



LAKE COUNTY IDPA

“Yard Stop”

STAGE 1

SCENERIO: Hanging out in the back yard when gangsters attack!

START POSITION:

Start standing at SP, hands relaxed at side. Gun loaded and sitting on table. All loading devices stowed as per IPDA rules.

STAGE PROCEDURE:

At the signal engage all threats from ITO. Steel must fall.

STRINGS

1

SCORING

17 round min, unlimited

TARGETS

7 threat, 0 NT, 3 Steel

SCORED HITS

Best 2 per target, steel must fall

START - STOP

Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required

0 YD



B g Steel

Small Steel

B g Steel

5 YD



10 YD



SFFL
FFL

15 YD



20 YD



Bay #1 – 25 YD Deep x 11 YD wide



LAKE COUNTY IDPA

“Tango Down”

STAGE 2

SCENERIO: Threats everywhere, swinging and hiding. Find them all.

START POSITION:

Start standing at SP with at least 1 toe touching and rope in hand. Gun loaded with 6 rounds only and holstered. All other loading device stowed as per IDPA rules. PCC at the low ready loaded with 6 rounds only.

STAGE PROCEDURE:

At the signal pull the rope and engage T1 with 6 rounds. Engage remaining threats with 2 rounds each.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

7 threat, 3 NT

SCORED HITS

Best 6 on T1 & 2 per remaining targets

START - STOP

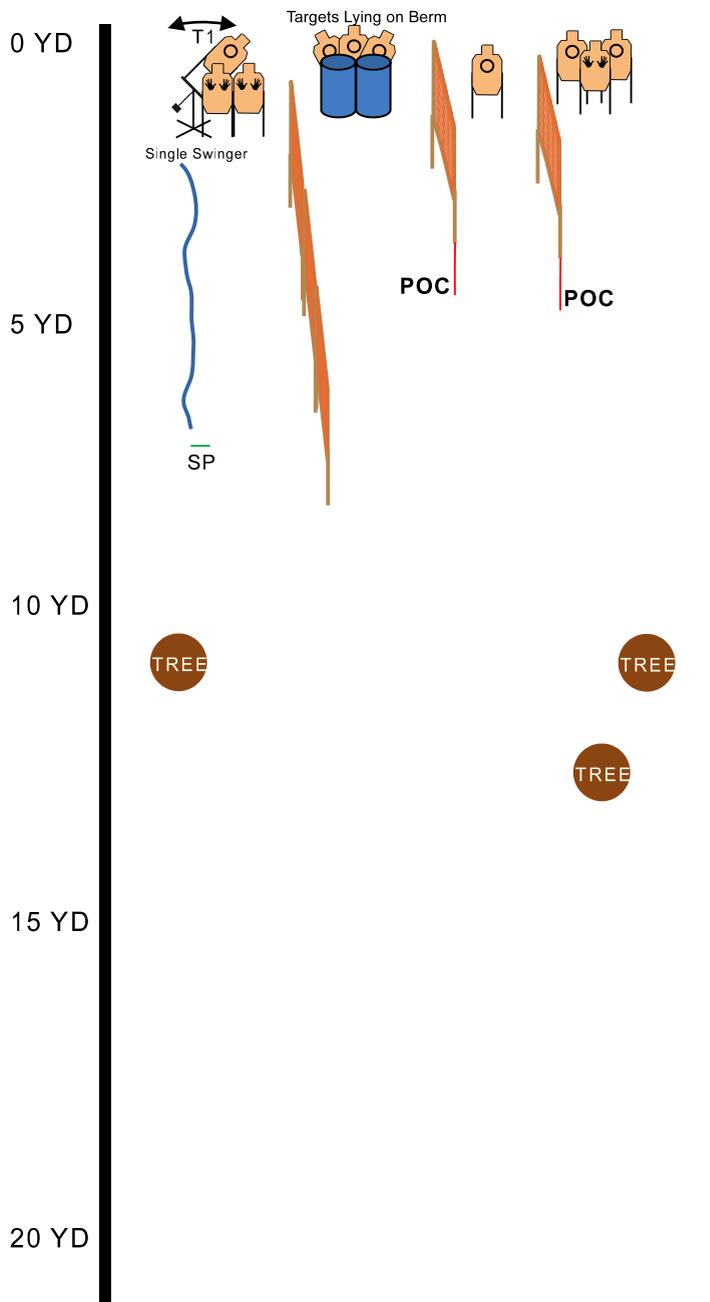
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #2 – 20 YD Deep x 10 YD wide



LAKE COUNTY IDPA

“Risk it”

STAGE 3

SCENARIO: You find yourself in a bad situation. Press check and TCB!

START POSITION:

Standing relaxed with one toe touching SP, Gun loaded and holstered. All loading devices stowed as per IDPA rules. PCC at the low ready.

STAGE PROCEDURE:

At the signal engage all threats with 2 rounds each from available cover. T8 is only available for poc 5.

STRINGS

1

SCORING

17 round min, unlimited

TARGETS

8 threat, 3 NT, 1 Steel

SCORED HITS

Best 2 per target

START - STOP

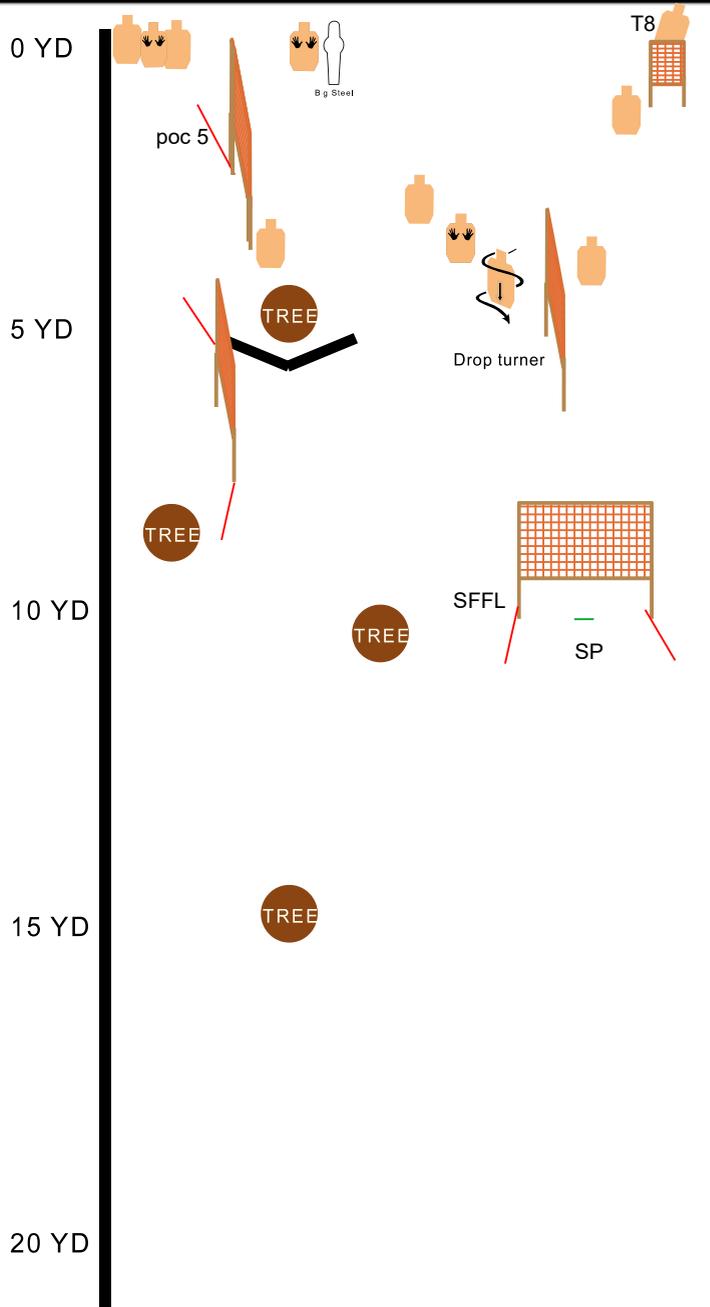
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #3 – 20 YD Deep x 11 YD wide



LAKE COUNTY IDPA

“Black Hearts”

