

## **Lake County IDPA** Cleanup in Isle's 1 thru 6



Course Designer: John Sellman

SCENARIO: While grocery shopping you find yourself facing attackers down every isle! Take them out!

GUN READY CONDITION: Loaded to division capacity and

holstered. PCC starts low ready. Loading devices stowed per IDPA rules

STAGE PROCEDURE: Standing at either SP, toes touching line, hands touching wall. At the signal engage all threats with 2 rounds to the body and 1 to the head.

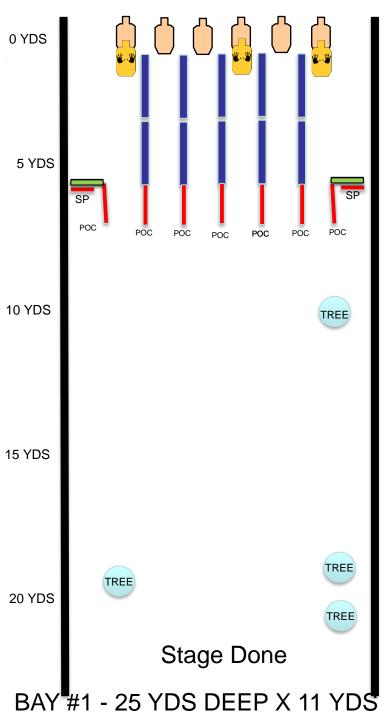
STRINGS:

**SCORING:** 18 rounds, Unlimited

**TARGETS:** 6 threats, 3 non threat, 0 Steel

**SCORED HITS:** Best 2 on body & 1 on head

**START-STOP:** Audible - Last shot **RULES:** Current IDPA Rulebook



BAY #1 - 25 YDS DEEP X 11 YDS WIDE



# Surprise Attack





SCENARIO: You hear a noise outside your bedroom door. When you go to investigate you find attackers have taken your kids hostage. Stop them!

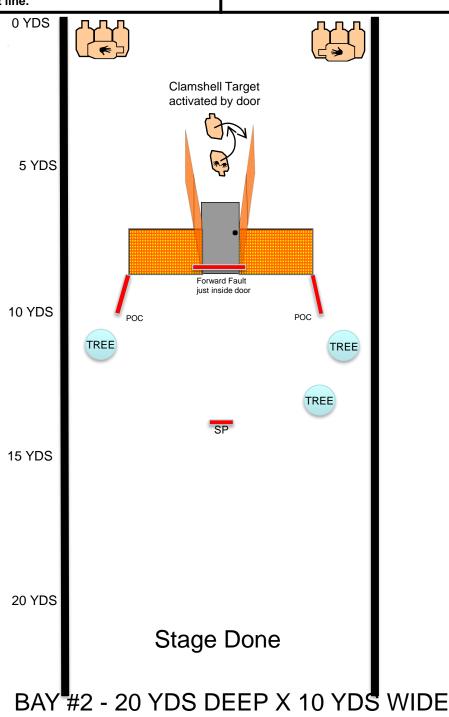
GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices loaded to division capacity and stowed per IDPA rules. PCC will start low ready.

STAGE PROCEDURE: Starting facing up range, heels touching SP. Hands relaxed at sides. PCC will start toes touching SP. At the signal, take out the attackers with 2 rounds each per IDPA rules. All Door shots must be taken from behind forward fault line.

STRINGS: 1

**SCORING:** 14 rounds min, Unlimited 7 threat, 3 non threat, 0 Steel

SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
Current IDPA Rulebook





#### **Head Bangers**

Course Designer: John Sellman



SCENARIO: You are working in your Pharmacy, when you encounter a group of Druggies taking hostages and waiting to rob you! . Stop them!

