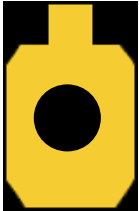
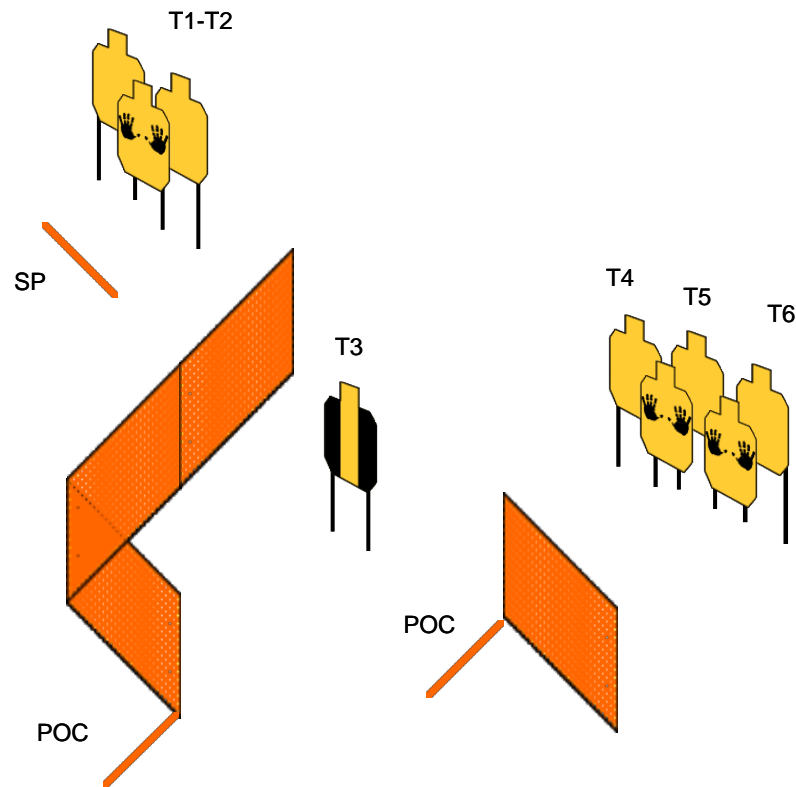


Stage 2 - The Dirty Half-Dozen

RULES: IDPA Rules	Created By: GabeDavis
START POSITION: Standing at SP, facing downrange, feet touching stick, hands relaxed at sides, gun holstered and loaded to division capacity. PCC: gun held at low ready	
SCENARIO: You find yourself jumped by six criminal lowlifes.	SCORING: Unlimited
PROCEDURE: At the buzzer, engage T1-T2 in the open. Engage remainder of targets from positions of cover.	ROUND COUNT: 18
	TARGETS: 06
	DISTANCE: 3-10 yards
	SCORED HITS: Best 3 on paper
	PENALTIES: Per 2017 IDPA rulebook
	CONCEALMENT: Yes
	NOTES: 180 degree rule in effect

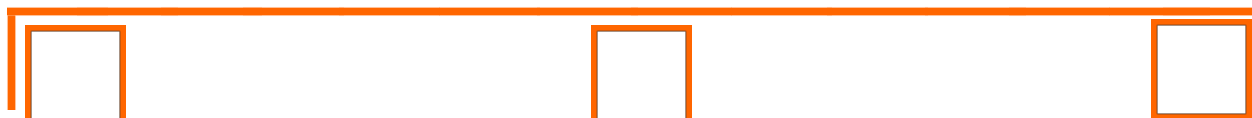
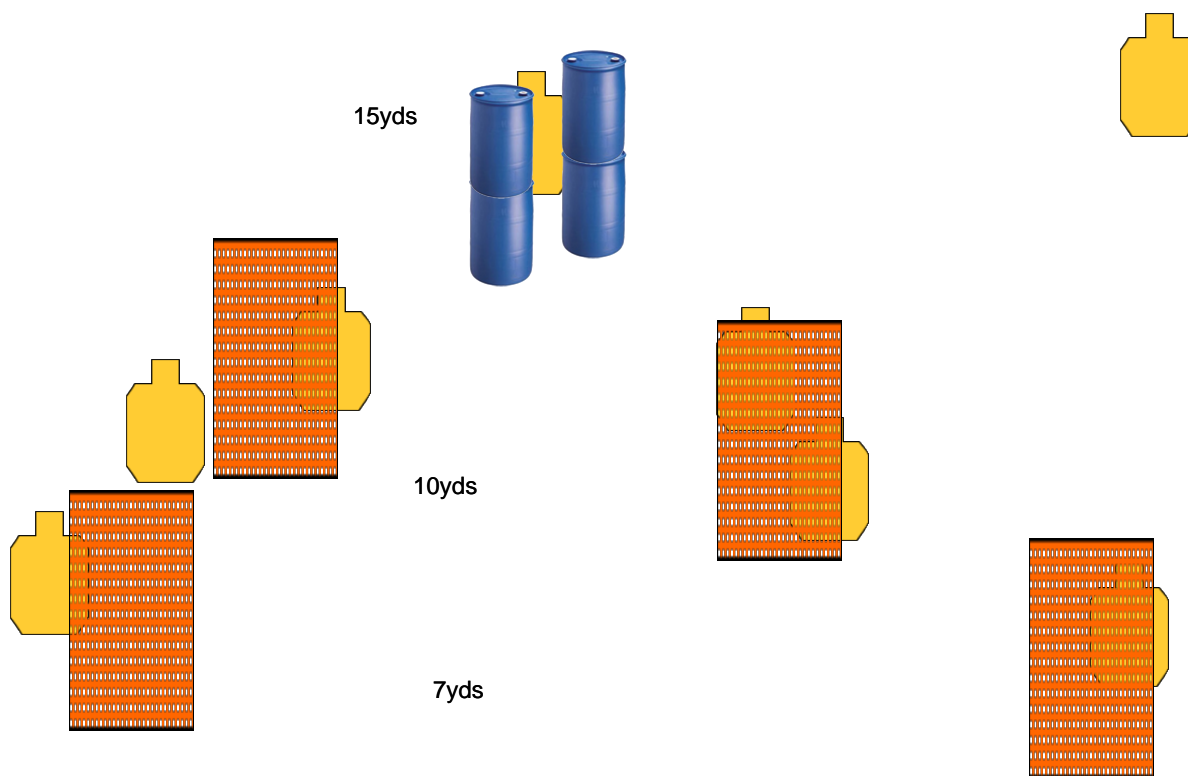


First Shots - ALL stages
Six shots freestyle @
7 yards.



Stage 3 - Whack A Mole

RULES: IDPA Rules	Created By: Ross Quarnoccio
START POSITION: Standing in any of the three hoops within P1 hands at your side. Loaded to division capacity and holstered (PCC) low ready,	
SCENARIO: You are out for a stroll when a Wack A Mole game gets REAL. Go for the high score.	SCORING: Unlimited
PROCEDURE: At signal draw and engage all targets with two rounds each. You may move anywhere within P1. You are in the open with NO available cover. Tactical priority is required for all targets in the open or as they become visible.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 7-15
	SCORED HITS:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:





Lake County Florida IDPA



Stage 4 - Long Distance at the Park

Mark Kraemer

Scenario: While at the park, your spouse and kid went ahead of you play. The local gang bangers accost your family. Unfortunately, you have to take your shots from afar.

Gun Ready Condition: Loaded to division capacity and holstered, at P1, hands relaxed at sides. PCC Loaded to division capacity, at low ready.

