



Lake County IDPA
Standard Stage
Course Designer: John Sellman

SCENARIO: Standard Stage

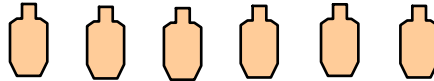
GUN READY CONDITION: Gun unloaded slide / cylinder closed and holstered. 1 six round Loading Device placed on B1 and B2. Loading Device on B3 will be division Capacity. PCC and Loading Devices will start same condition. PCC will be placed on barrel facing down range.

STRINGS: 1
SCORING: 18 rounds, Limited
TARGETS: 6 threats, 0 non threat, 0 Steel
SCORED HITS: Best 3 on body
START-STOP: Audible - Last shot

STAGE PROCEDURE: Standing at SP, toes touching line, hands relaxed at sides. At the signal engage all threats with 1 round freestyle. Advance to B2 and engage all threats with 1 round SHO. Advance to B3 and engage all threats with 1 shot WHO.

RULES: Current IDPA Rulebook
COVER GARMENT: Not Required

0 YDS



5 YDS



B3

Forward fault line for B3 shots



B2

Forward fault line for B2 shots

10 YDS



B1

SP & forward fault line for B1 shots



15 YDS

20 YDS



Stage Done

BAY #1 - 25 YDS DEEP X 11 YDS WIDE



Lake County IDPA

Sitting Ducks

Course Designer: *John Sellman*

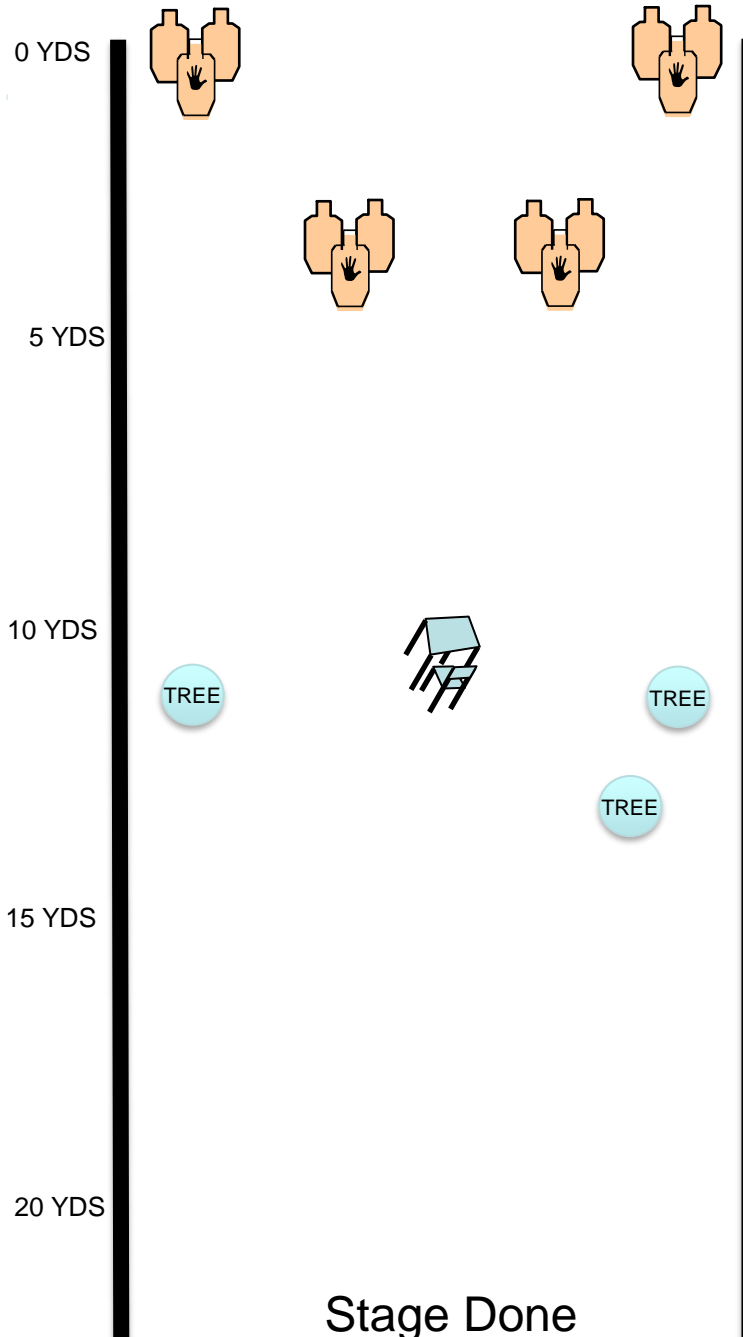


SCENARIO: You are sitting at work when you hear a group of criminals coming to rob your business.

GUN READY CONDITION: Gun unloaded sitting on table, muzzle facing down range. PCC starts same. Loading devices also staged on table.

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: Sitting in the chair, hands on knees. At the signal take out the threats with 2 shots each. All shots must be taken while seated!



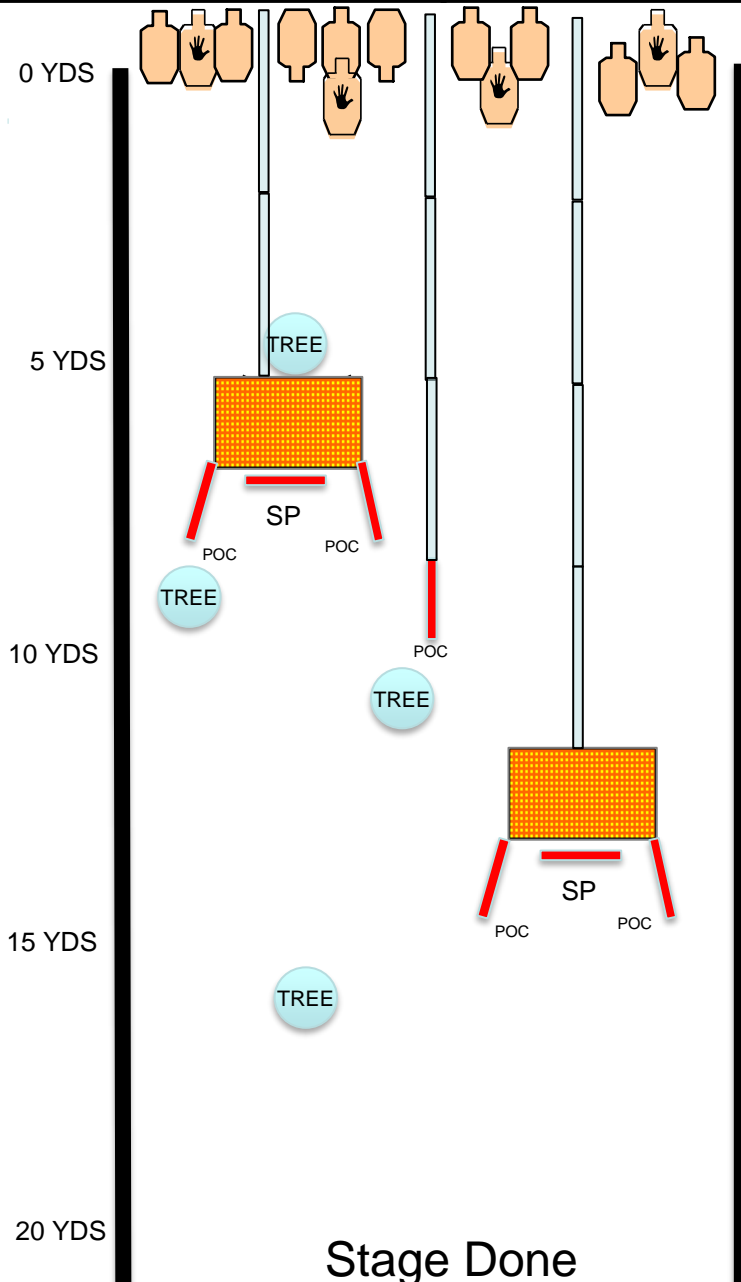
BAY #2 - 20 YDS DEEP X 10 YDS WIDE

SCENARIO: You are working late in your Factory, when you encounter a group of Looters 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

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 4 non threat, 0 Steel
SCORED HITS: Best 2 on paper.
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting at either SP hands relaxed touching wall. At the signal take out the bandits with 2 shots each.



BAY #3 - 20 YDS DEEP X 11 YDS WIDE



Lake County IDPA
Face to Face Criminals
 Course Designer: *John Sellman*

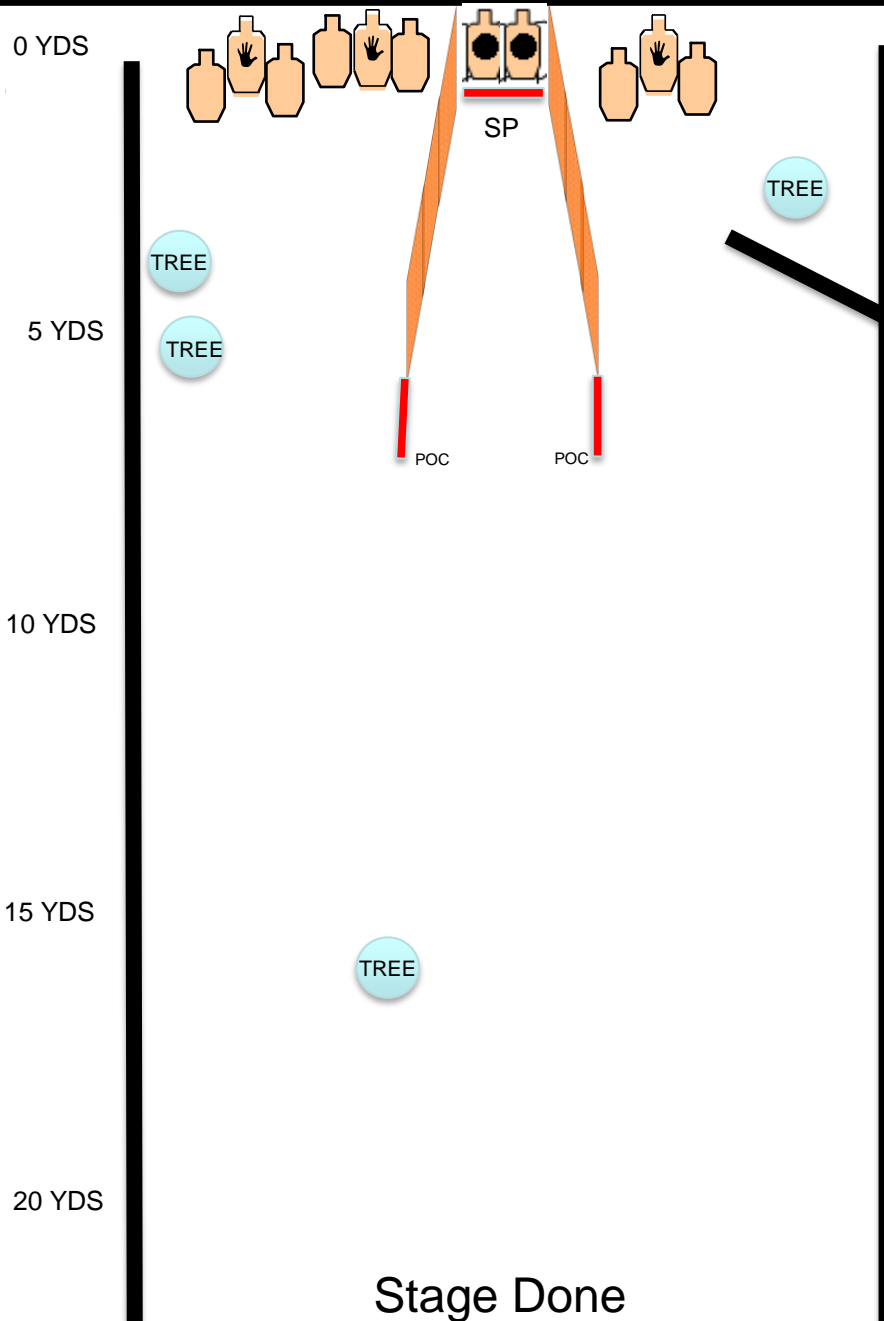


SCENARIO: You're heading to your car in the parking garage when you come face to face with a gang of car jackers.

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

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 threat, 3 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 SP toes touching line, hands relaxed at sides. PCC starts at low ready facing forward. Engage all threats with 2 rounds each per IDPA rules..



BAY #4 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA
Which way did he go?
 Course Designer: *Ross Quarnoccio*

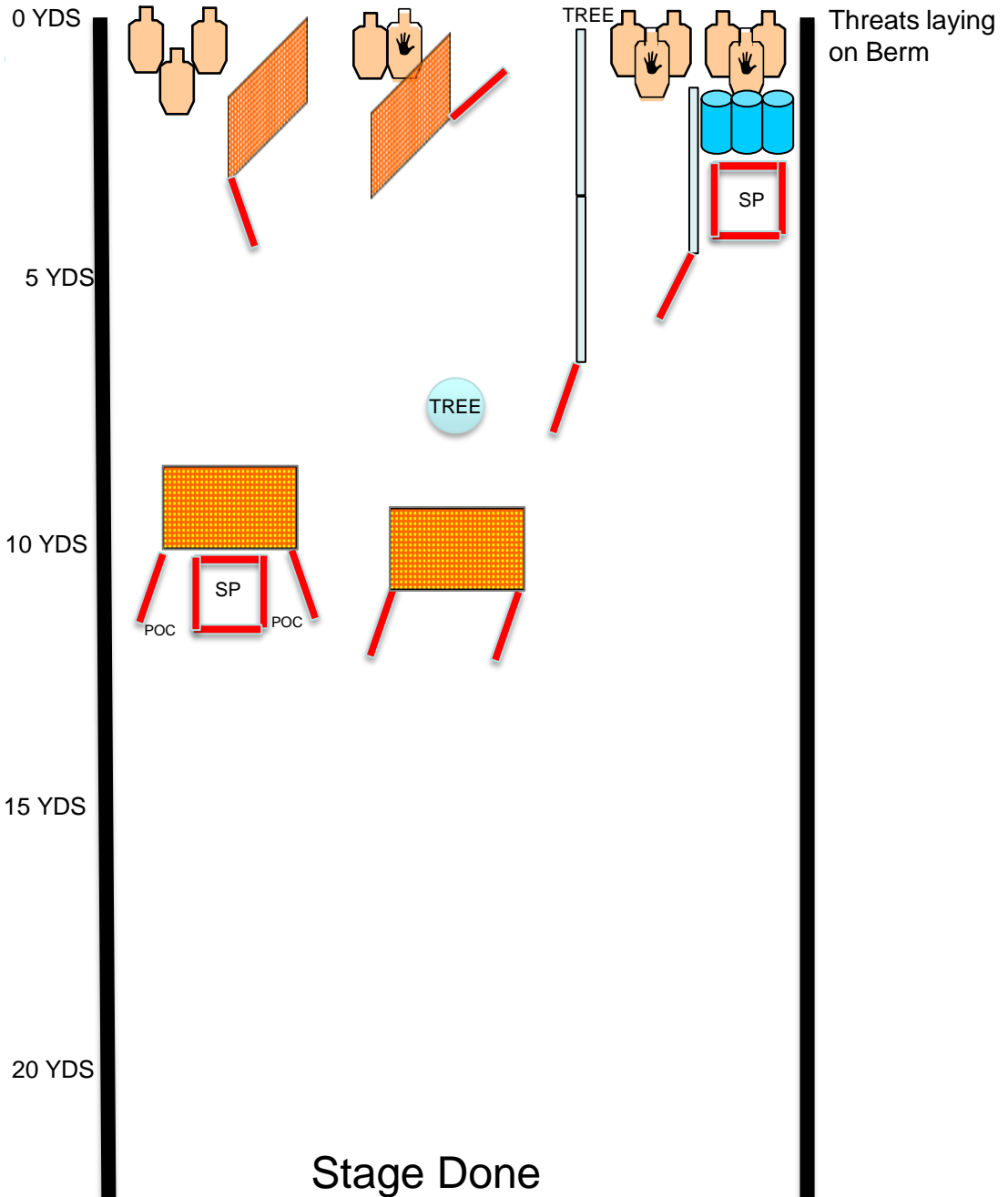


SCENARIO: While out for a stroll, a man named George runs up to you and says he is being followed by some bad dudes but he is not sure which way to go!

GUN READY CONDITION: Gun loaded chamber empty and holstered. Revolver will be loaded and holstered. All other loading devices stowed per IDPA rules. PCC starts loaded chamber empty at low ready.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 threat, 3 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, both feet must be completely in start box. Both hands touching knees. Take out all threats per IDPA rules.



Stage Done

BAY #5 - 20 YDS DEEP X 13 YDS WIDE



Lake County IDPA

To have a dot or not!

Course Designer: *Ross Quarnoccio*

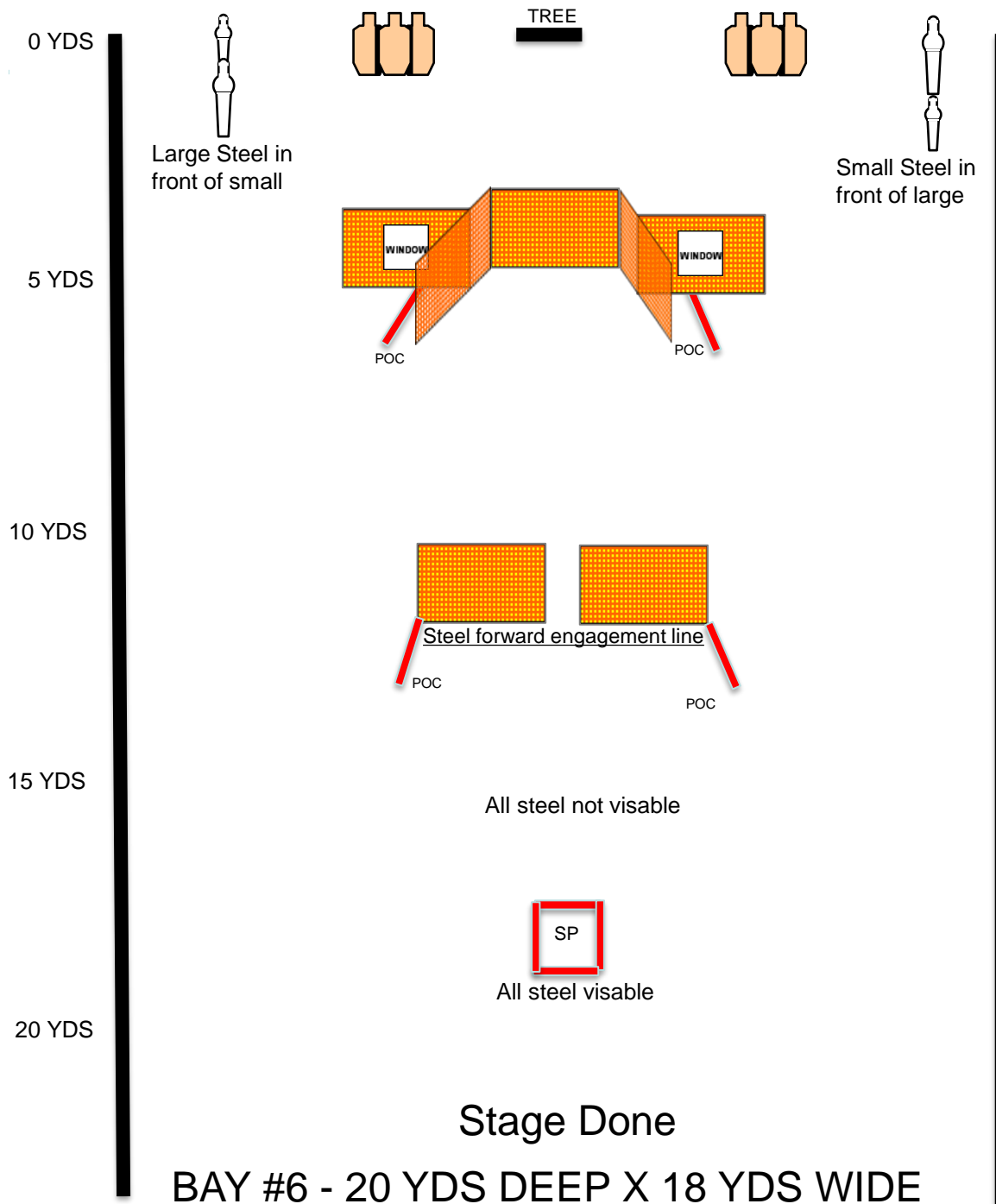


SCENARIO: Crazy militia have stormed your property intent on stealing your excessive amount of chrome guns. Dispatch the would be thieves with extreme measures!

GUN READY CONDITION: Gun unloaded and holstered. Initial loading device held in strong hand. Loading Devices loaded to division capacity and stowed per IDPA rules. PCC same condition and at low ready facing berm.

STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 6 threat, 0 non threat, 4 Steel
SCORED HITS: Best 2 per paper. Steel must fall
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting at SP. Feet completely in box. Hands relaxed at sides. Engage all threats with 2 shots on paper one on steel. Steel must fall. Steel can not be engaged any closer than forward wall.





Lake County IDPA
Close encounters
Course Designer: John Sellman



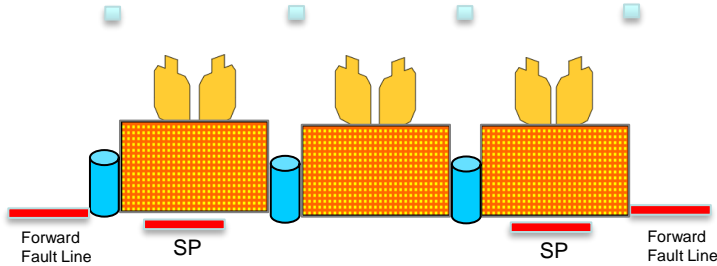
SCENARIO: You are out for a walk when you encounter threats behind every wall. Stand your ground and fight!

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

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 6 threat, 0 non threat, 0 Steel
SCORED HITS: Best 2 to body and 1 to head
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Starting at either SP. Toes touching line and hands touching wall. Take out each threat with 2 shots to the body, THEN 1 shot to the head per IDPA rules.

0 YDS



5 YDS

10 YDS

15 YDS

20 YDS

Stage Done

BAY #7 50 YDS DEEP X ? YDS WIDE