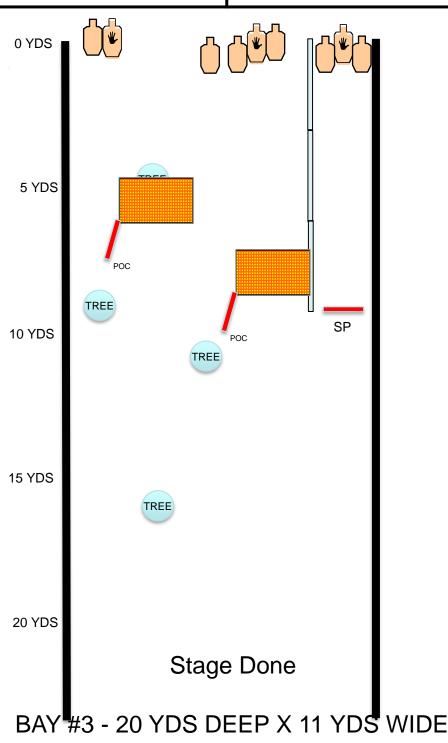
GUN READY CONDITION: Gun loaded to division capacity and holstered. PCC starts loaded at low ready. Loading devices stowed per IDPA rules

STAGE PROCEDURE: Starting at SP hands relaxed at sides. At the signal take out the bandits with 2 shots to the body and 1 to the head.

STRINGS: 1

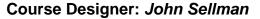
SCORING: 18 rounds min, Unlimited
TARGETS: 6 threat, 3 non threat, 0 Steel
SCORED HITS: Best 2 to body & 1 to the head.

START-STOP: Audible - Last shot Current IDPA Rulebook





#### **Crazed Coyotes**





SCENARIO: You are walking in the woods, when a pack of Coyotes attack the people. Stop them!

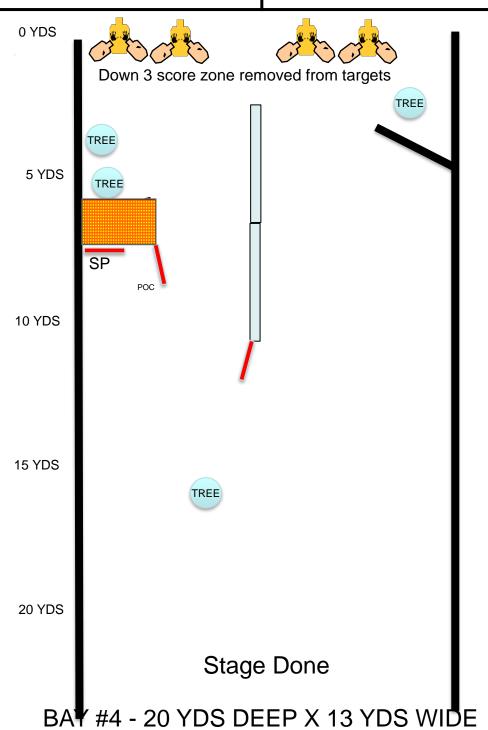
GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices stowed per IDPA rules.

STAGE PROCEDURE: Starting at SP with hands touching wall. PCC starts at low ready facing forward. Engage all threats with 2 rounds each per IDPA rules..

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
Current IDPA Rulebook





### Glad I'm shooting SSP

Course Designer: Ross Quarnoccio



SCENARIO: You are at the gun counter and the clerk is taken hostage. Open the case, puck up a gun and go to work.

GUN READY CONDITION: Gun loaded with 6 round magazine. CHAMBER EMPTY! Placed in drawer. All loading devices stowed per IDPA rules. PCC placed on table, unloaded, and bolt closed. All PCC

magazine placed in closed drawer.

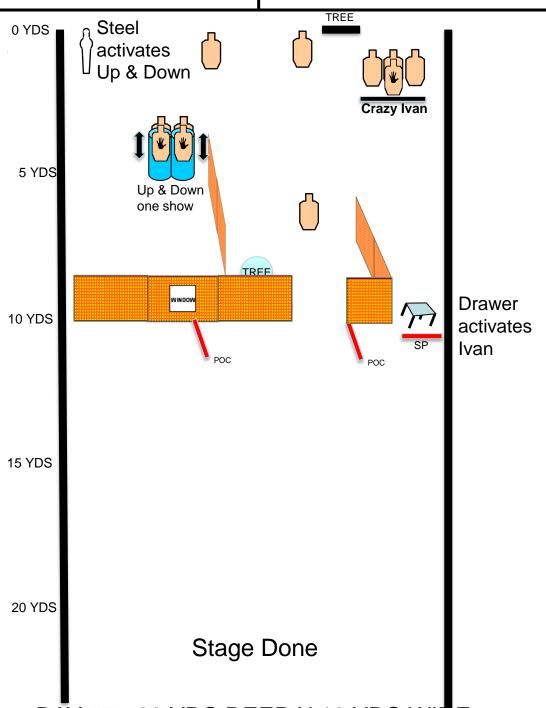
STAGE PROCEDURE: Standing at SP, toes touching line and hands relaxed at your sides. At the signal, retrieve your firearm and take out all threats per IDPA rules.