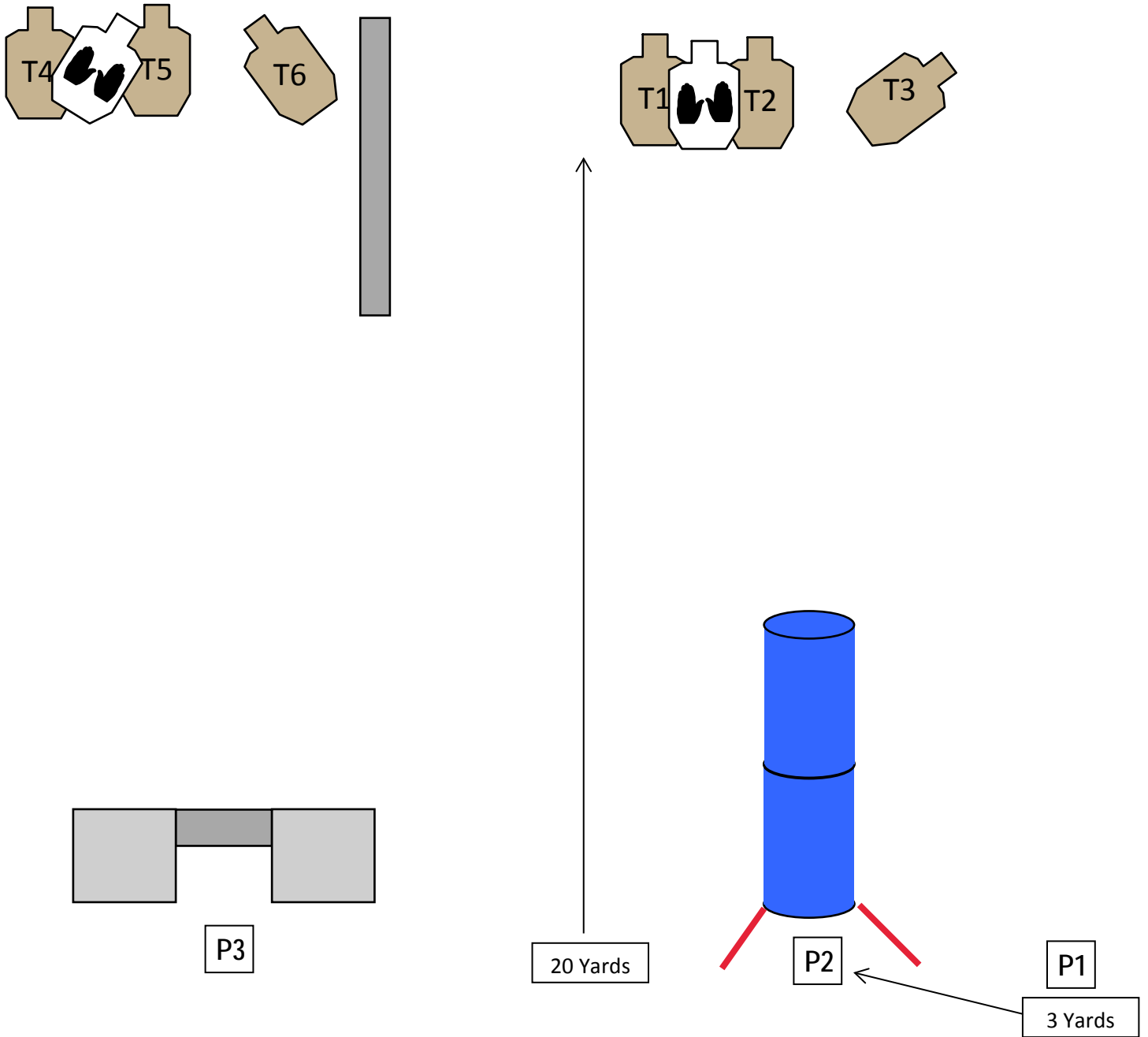
STRINGS: One
SCORING: Unlimited
TARGETS: 6
SCORED HITS: 12
CONCEALMENT: Required
DISTANCE: 20 yards

Stage Procedure:

* At the buzzer, from P1, draw and move to P2 and engage T1 – T3 from behind cover.

* Move to P3 and go to the prone position. Engage T4 – T6 from prone.

* All targets get 2 shots minimum.





Lake County IDPA
Stage 5 - Office Escape
 Course Designer: *Jon Lewis*

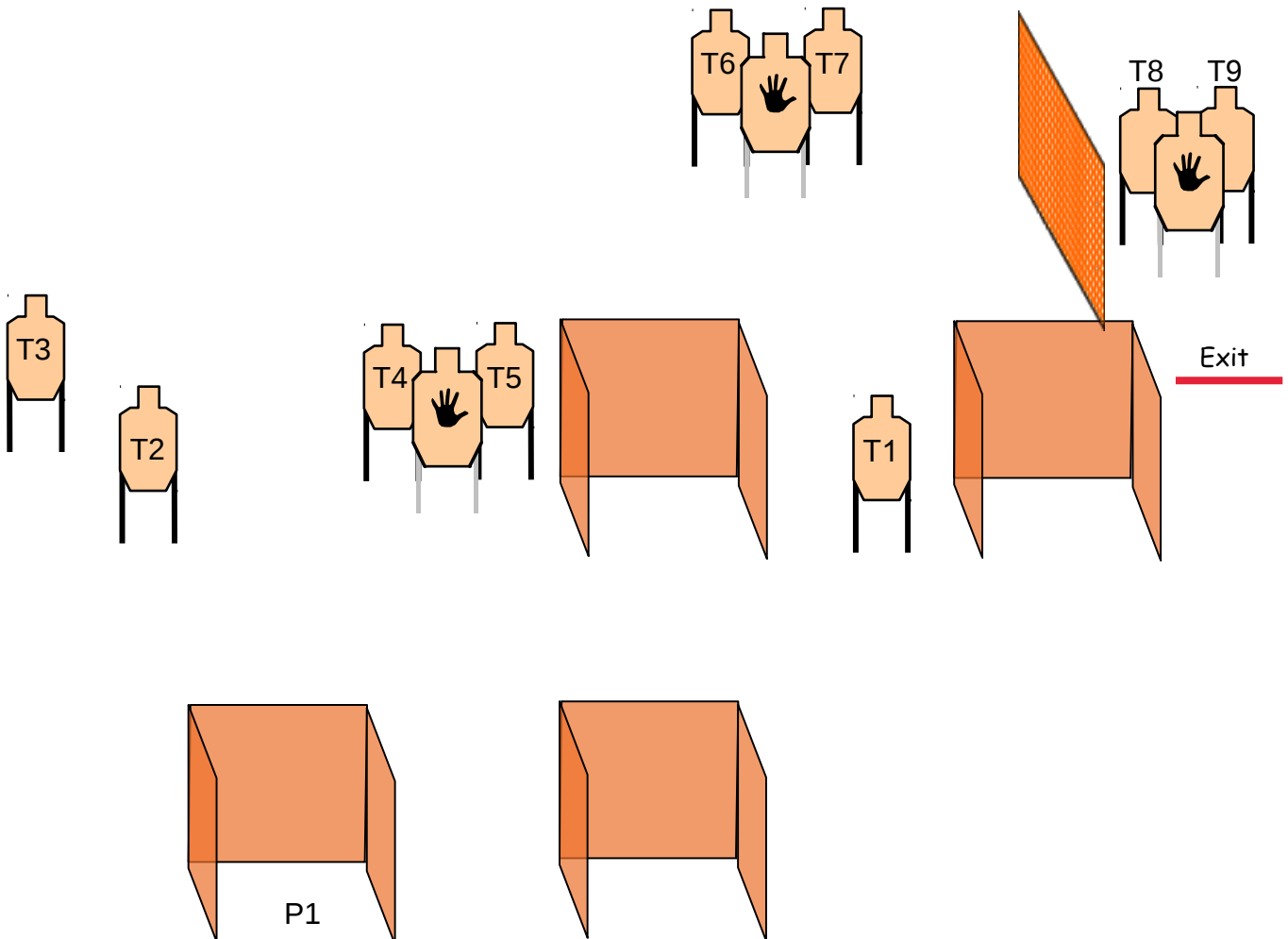


SCENARIO: Your office has been overrun by terrorists, and they've started gathering hostages. Clear the office so you can go home.

GUN READY CONDITION: Holstered, all mags to division capacity. Hands at sides. (PCC low ready)

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

STAGE PROCEDURE: Starting in your cube at P1, engage all hostile targets with 2 rounds each, making your way down range / out of the office.





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Stage 6 - Triple 6

Scenario: Skills Drill

Gun Ready Condition: Holstered, all magazines loaded to six (6) rounds; PCC low ready.

Stage Procedure: At the signal draw and fire 6 rounds into T1 freestyle. Reload and shoot T2 with 6 rounds strong hand (strong side), reload and fire 6 rounds at T3 weak hand (weak side).

