, 1 mandatory hit to each head
	PENALTIES:
	CONCEALMENT: No
	NOTES: Safety angles 180o



Stage 7 - TIGHT SQUEEZE

RULES: IDPA Rules	Created By: Bejsovec
START POSITION: Standing at P1, centered on stacked targets. Hands at side, holstered and loaded to DC; PCC Low Ready	
SCENARIO: The bad guys have figured out how to use hard cover and hostages. You are still a better shot! Take them out.	SCORING: Unlimited
PROCEDURE: At the signal, engage T1+2; Move to P-2, Engage targets in tactical priority with 2 rounds each, working your way across the wall using cover, engage remaining targets in tactical priority with 2 rounds each,	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 5-10 YDS
	SCORED HITS: Best 2 on paper
	PENALTIES: IDPA STD
	CONCEALMENT: Yes
	NOTES:

