



Lake County IDPA
Stage 2 - 5x5 IDPA Classifier
Course Designer: IDPA

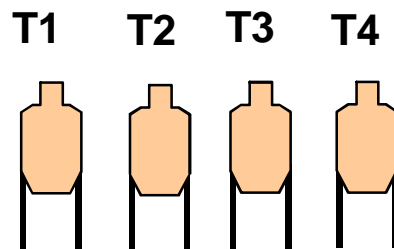


SCENARIO: Standards stage. Practice 5x5 classifier. Results will NOT be reported to IDPA as a qualifying classifier unless registered by shooter.

GUN READY CONDITION: Per string description

STRINGS: 4
SCORING: 25 rounds min, Limited
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Optional

STAGE PROCEDURE: Per IDPA 5x5 Classifier.
Shooter will fire all 4 strings.



- **String 1:** Draw and fire 5 shots freestyle into T1
- **String 2:** Draw and fire 5 shots strong hand only into T2
- **String 3:** Start with 5 rds in your gun. Draw and fire 5 shots into T3 freestyle, emergency reload and fire 5 additional shots freestyle into T3 freestyle
- **String 4:** Draw and fire 4 shots into the body and one shot to the head freestyle into T4

P1

- **P1 is 10 yards from target (20 yards for PCC)**
- **Target heights set at 5'**
- **Cover garment is optional**
- **Scoring is limited**
- **Each string will be timed. Scoring will take place after all 4 strings have been shot**
- **Total round count is 25**



