



Lake County IDPA

"V" of Villians

Course Designer: *John Sellman*



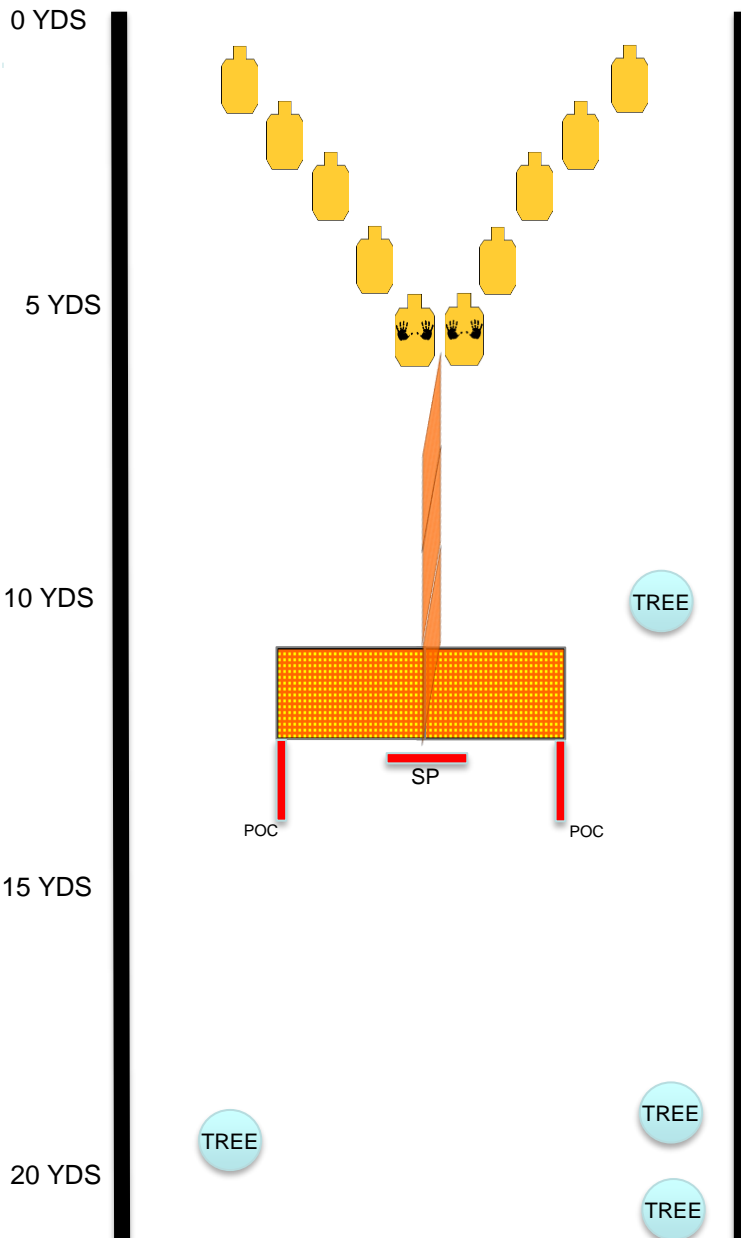
SCENARIO: You are at your local park when a flock of Villians are attacking in formation. Stop them

GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices loaded to division capacity and stowed per IDPA rules. PCC will start low ready facing down range.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 threat, 2 non threat, 0 Steel
SCORED HITS: Best 2 per paper

STAGE PROCEDURE: Standing at SP, toes touching line and hands touching wall. At the signal, take out all threats per IDPA rules.

START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



BAY #1 - 25 YDS DEEP X 11 YDS WIDE



Lake County IDPA

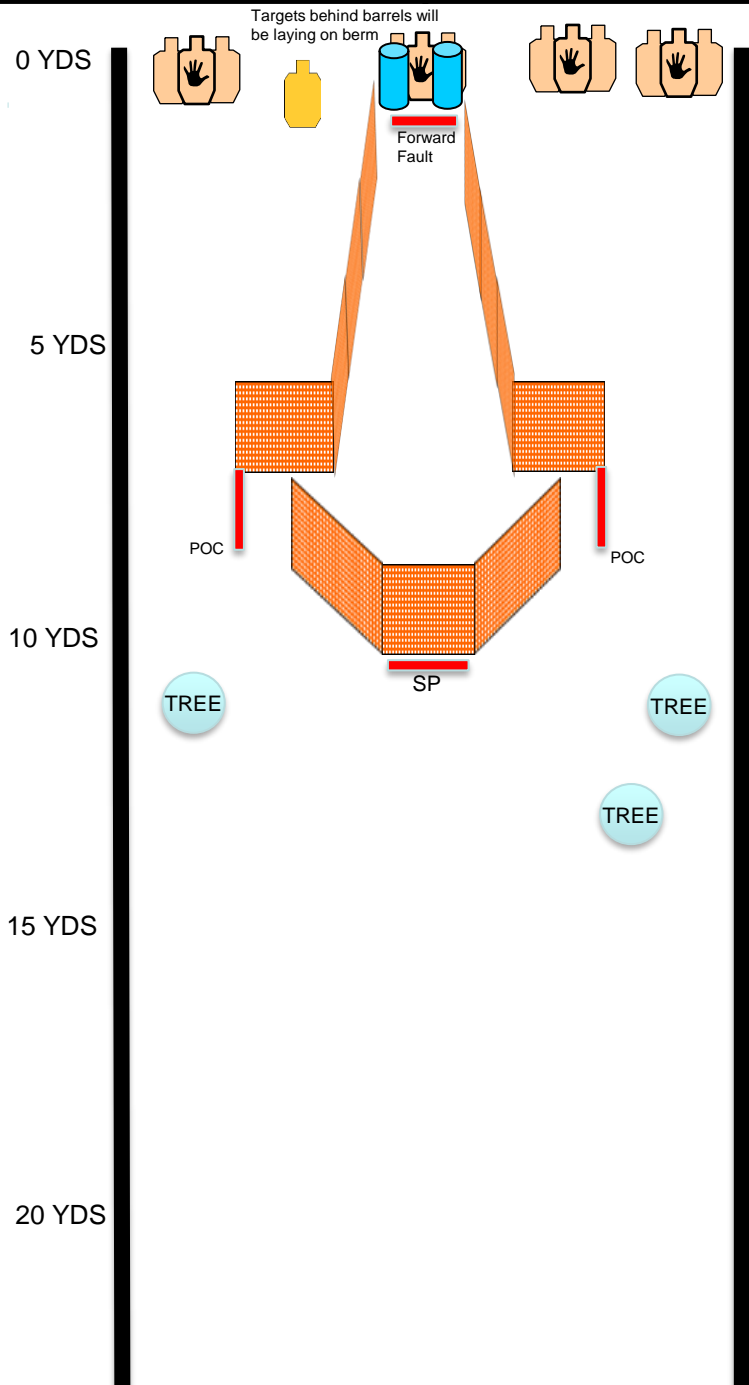
Funnel to the Felons

Course Designer: *John Sellman*



SCENARIO: You find yourself in a battle with a gang of felons. Take them out!

<p>GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices loaded to division capacity and stowed per IDPA rules. PCC will start low ready.</p>	<p>STRINGS: 1</p> <p>SCORING: 18 rounds min, Unlimited</p> <p>TARGETS: 9 threat, 4 non threat, 0 Steel</p> <p>SCORED HITS: Best 2 per paper</p> <p>START-STOP: Audible - Last shot</p> <p>RULES: Current IDPA Rulebook</p> <p>COVER GARMENT: Required</p>
<p>STAGE PROCEDURE: At the signal, take out the Felons per IDPA rules.</p>	