STRINGS: 1

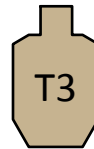
SCORING: Limited

TARGETS: 3

SCORED HITS: 18

CONCEALMENT: Required

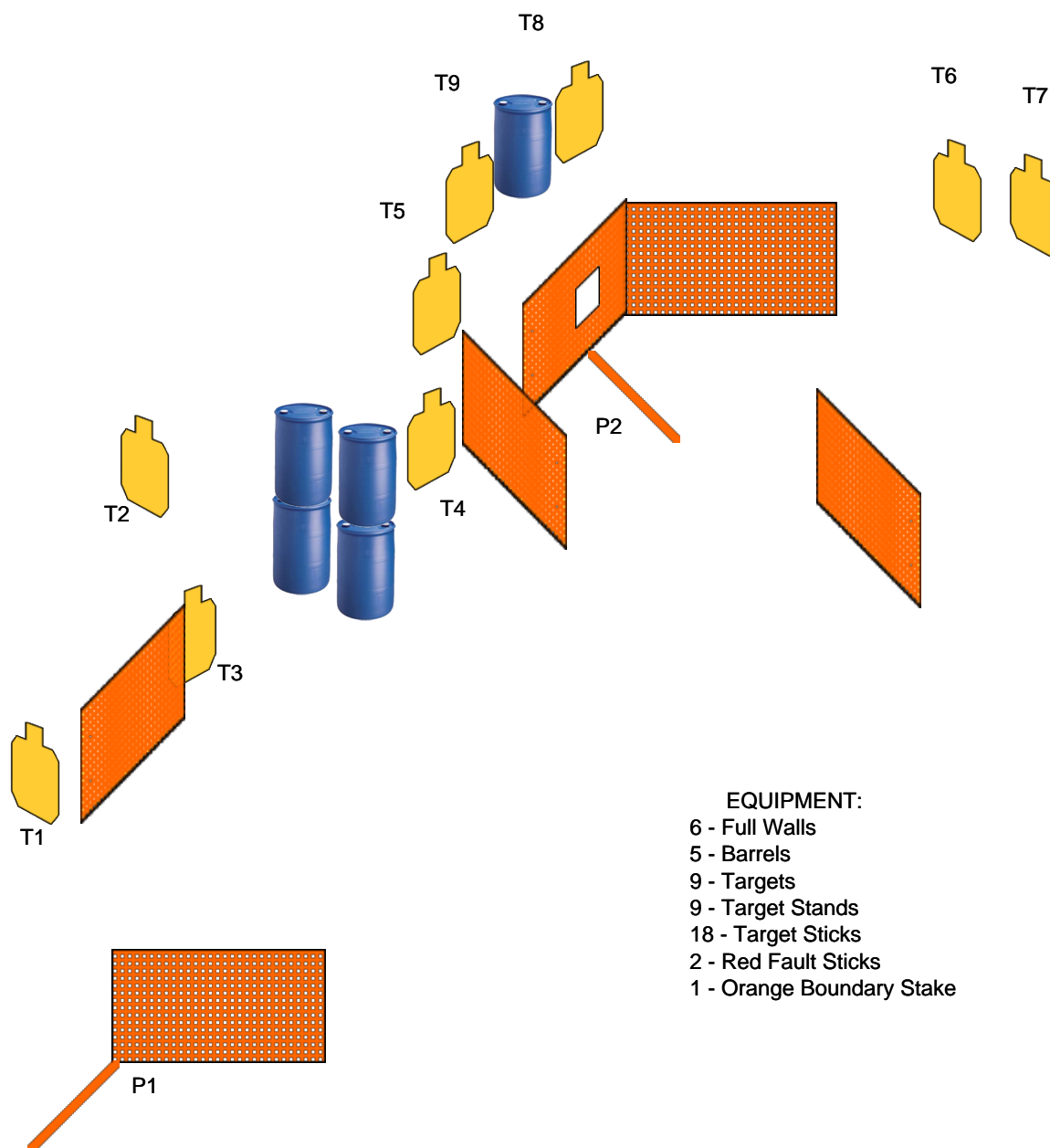
DISTANCE: 5 yards



P1

Stage 7 - Get Out

RULES: IDPA Rules	COURSE DESIGNER: Chuck Linn
START POSITION: Standing at P1 behind cover with gun holstered (PCC low ready) and loaded to Division Capacity. Hands at sides.	
SCENARIO: You've just gotten cash at the bank and find a robbery underway by robbers who aren't interested in taking hostages. Get out alive!	SCORING: Unlimited
PROCEDURE: At the signal, engage T1 and T2 from cover at P1. Engage T3 through T7 as they become visible while moving to P2. At P2 engage T8 and T9 from cover.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 10 yards plus.
	SCORED HITS: Best 2 on each target.
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



- EQUIPMENT:**
- 6 - Full Walls
 - 5 - Barrels
 - 9 - Targets
 - 9 - Target Stands
 - 18 - Target Sticks
 - 2 - Red Fault Sticks
 - 1 - Orange Boundary Stake