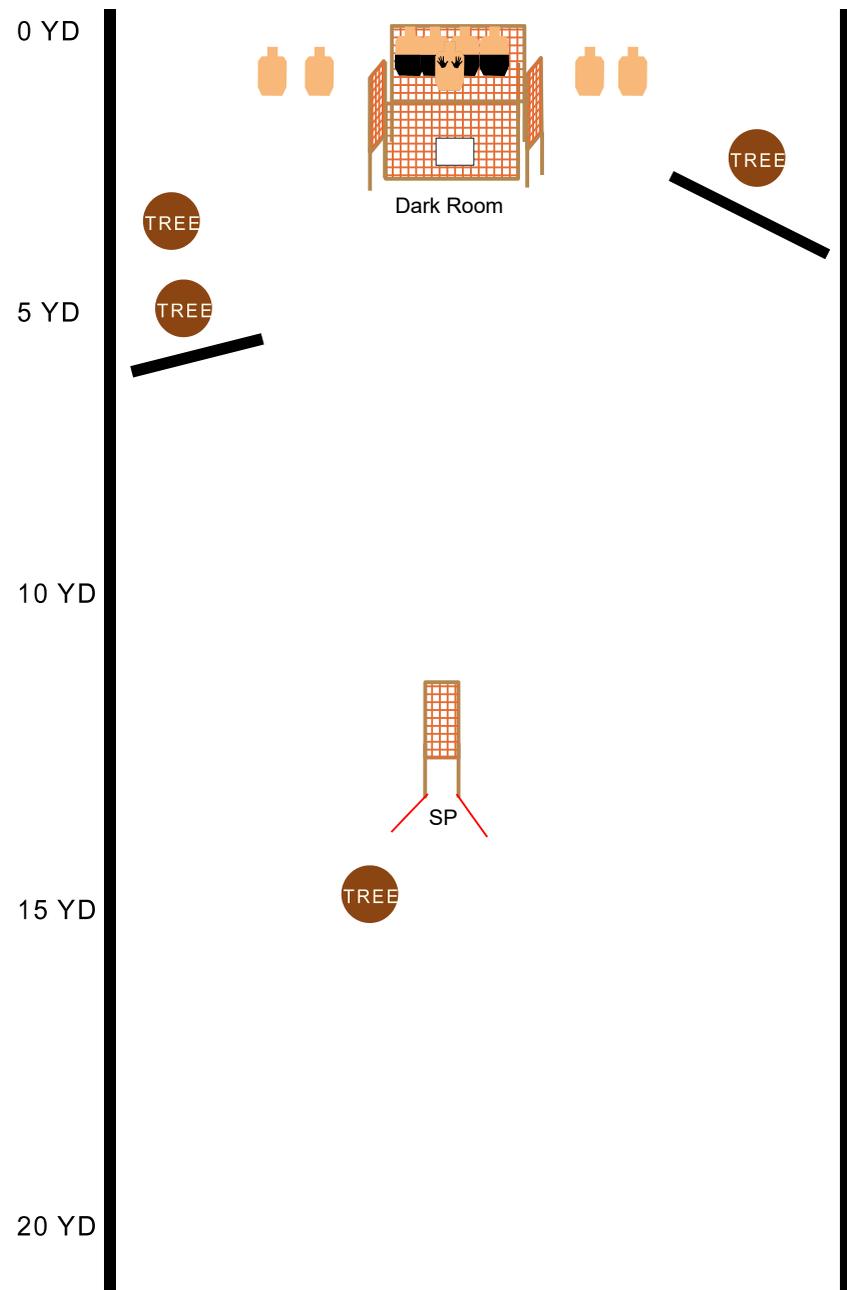
STAGE 4

SCENARIO: While chasing bad guys they decide to hide in the shadows. Flush them out.

START POSITION:
Standing relaxed at SP Gun loaded and holstered. All loading devices stowed as per IDPA rules. PCC at the low ready

STRINGS 1
SCORING 16 round min, unlimited
TARGETS 8 threat, 1NT, 0 Steel
SCORED HITS Best 2 per target
START - STOP Audible – Last Shot
RULES Current IDPA Rule Book
COVER GARMENT Required

STAGE PROCEDURE:
At the signal engage all targets with two rounds each from available cover. The last position is from the prone.



Bay #4 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

“Haunted House”

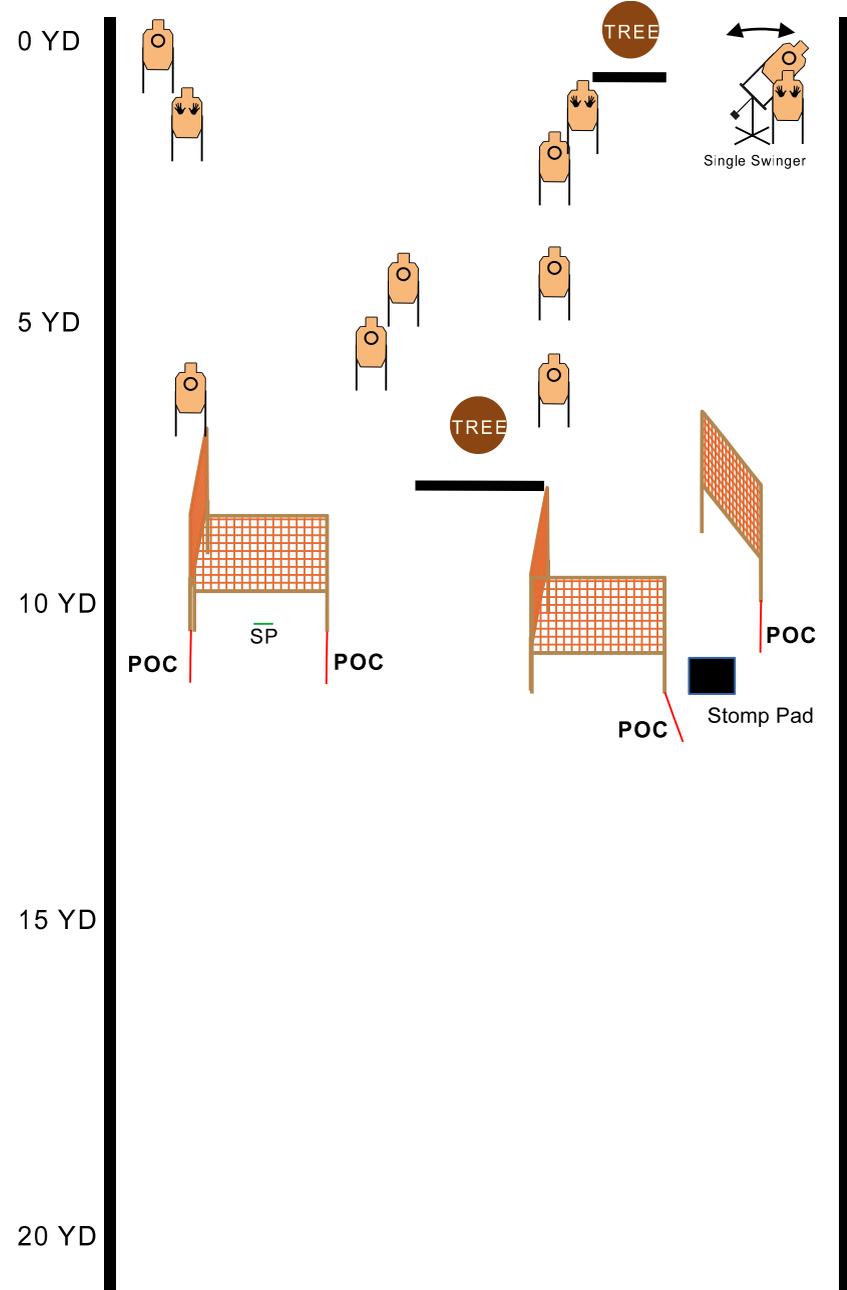
STAGE 5

SCENARIO: You are at a local haunted house when thugs start to shoot up the place. Take 'em out!

START POSITION:
Start standing at SP with hands relaxed at side. Gun loaded and holstered. All loading devices stowed as per IDPA rules. PCC at the low ready.

STAGE PROCEDURE:
At the signal engage all threats with 2 rounds each using available POC.

STRINGS	1
SCORING	16 round min, unlimited
TARGETS	8 threat, 3 NT
SCORED HITS	Best 2 per target
START - STOP	Audible – Last Shot
RULES	Current IDPA Rule Book
COVER GARMENT	Required



Bay #5 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

“Psycho Circus”

STAGE 6

SCENARIO: The circus is in town and you have front row seats.

START POSITION:

Standing behind table at SP, gun loaded and holstered, drawer closed with pegs inside. All loading devices stowed as per IDPA rules. PCC low ready

STAGE PROCEDURE:

At the signal engage all threats with two rounds. The drawer activates max. Peg box activates Both turners. Max will be in the full down position at the start.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 7 NT, o Steel

SCORED HITS

Best 2 per target

START - STOP

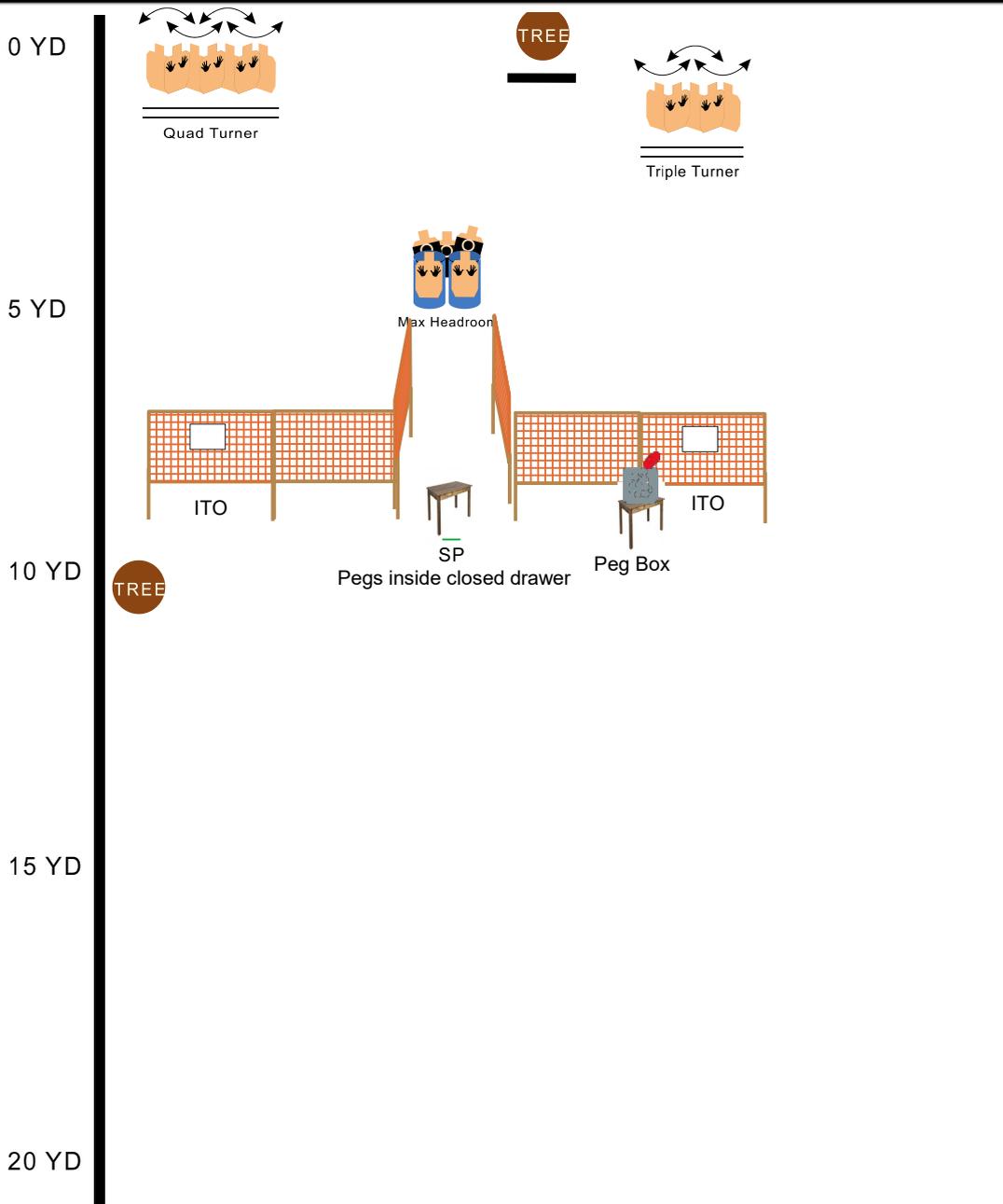
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #6 – 20 YD Deep x 18 YD wide



LAKE COUNTY IDPA

“Your Choice”

STAGE 7

SCENARIO: Bad guys are on the run, stop them.

START POSITION:

Starting at SP1, standing anywhere within the fault lines. Hand relaxed at side.
 Start at either SP2, with at least one foot toe SP. Hands relaxed at side. All
 loading devices stowed as per IDPA rules. PCC at the low ready.

STAGE PROCEDURE:

Starting from SP1, engage all targets from within the fault lines.
 All targets are ITO and equal priority from SP1.
 Starting from either SP2, engage all targets from available POC.

STRINGS

1

SCORING

17 round min, unlimited

TARGETS

7 threat, 4 Clays

SCORED HITS

Best 2 per target, clays must break

START - STOP

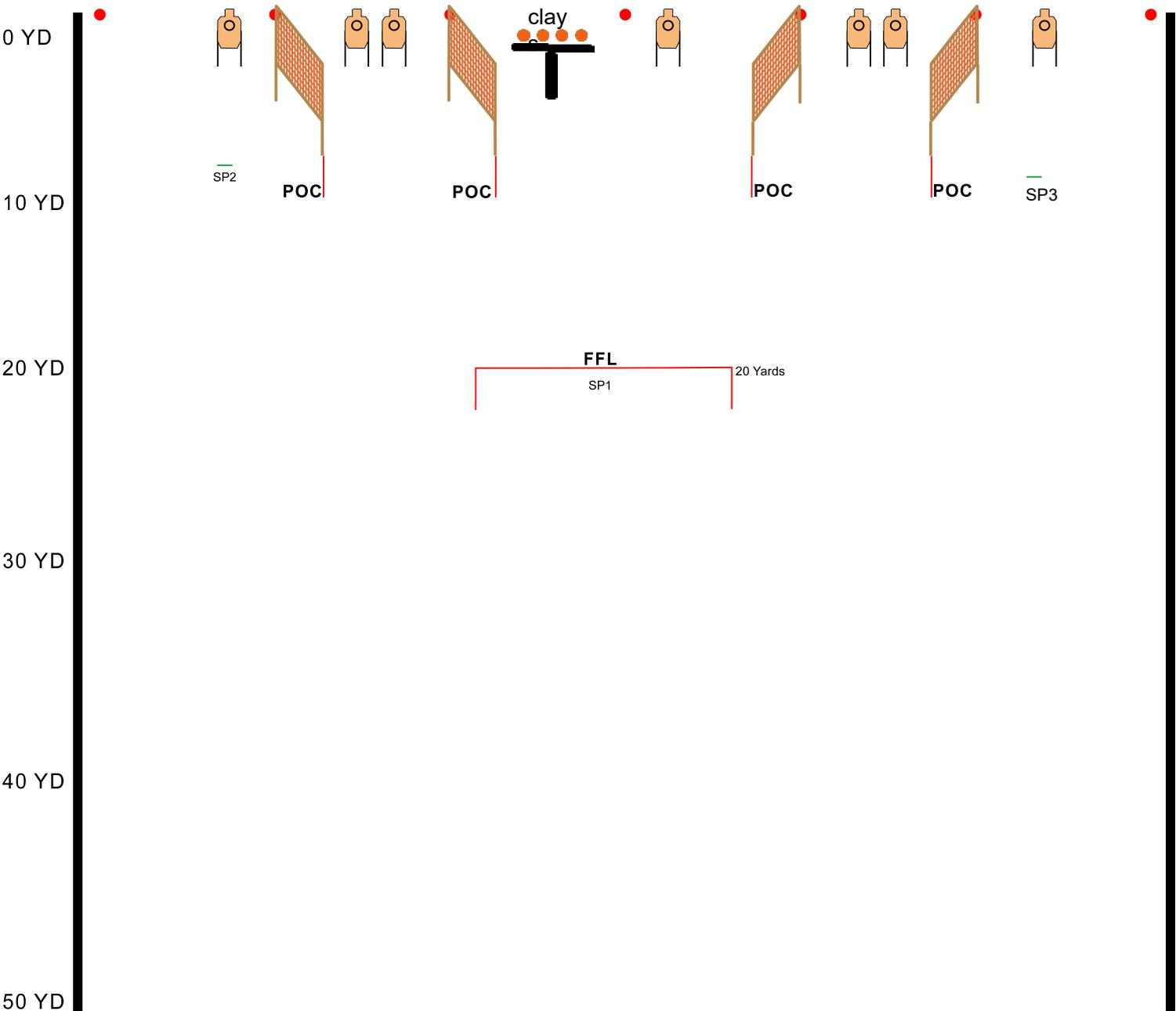
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #7 – 50 YD Deep x 30 YD wide