



LAKE COUNTY IDPA

Lunch Break

Steve

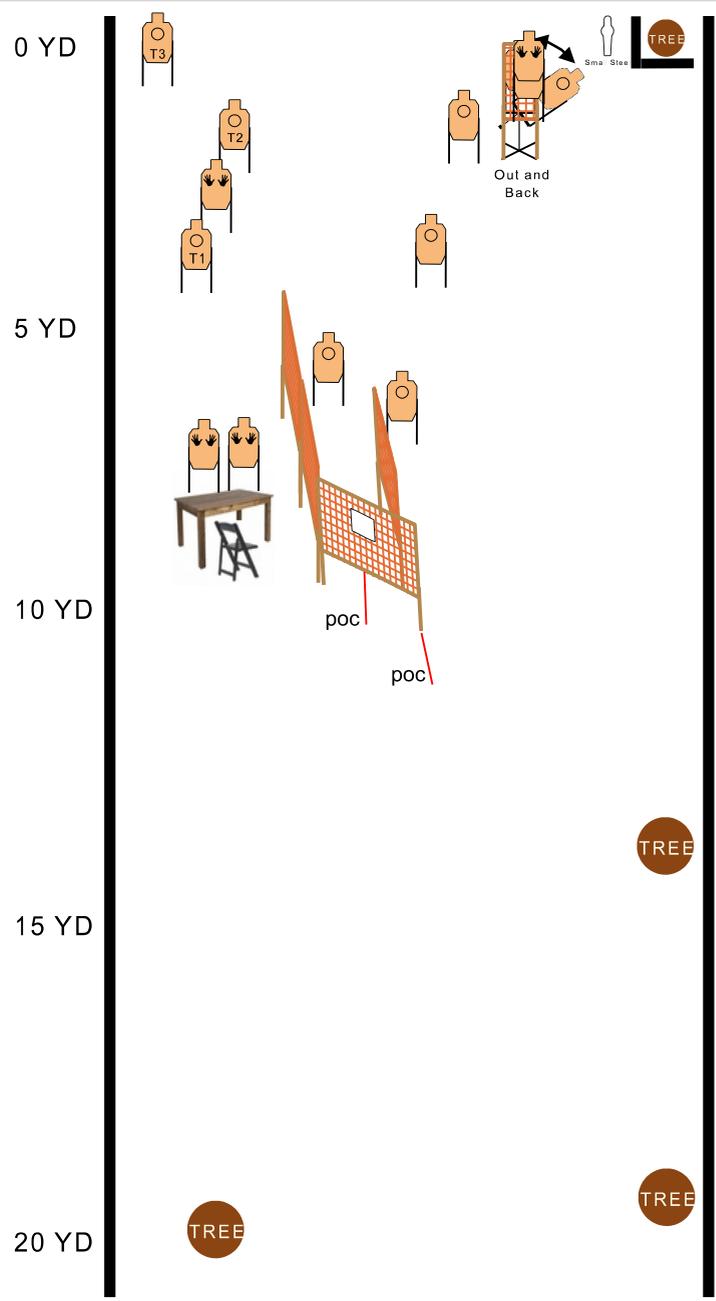
STAGE 1

SCENARIO: Your having lunch minding your own business when thugs try to rob you.

START POSITION:
Start sitting in chair at SP, hands touching table. Gun loaded to division capacity and sitting on table. All other loading devices stowed as per IDPA rules.

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

STAGE PROCEDURE:
At the signal engage T1-T3 in tactical priority per IDPA rules WHILE SEATED with 2 rounds each, then engage all other threats with 2 rounds each from available points of covers. Steel activates Out and Back.



Bay #1 – 25 YD Deep x 11 YD wide



LAKE COUNTY IDPA

Ropes and Dopes

STAGE 2

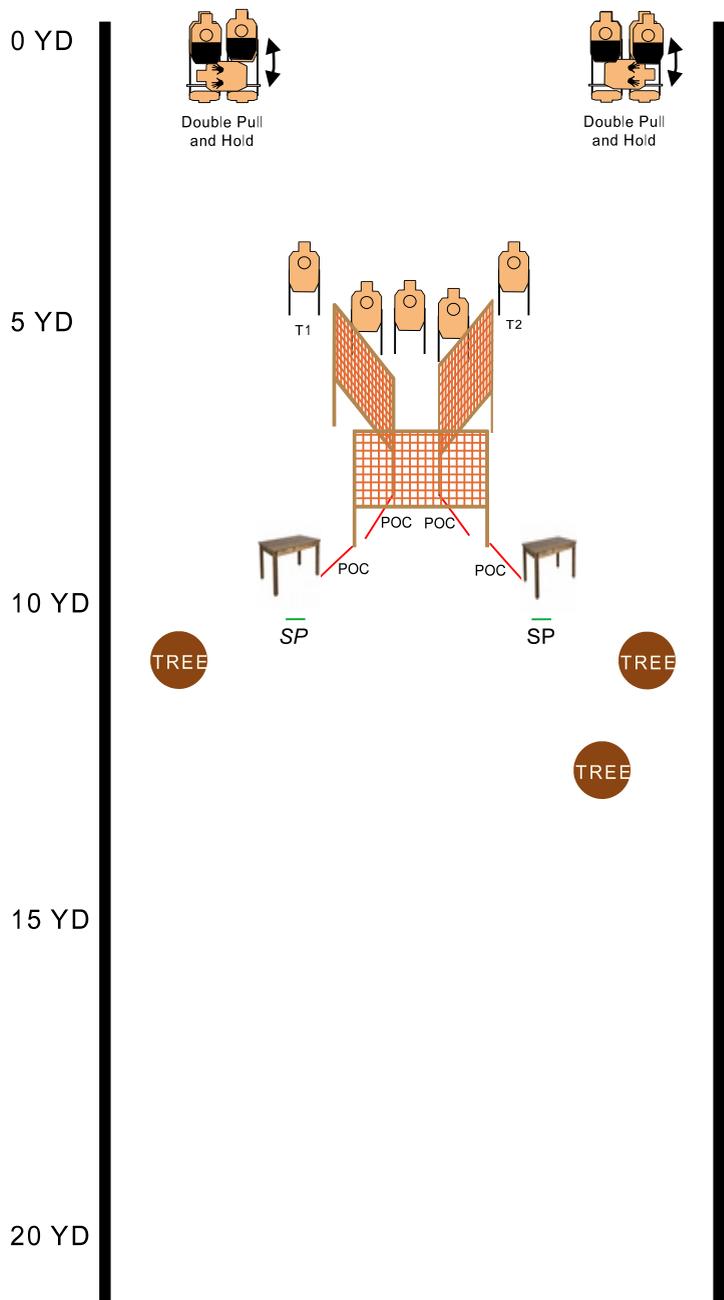
Ross

SCENERIO: While hanging around not pulling your weight, Bad guys interrupt your day and plan on doing you harm.

START POSITION:
 Start at the either SP holding the rope in your hand. Gun loaded and holstered. All other loading devices stowed as per IDPA rules. PCC at the low ready.

STAGE PROCEDURE:
 At the signal engage all threats from in the open and points of cover. T1 and T2 may have to be engaged ITO or POC. Depending on your SP. Pulling rope exposes targets.

STRINGS	1
SCORING	18 round min, unlimited
TARGETS	9 threat, 2 NT, 0 Steel
SCORED HITS	Best 2 per target
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

Rambo III

Ross

STAGE 3

SCENARIO: While sitting on the couch watching the tube. Bad guys interrupt your movie. Quick intermission please.

START POSITION:

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

STAGE PROCEDURE:

At the signal engage all threats with 2 rounds to the body and 1 round to the head using available cover.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

6 threat, 0 NT, 0 Steel

SCORED HITS

Best 2 body 1 head

START - STOP

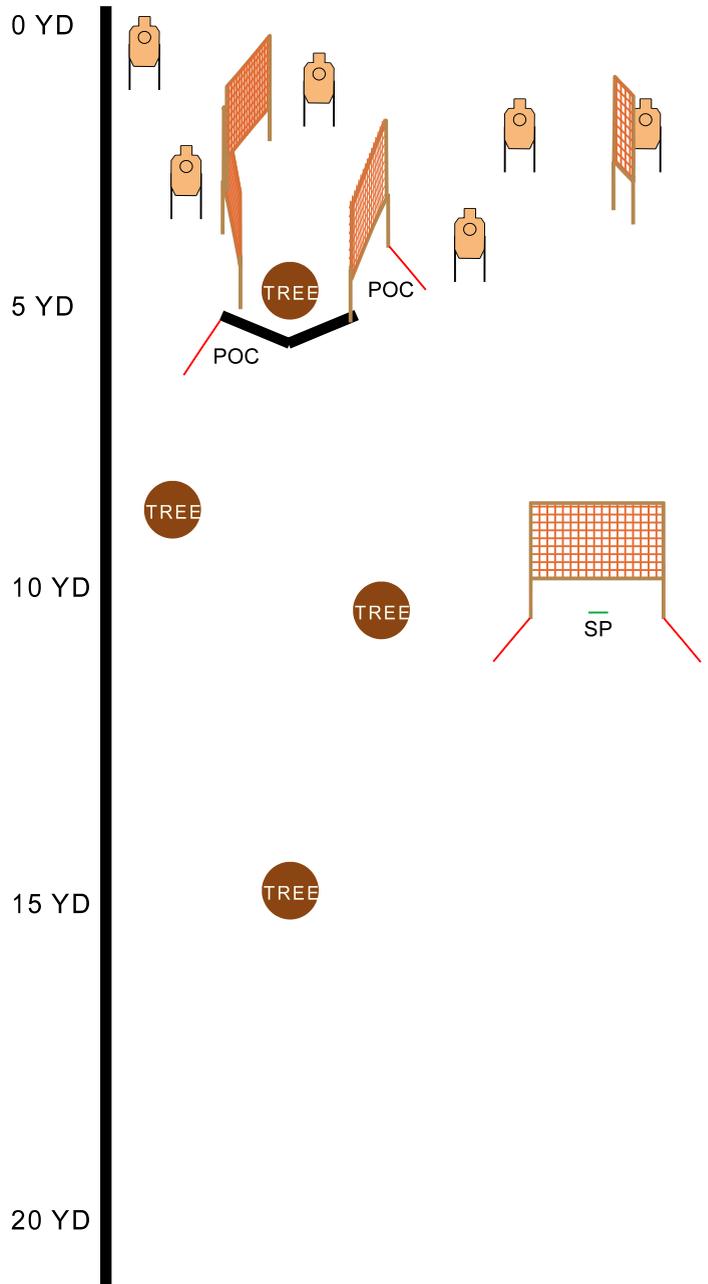
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #3 – 20 YD Deep x 11 YD wide



LAKE COUNTY IDPA

The Hot Seat

STAGE 4

Ross

SCENARIO: While sitting at the register, arm men invade your space but the friendlies won't get out of the way.

START POSITION:

Seated with hands on your knees. Gun unloaded and closed, placed on the desk. All loading devices inside the closed drawer.