Lake County IDPA
Stage 3 - Cocaine Cartel
Course Designer: *Mac Selvidge*

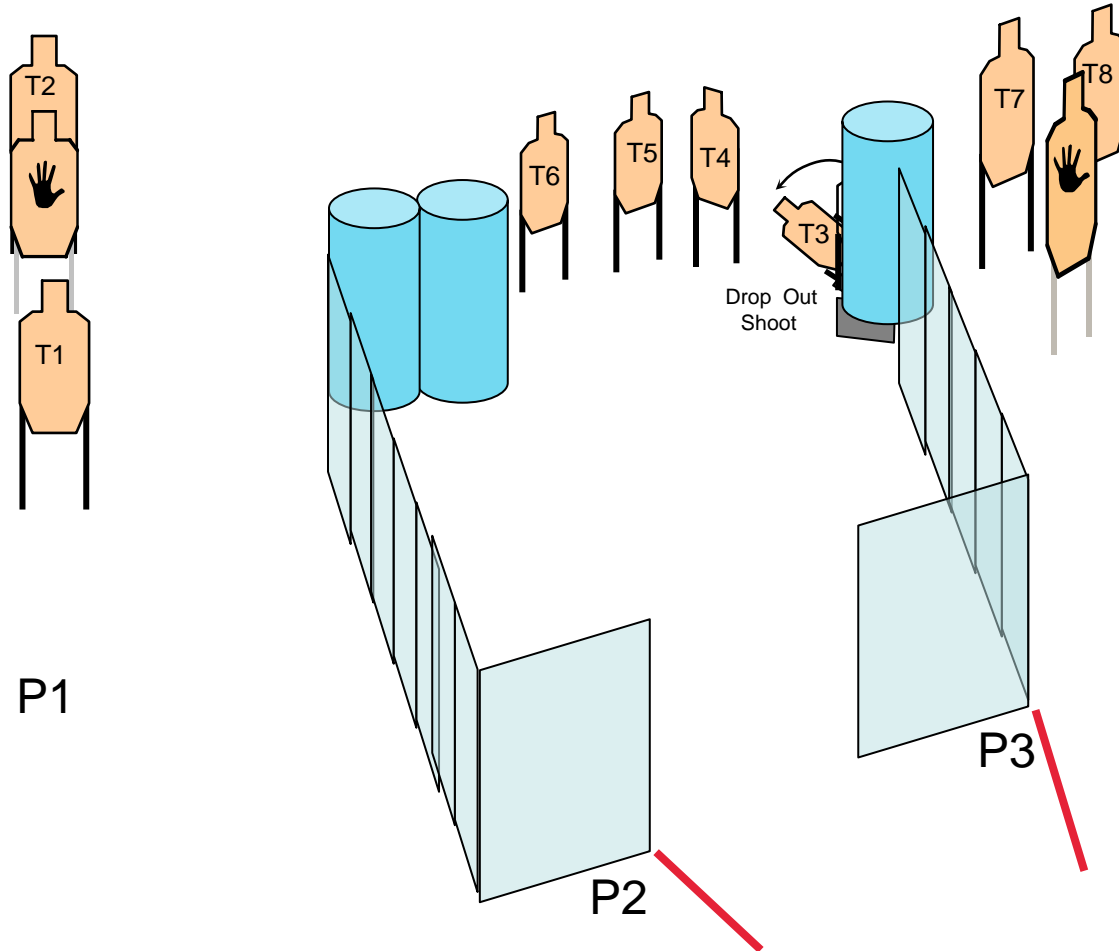


SCENARIO: You are on a drug task force and raiding a giant drug cartel. As you and your partner are clearing out a hallway of the cartel when several goons burst through doors down the hall, separating you and your partner. Clean up the mess.

GUN READY CONDITION:
Standing at P1, loaded to division capacity and holstered. PCC at low ready. Concealment required.

STAGE PROCEDURE: At the signal, engage targets T1-T2 with two rounds each, in tactical priority. Move to P2 and from cover engage the drop leg target T3. Engage the remaining targets T4-T8 with two rounds each using all available cover at P2 and P3 in tactical priority.

STRINGS: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 2 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