BAY #2 - 20 YDS DEEP X 10 YDS WIDE



Lake County IDPA

Bad Losers

Course Designer: *John Sellman*

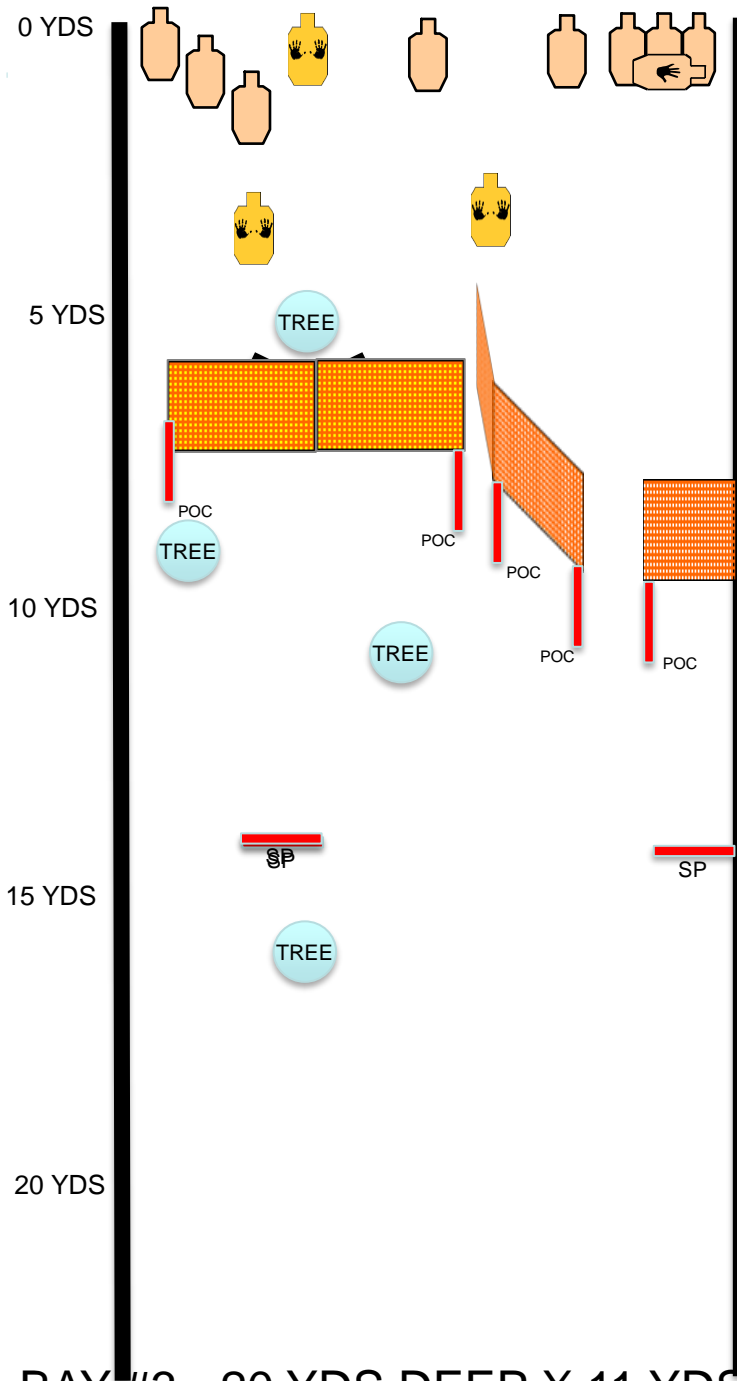


SCENARIO: You find yourself caught in the middle of a violent riot in downtown Philly after the Eagles loss in the Super Bowl. Save yourself and the others caught in the violence!

GUN READY CONDITION: Gun loaded to division capacity and holstered. All loading devices loaded to division capacity and stowed per DPA rules. PCC starts low ready facing down range.

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: Required

STAGE PROCEDURE: Starting at either SP, take out all threats with 2 rounds each per IDPA rules.



BAY #3 - 20 YDS DEEP X 11 YDS WIDE



Lake County IDPA
Retreat and Shoot
 Course Designer: *John Sellman*

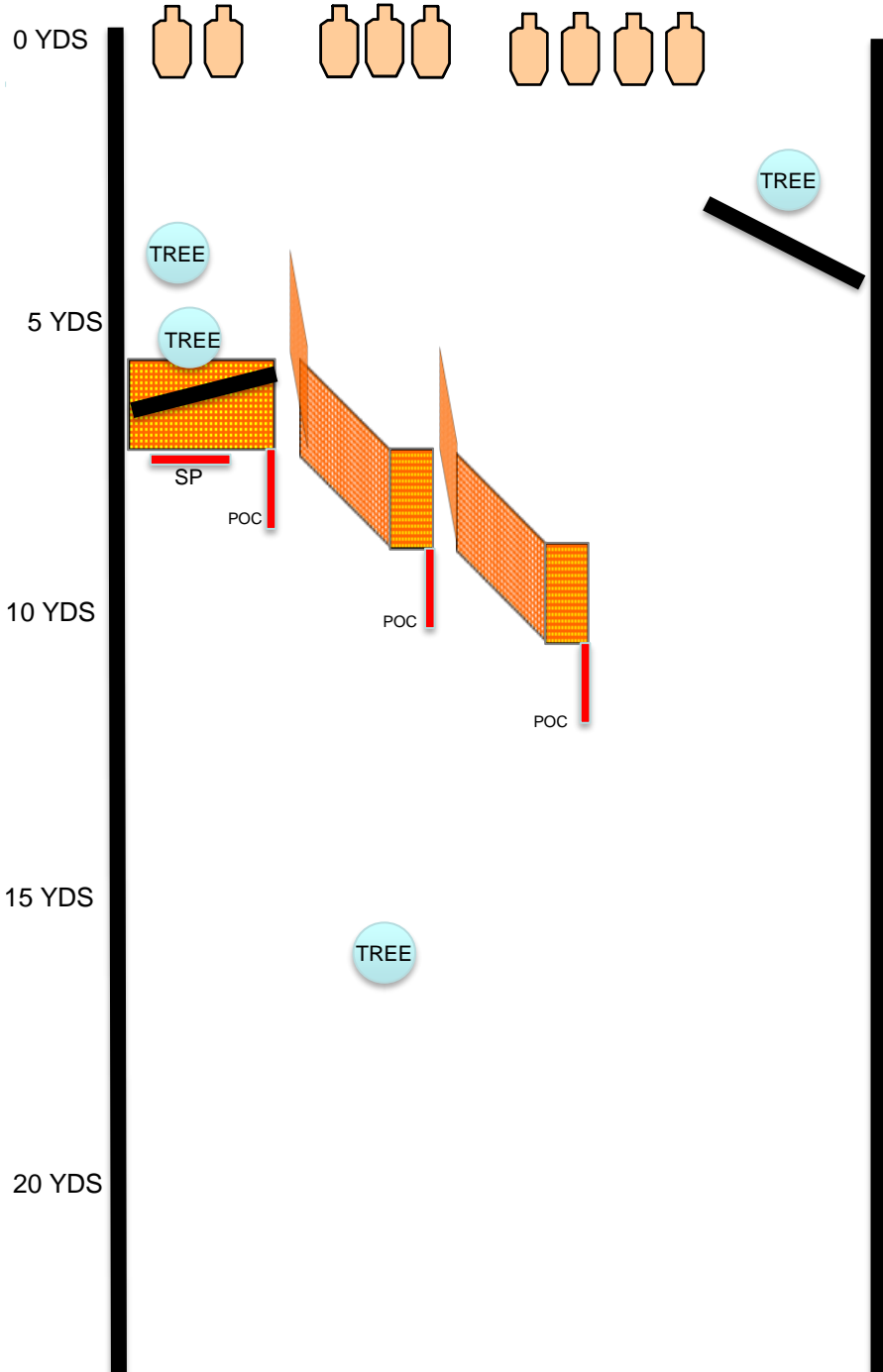


SCENARIO: You find yourself in a situation where the more you retreat the more thugs you encounter.

GUN READY CONDITION: Gun loaded to division capacity and holstered. Magazines loaded and stowed per IDPA rules. PCC will start at low ready.

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 0 non threat, 0 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Standing at SP, toes touching line and hands touching wall. At the signal, take out all threats per IDPA rules.



BAY #4 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA

Lot Lizards

Course Designer: *Ross Quarnoccio*

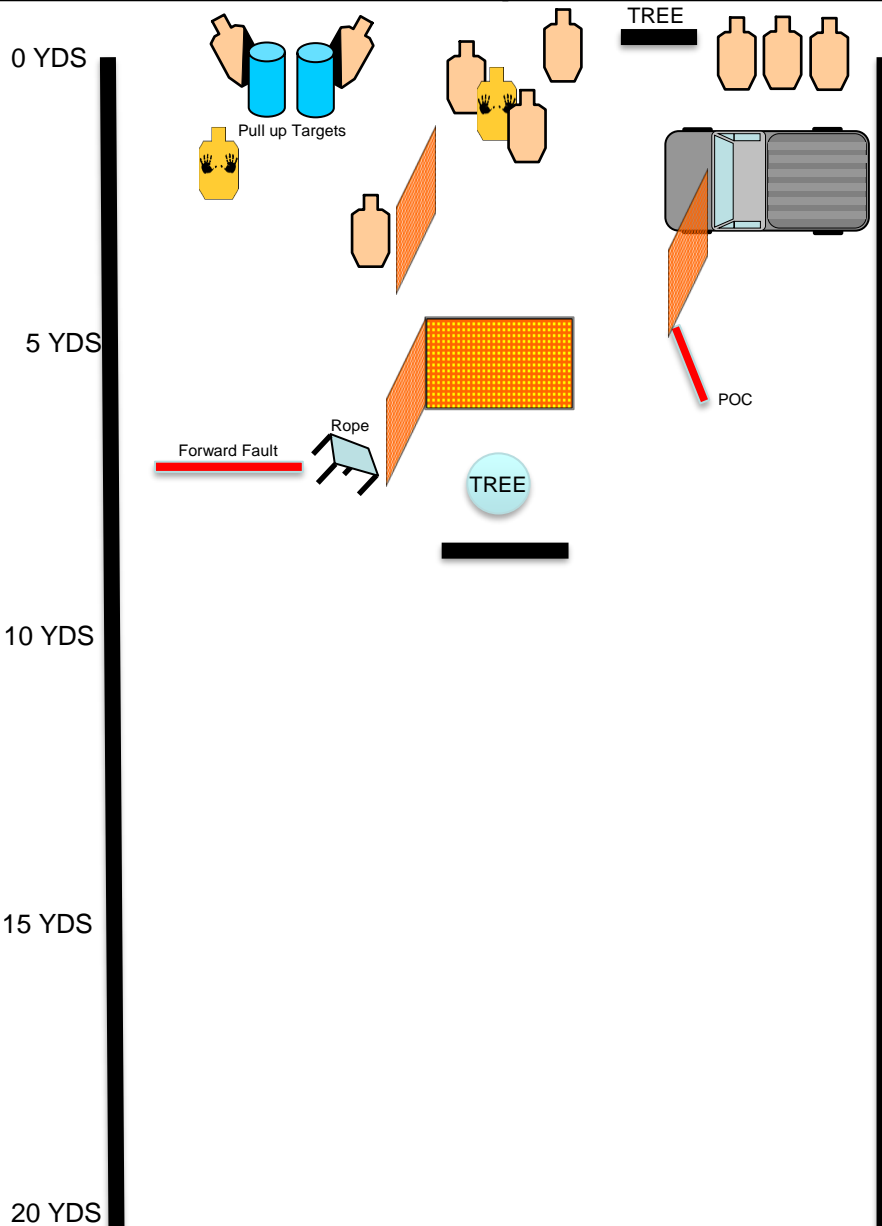


SCENARIO: You just pulled into the parking lot when you find yourself in a life ad death situation with a gang of thugs. Defend yourself!

GUN READY CONDITION: Gun loaded to division capacity and holstered. All loading devices stowed per IDPA rules. PCC starts on lap, muzzle facing down range.

STRINGS:	1
SCORING:	18 rounds min, Unlimited
TARGETS:	9threat, 2 non threat, 0 Steel
SCORED HITS:	Best 2 per paper
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required

STAGE PROCEDURE While seated in vehicle, doors closed and windshield covered. Engage T1-T3 with 2 rounds each. Exit vehicle and engage all remaining targets with 2 rounds each per IDPA rules. Rope must be pulled to activate disappearing targets.



BAY #5 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA
Criminals Everywhere
 Course Designer: *Ross Quarnoccio*

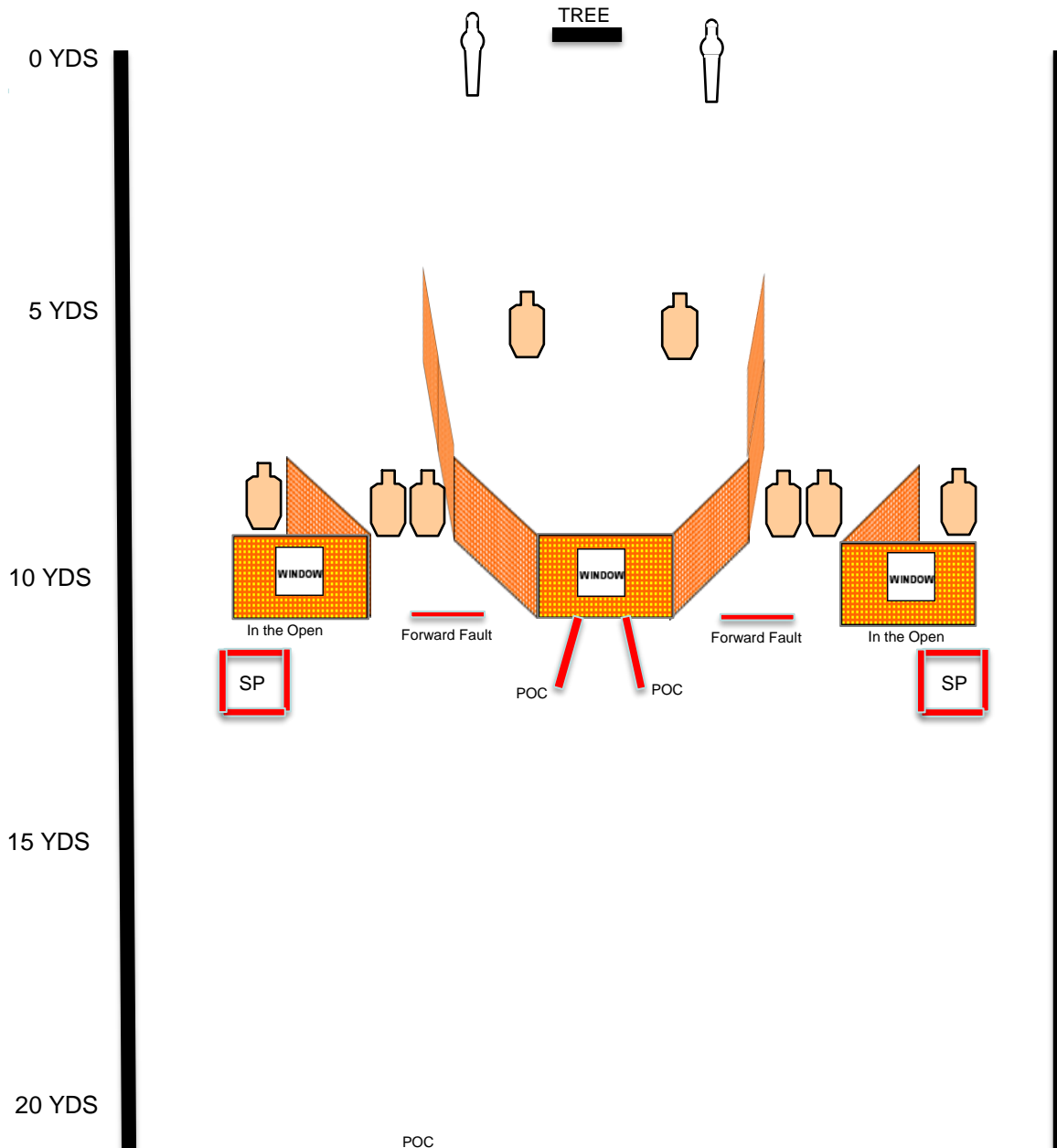


SCENARIO: You find yourself in chaos and criminal everywhere.

GUN READY CONDITION: Gun loaded to division capacity and holstered. Magazines stowed per IDPA rules. PCC starts low ready

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 8 threat, 0 non threat, 2 Steel
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting at either SP. Both feet entirely in box. Hands relaxed at sides. At the signal, take out all criminals per IDPA rules.



BAY #6 - 20 YDS DEEP X 18 YDS WIDE



Lake County IDPA
Lots of Hostages
 Course Designer: *John Sellman*



SCENARIO: You are walking thru a field when you encounter a group of thugs taking hostages.

GUN READY CONDITION: Gun loaded to division capacity and holstered. Magazines stowed per IDPA rules

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 12 threat, 6 non threat, 0 Steel

STAGE PROCEDURE: Starting anywhere behind the forward fault line, take out the hostage takers per IDPA rules.

SCORED HITS: Best 1 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