STRINGS

1

SCORING

16 round min, unlimited

TARGETS

8 threat, 1 NT, 0 Steel

SCORED HITS

Best 2 per target

START - STOP

Audible – Last Shot

RULES

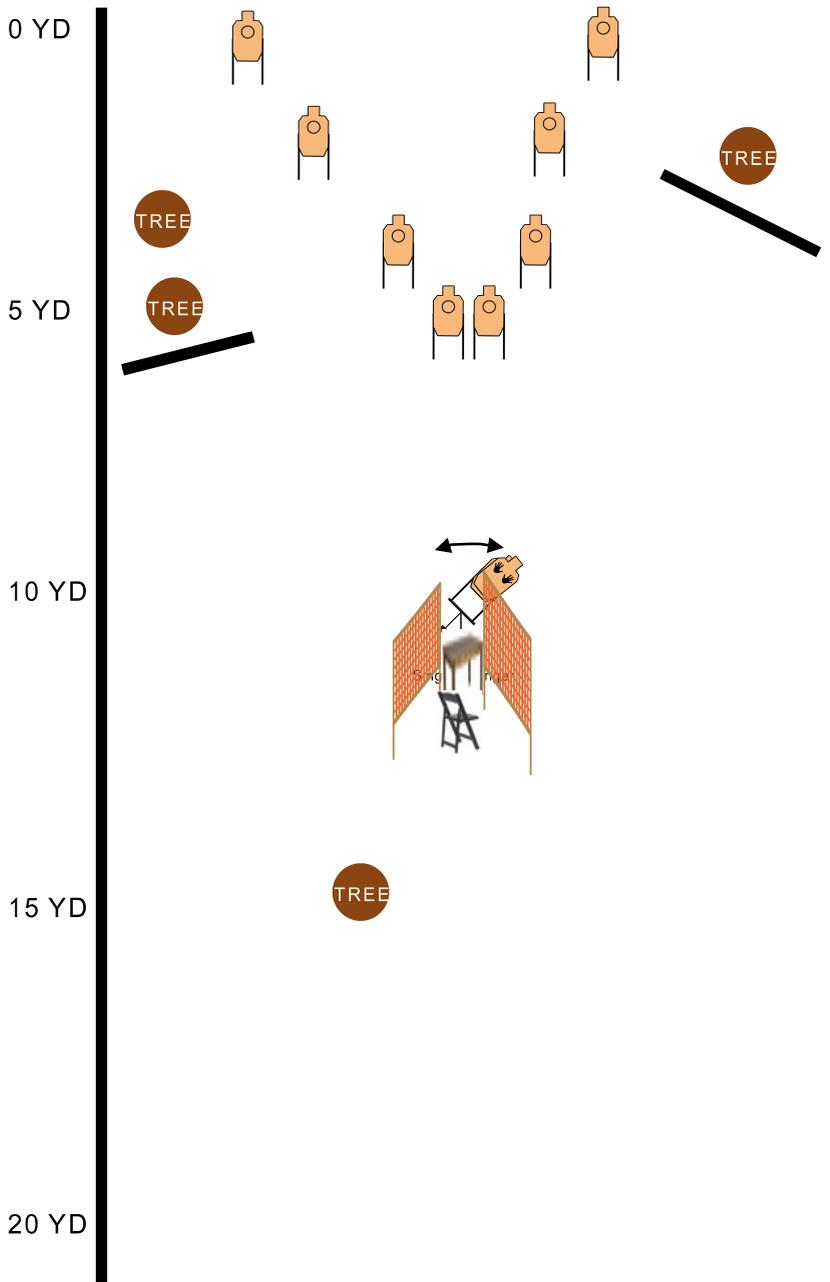
Current IDPA Rule Book

COVER GARMENT

Not Required

STAGE PROCEDURE:

Engage all threats with 2 rounds each WHILE SEATED.
Drawer activates NT.



Bay #4 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

Hot Yard

Steve

STAGE 5

SCENERIO: Bad guys are taking over the yard. Shoot 'em, shoot 'em all!

START POSITION:

Start standing at the SP with at least one foot 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 POC and low POC

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 3 NT

SCORED HITS

Best 2 per target

START - STOP

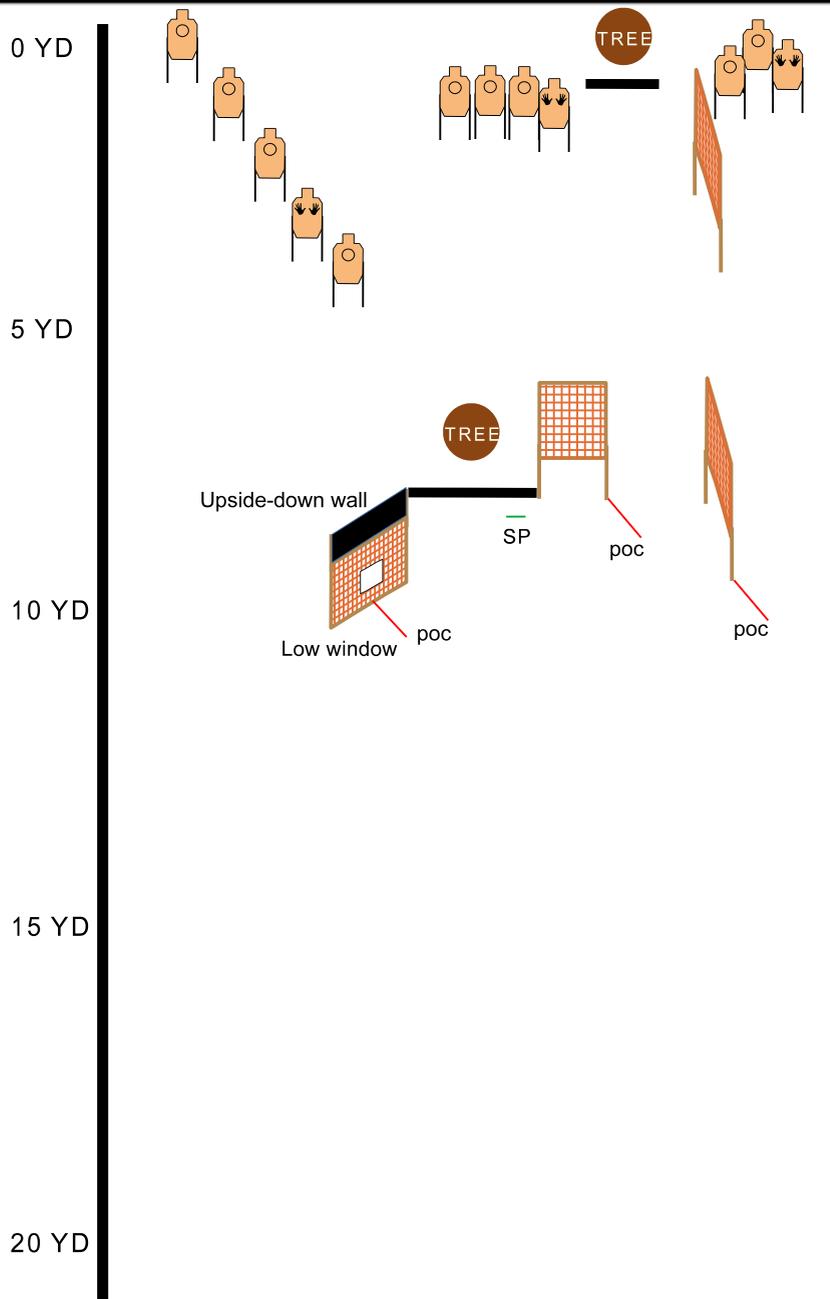
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #5 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

If There's Room on 6

Steve

STAGE 6

SCENARIO: While on the look out for bad guys, some are hiding behind the barrels, find them and end them.

START POSITION:

Start standing at SP with at least one foot 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 T1 with 4 rounds then engage all remaining threats with 2 rounds each.
All targets are considered in the open.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

8 threat, 0 NT

SCORED HITS

Best 4 on T1, Best 2 on remaining targets

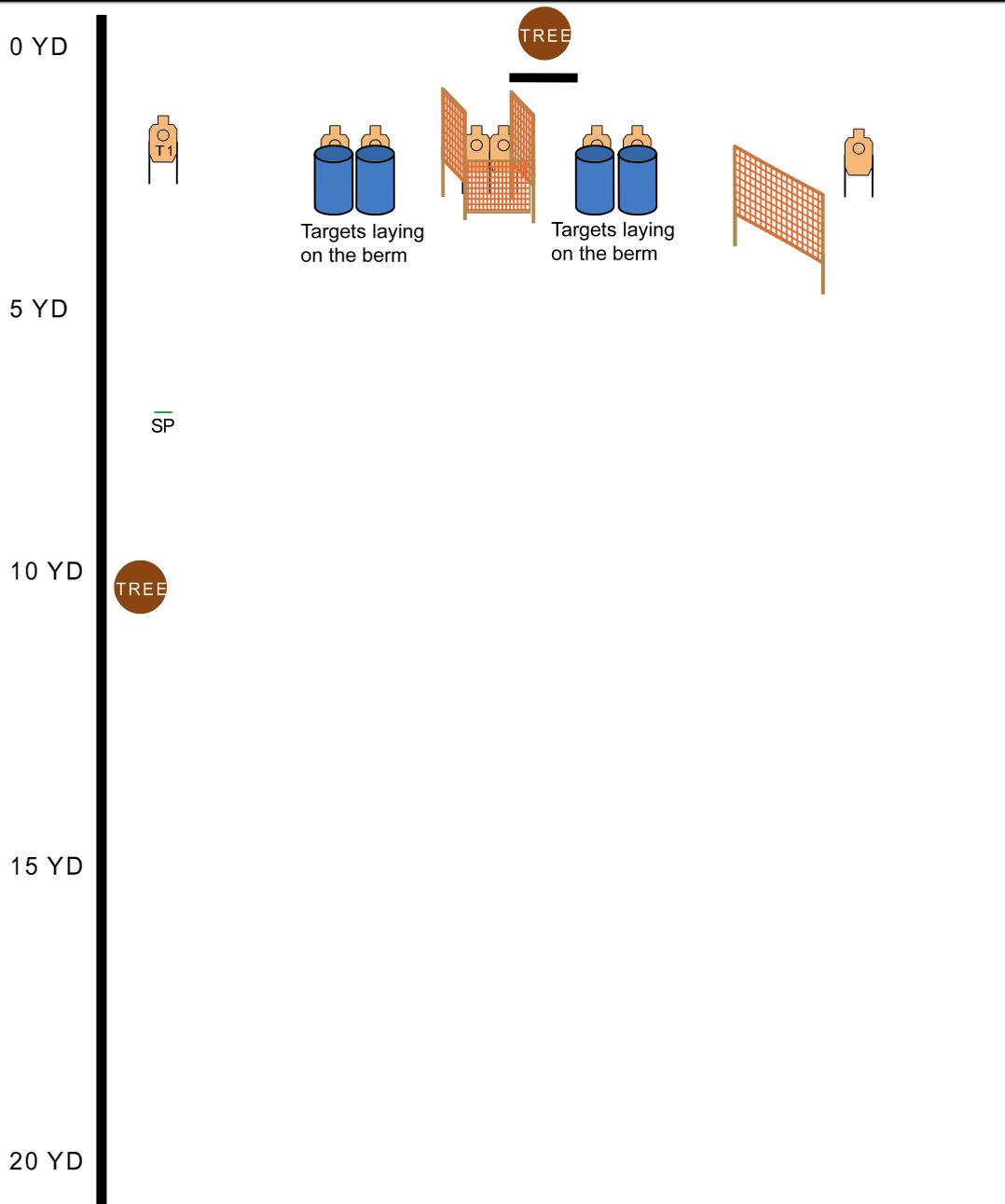
START - STOP

Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT Required



Bay #6 – 20 YD Deep x 18 YD wide



LAKE COUNTY IDPA

The Wall

STAGE 7

Steve

SCENARIO: There is a big wall and bad guys are trying to climb it, stop them.

START POSITION:

Start standing at either SP with at least one foot 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 using available POC or thru the window.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 3 NT

SCORED HITS

Best 2 per target

START - STOP

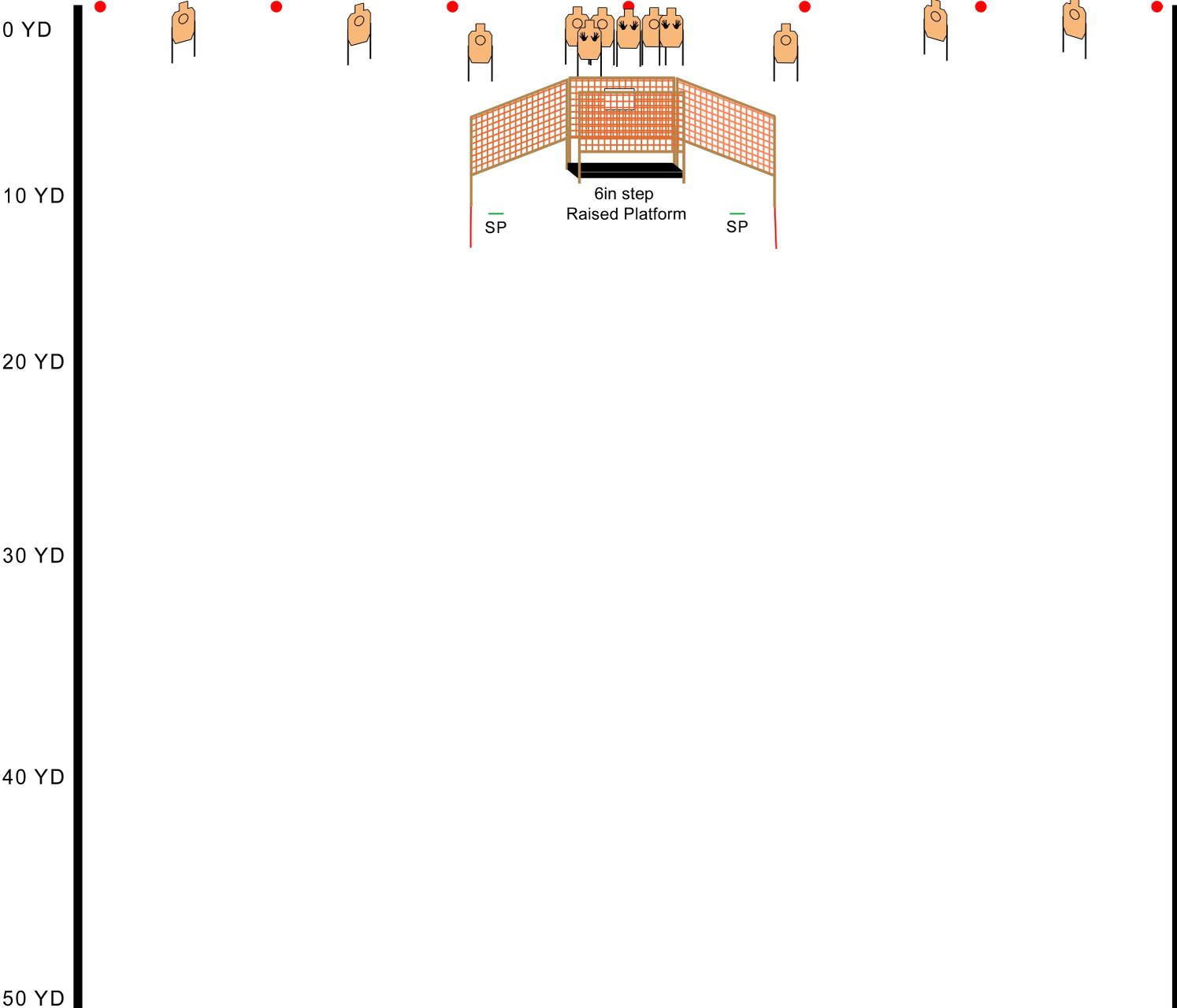
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #7 – 50 YD Deep x 30 YD wide