Lake County IDPA

Stage 4 - Shoot the looters

Course Designer: *Jon Lewis*

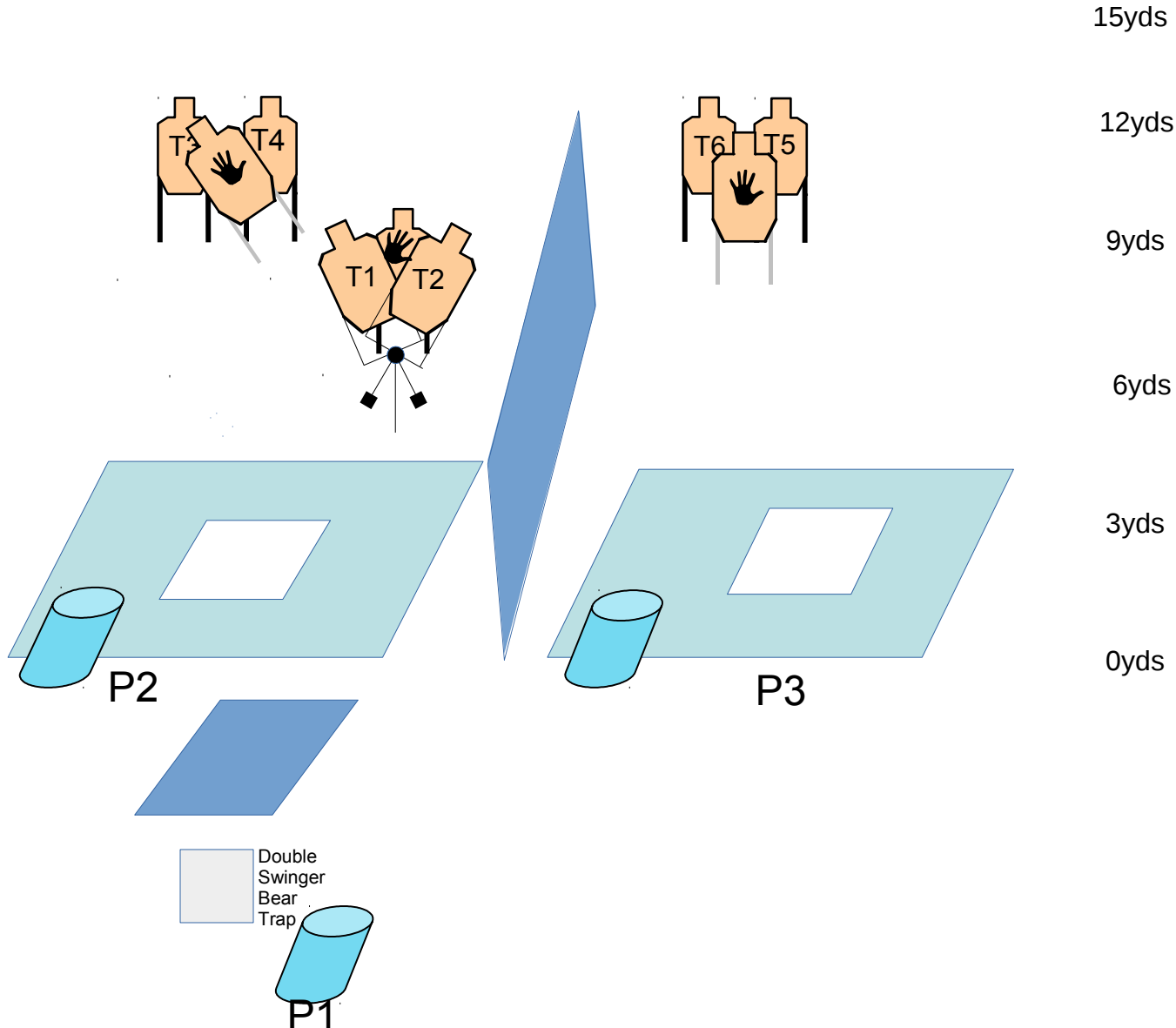


SCENARIO: Your power is out, so all your windows are open. You're awakened by a commotion in your front yard. As you get to your front windows, you see a gang of looters is beating up your neighbors. Shoot the looters, saving your neighbors.

GUN READY CONDITION: Unloaded firearm and one mag loaded to division capacity (PCC 10 rounds max) resting on barrel at P1, hands at sides, facing downrange. All spare loading devices loaded to division capacity and staged on each of the barrels at P2 and P3.

STRINGS: 1
SCORING: Unlimited
TARGETS: 6 threat, 3 non threat
SCORED HITS: 18: Best 3 on T1-T4, Best 2 to body, 1 to head on T5-T6
START-STOP: Audible - Last shot Current
RULES: IDPA Rulebook
Concealment: NOT required
Target Distance: T1+2 7yds, T3+4 9yds, T5+6 9yds

STAGE PROCEDURE: Starting at P1, pick up and load your firearm, trip the bear trap on your way to P2 and engage T1-4 from cover through the window at P2, THREE (3) rounds. Engage T5-6 from cover through the window at P3, 2 to the body, 1 to the head.





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Stage 5 - Bad Guys with Body Armor
 Course Designer: *Mark Carey*