STRINGS:

SCORING: 17 rounds min, Unlimited **TARGETS:** 8 threat, 3 non threat, 1 Steel

SCORED HITS: Best 2 per paper **START-STOP:** Audible - Last shot **RULES:** Current IDPA Rulebook

**COVER GARMENT:** Required



BAY #5 - 20 YDS DEEP X 13 YDS WIDE



#### **Long Distance Relationship**

Course Designer: Ross Quarnoccio



SCENARIO: You have attracted a lot of attention and seem like an easy mark. Prove them different!

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

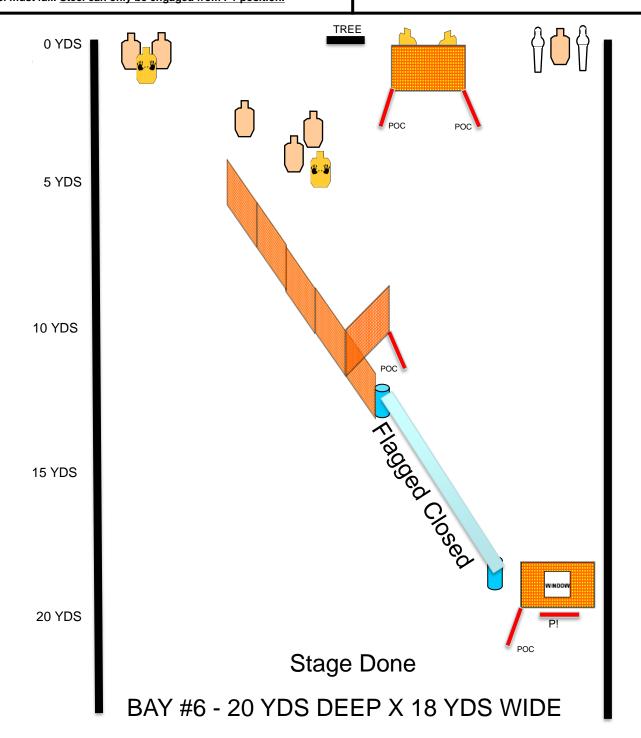
rules. PCC low ready facing berm.

STAGE PROCEDURE: Starting at P1. Toes touching line. Hands relaxed at sides. Engage all threats with 2 shots on paper one on steel. Steel must fall. Steel can only be engaged from P1 position.

STRINGS:

**SCORING:** 18 rounds min, Unlimited TARGETS: 8 threat, 2 non threat, 2 Steel **SCORED HITS:** Best 2 per paper. Steel must fall

**START-STOP:** Audible - Last shot Current IDPA Rulebook RULES:





# Lake County IDPA Romance Ruining Rebels

Course Designer: John Sellman



SCENARIO: You are having a romantic picnic when a gang of Rebels intend on ruining the romance!

GUN READY CONDITION: Gun loaded to division capacity laying on the blanket beside you, muzzle facing berm. Magazines also laying on blanket. PCC starts same condition.

STAGE PROCEDURE: Sitting at SP, holding hands with your significant other. At the signal take out the Rebels per IDPA rules. All shots must be taken from a seated position. Entire body must be on blanket while engaging threats.

STRINGS: 1

**SCORING:** 16 rounds min, Unlimited **TARGETS:** 8 threat, 2 non threat, 0 Steel

SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
Current IDPA Rulebook