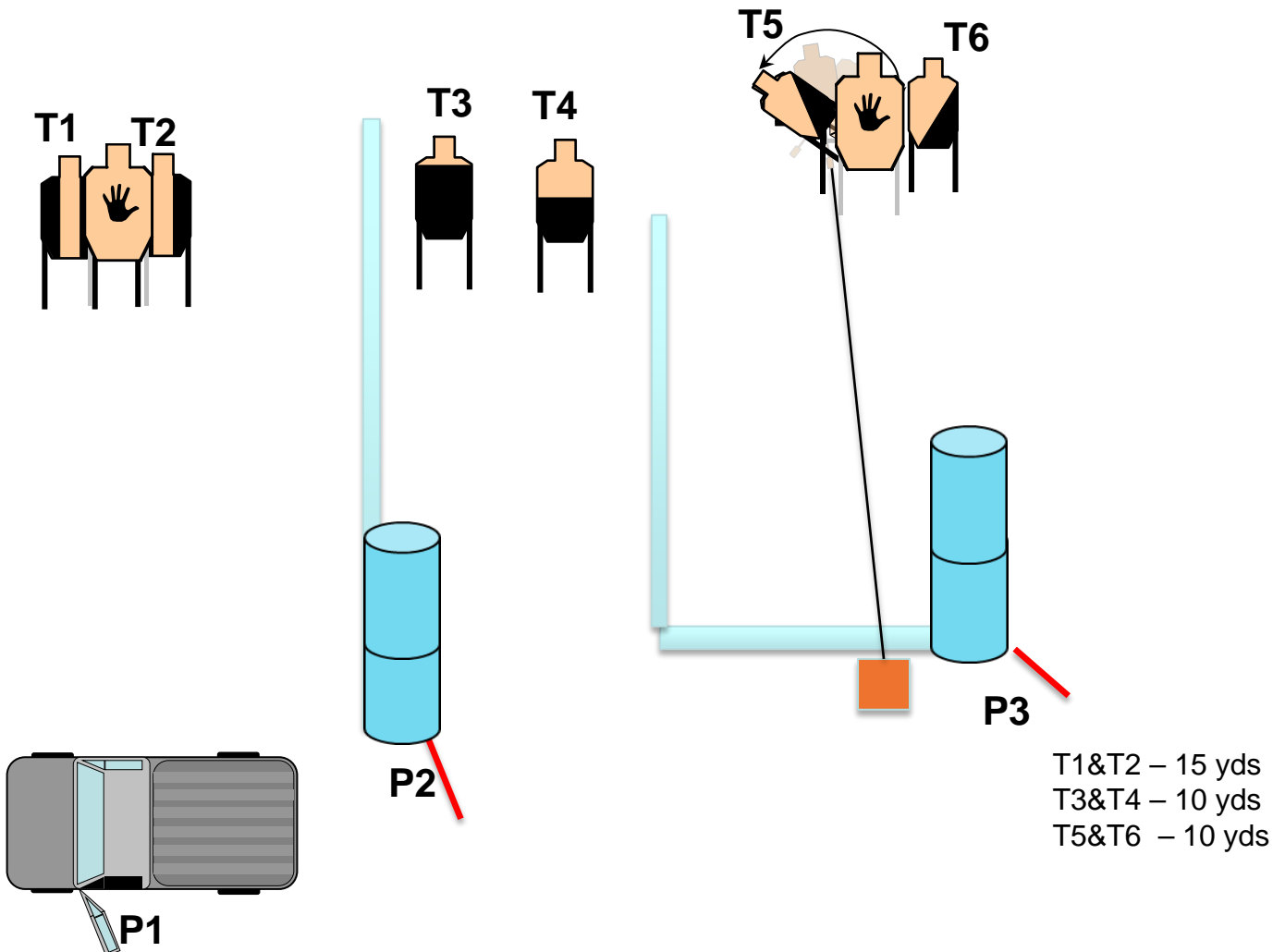


SCENARIO: Sherriff's Deputy on patrol when a bullet strikes your cruiser. Clear the area of bad guys.

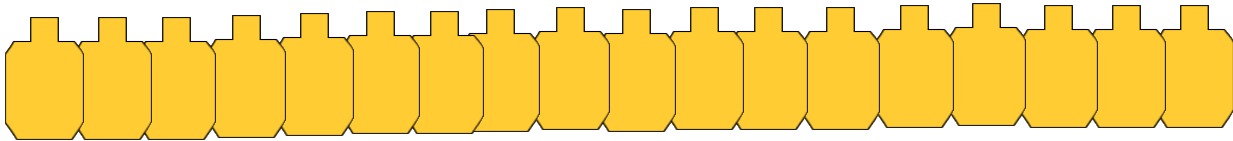
GUN READY CONDITION: Pistol holstered Div capacity.
PCC: Loaded, first two mags loaded to 9 rounds, remainder at Div capacity, low ready

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 threat, 2 non threat,
SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: NOT required

STAGE PROCEDURE: MUST use all available cover and cover lines. Engage T1 & T2 from behind cover of your cruiser. Move to P2 and engage T3 & T4 from behind cover. On the way to P3, step on bear trap to activate swinger and then engage T5 & T6 from behind cover.



RULES: IDPA Rules	
START POSITION: Gun empty and holstered, magazines loaded to division capacity, PCC, Unloaded at the low ready, All magazines loaded with 10 rounds MAX. Facing down range at either P1 or P2.	
SCENARIO: While out for a run you find yourself in a BAD WAY, when in doubt..take.M..out. PROCEDURE: Starting from either P1 or P2 position; at the signal, engage all targets with ONE round each, The farthest target down the line must be engaged inside of the opposite starting position.	SCORING: Unlimited
	ROUND COUNT: 18
	TARGETS: 18
	DISTANCE: 10 yards
	SCORED HITS: 18 scored hits
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: Unloaded Start, NO Barney



Course Designer: Ross Quarnoccio

RULES: IDPA Rules	
START POSITION: Loaded to division capacity standing at P1, Hands relaxed at sides, PCC UNLOADED at the low ready	
SCENARIO: Extremists have invaded the local Draft house. While at the concession stand purchasing an adult beverage you hear gunshots coming from an unknown location. Clear the theater.	SCORING: Unlimited
	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 3-25 yards
	SCORED HITS: 18
PROCEDURE: At the signal, advance to P2 engage all targets with at least two rounds using available cover. At P2 open the door activating the moving "NON" disappearing target.	PENALTIES:
	CONCEALMENT: Yes
	NOTES:

