



LAKE COUNTY IDPA

“Window Washer”

STAGE 1

Steve S

SCENARIO: Your at home washing windows when you hear intruders breaking in. Protect yourself and your family.

START POSITION:

Start standing at either SP with at least one toe touching SP. Gun loaded to division capacity 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 to the body and 1 round to the head from ITO thru the window or available POC. .

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

6 threat, 3 NT

SCORED HITS

Best 2 to the body and 1 to the head

START - STOP

Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT Required

0 YD

5 YD

10 YD

15 YD

20 YD



Bay #1 – 25 YD Deep x 11 YD wide



LAKE COUNTY IDPA

“Who Let the Dogs Out”

STAGE 2

Chris M

SCENARIO: You are at the park with your friends when you are swarmed by a pack of attack dogs and their handlers. Defend yourself.

START POSITION:

Start standing at either SP with at least one toe touching SP. Gun loaded to division capacity 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 from ITO.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 3 NT

SCORED HITS

Best 2 per target

START - STOP

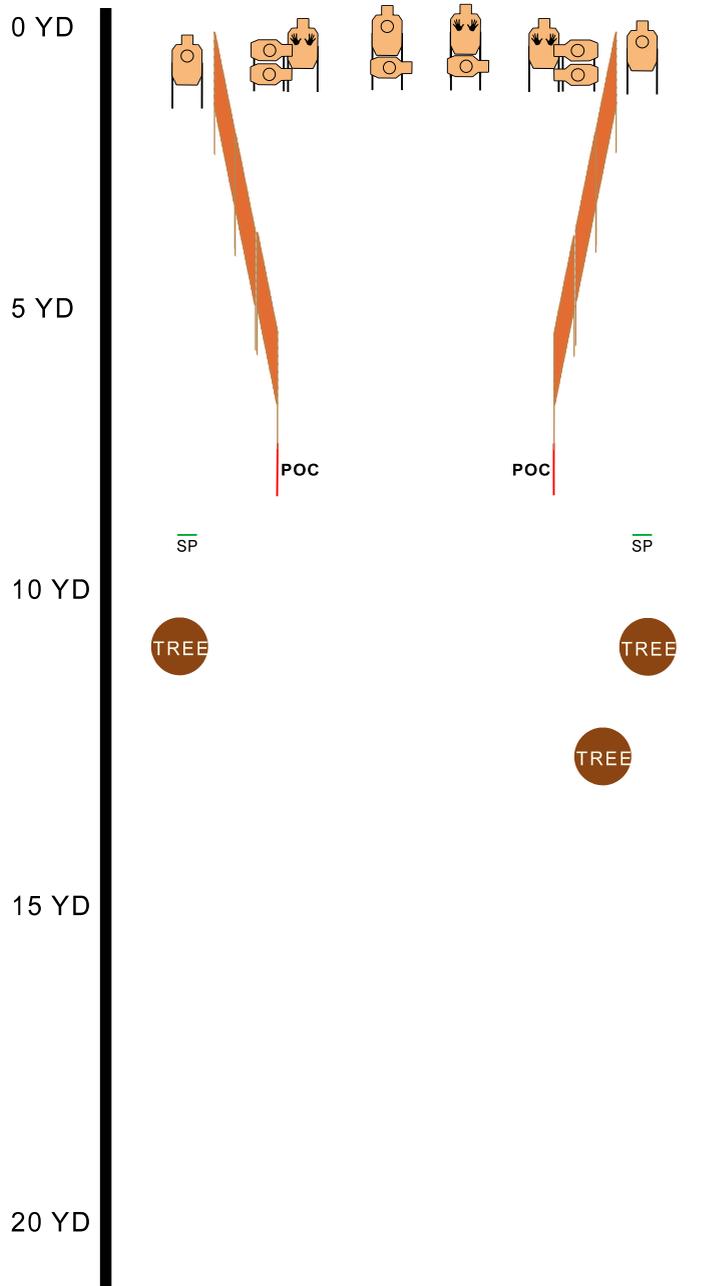
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #2 – 20 YD Deep x 10 YD wide



LAKE COUNTY IDPA

“Park Mayhem”

STAGE 3

Steve S

SCENARIO: Sitting on park bench minding your own business when armed thugs attack the park. Watch out for anti 2nd amendment activist all up in your face. Protect yourself!

START POSITION:

Start sitting on bench, gun unloaded and sitting on table with slide or cylinder closed. All loading inside drawer.

STAGE PROCEDURE:

At the signal engage all threats with 2 rounds each while remaining seated on the bench. Opening the draw activates Crazy Ivan.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 2 NT

SCORED HITS

Best 2 per target

START - STOP

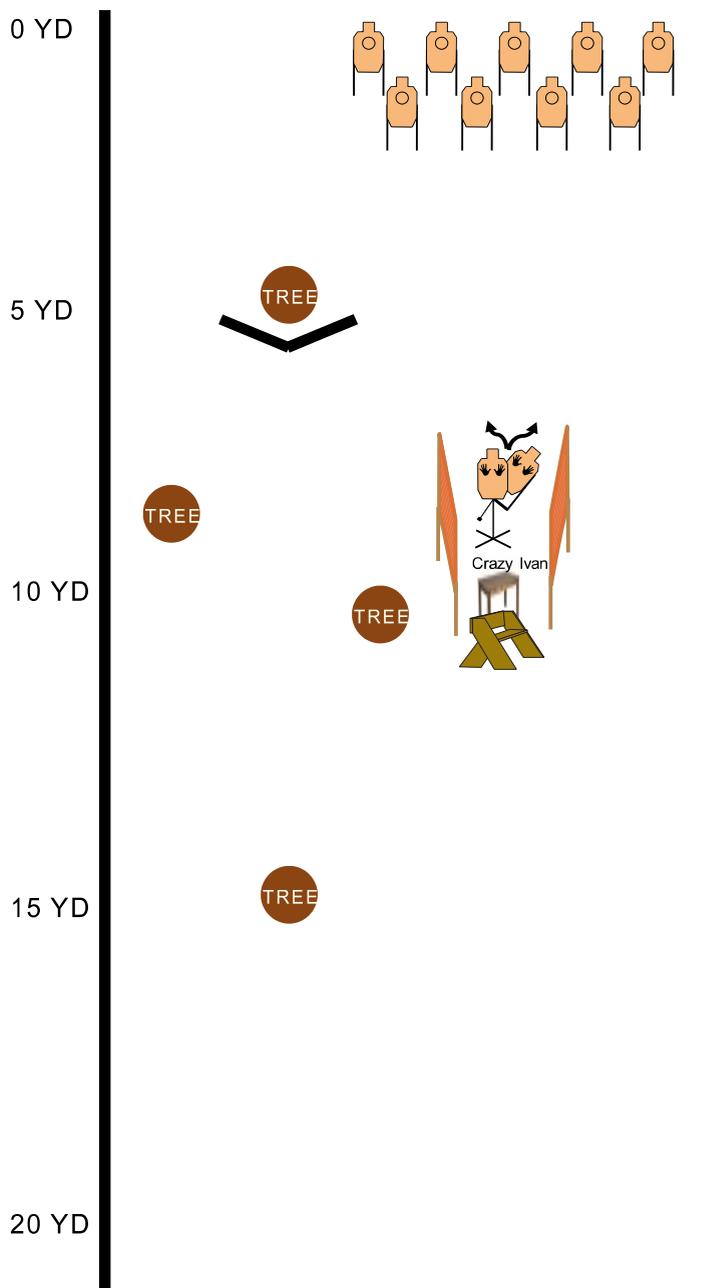
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Not Required



Bay #3 – 20 YD Deep x 11 YD wide



LAKE COUNTY IDPA

“Rogue Superman”

STAGE 4

Steve S

SCENARIO: Your handling some thugs at a riot when Superman goes rogue and crashes your party. Shoot him out of the air!

START POSITION:

Start standing at SP, 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 3 rounds each from ITO thru the window or from available POC. Steel activates Superman. No targets are to be engages past the FFL.

STRINGS

1

SCORING

16 round min, unlimited

TARGETS

5 threat, 3 NT, 1 Steel

SCORED HITS

Best 3 per target

START - STOP

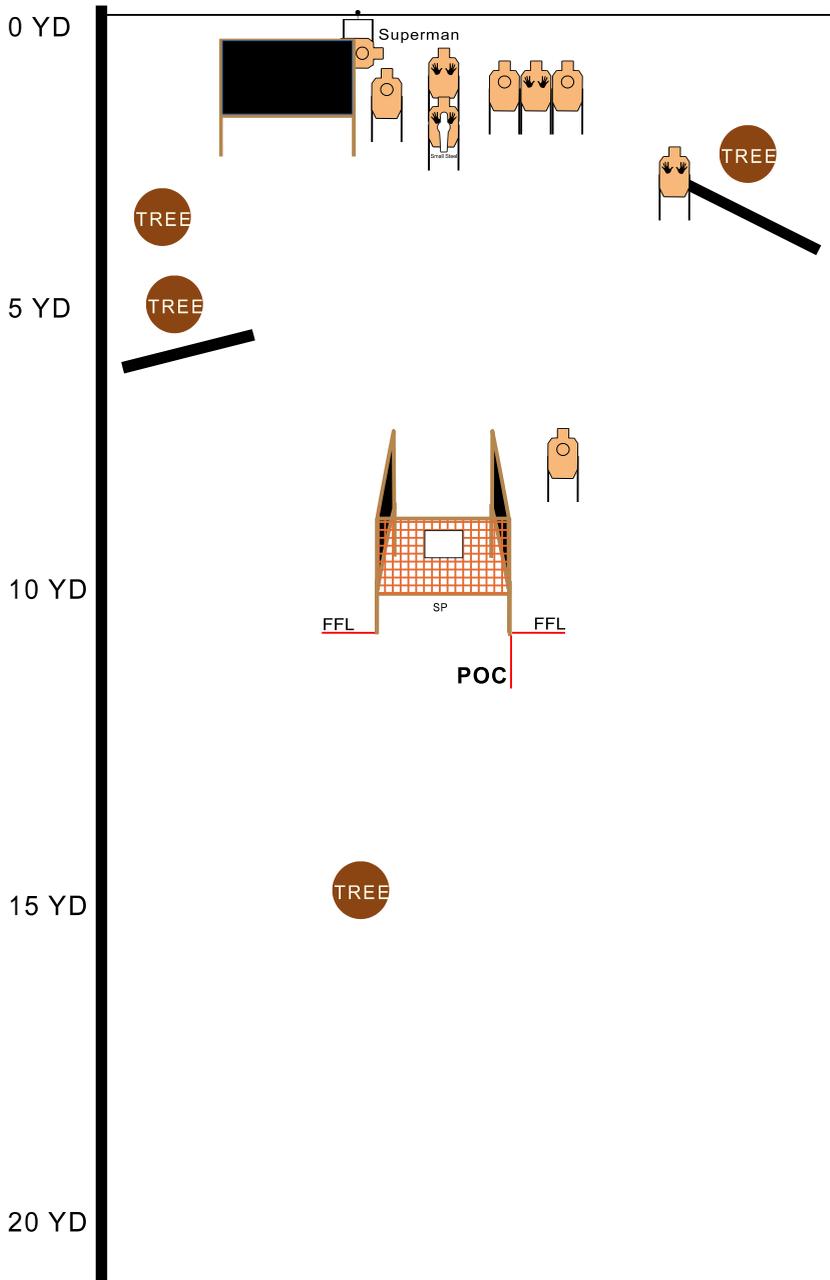
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #4 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

“Standard Stage”

STAGE 5
Steve S

SCENARIO: Standard Stage

START POSITION:

Start standing behind FFL with at least one toe touching SP. Gun unloaded and sitting on 1 barrel and all loading devices sitting on the other.

STAGE PROCEDURE:

At the signal engage all targets from behind the fault line with 2 rounds to the body and 1 round to the head. Each target must be engaged at least once weak hand and at least once strong hand.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

6 threat, 3 NT,

SCORED HITS

Best 2 to the body and 1 to the head

START - STOP

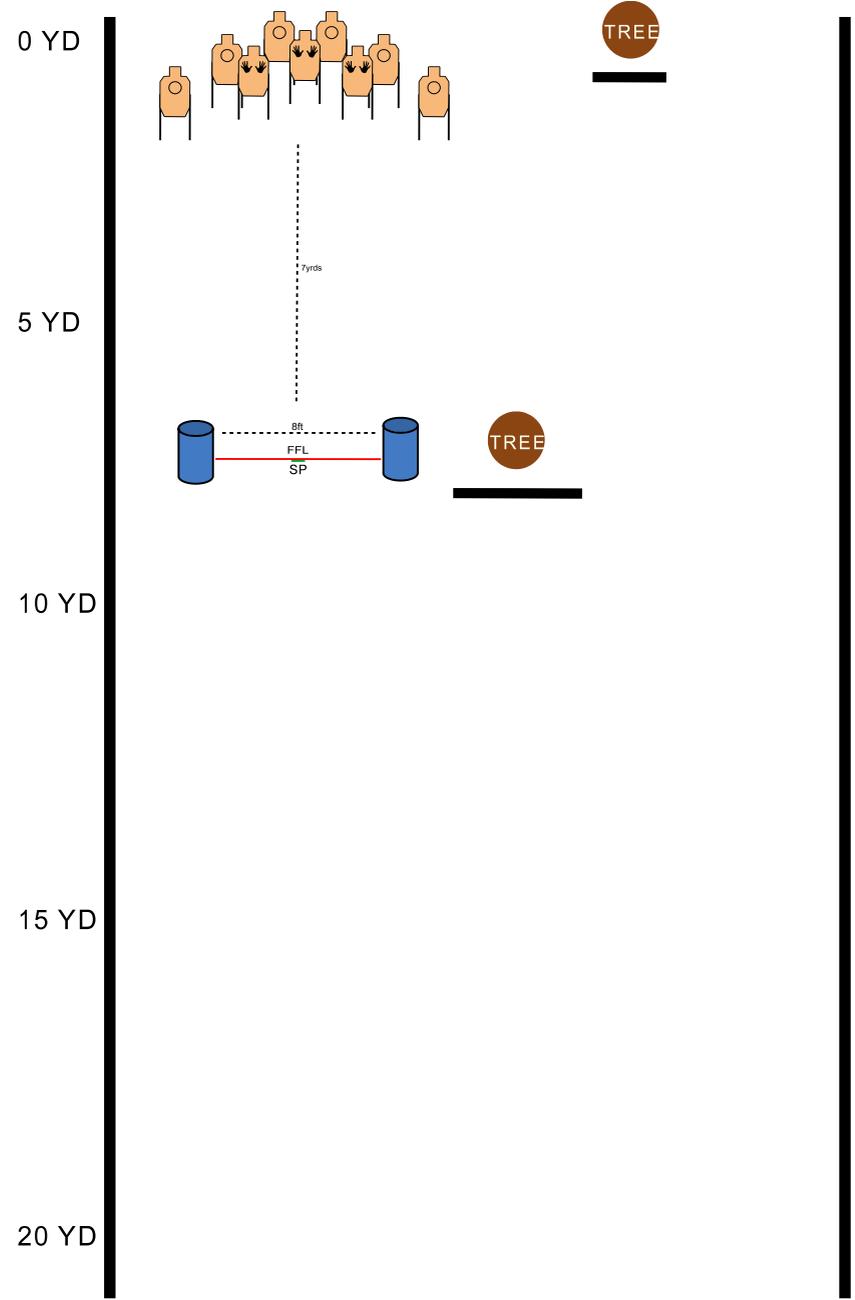
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Not Required



Bay #5 – 20 YD Deep x 13 YD wide



LAKE COUNTY IDPA

“Twist and Shout”

STAGE 6

Steve S

SCENARIO: Your at a local dance and armed thugs crash the party, take them out and party on!

START POSITION:

Start standing at SP with hands relaxed at your side. Gun loaded to division capacity 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 from ITO. Threat behind barrels is a surprise target. Steel activates drop turner.

STRINGS

1

SCORING

17 round min, unlimited

TARGETS

8 threat, 2 NT, 1 steel

SCORED HITS

Best 2 per target

START - STOP

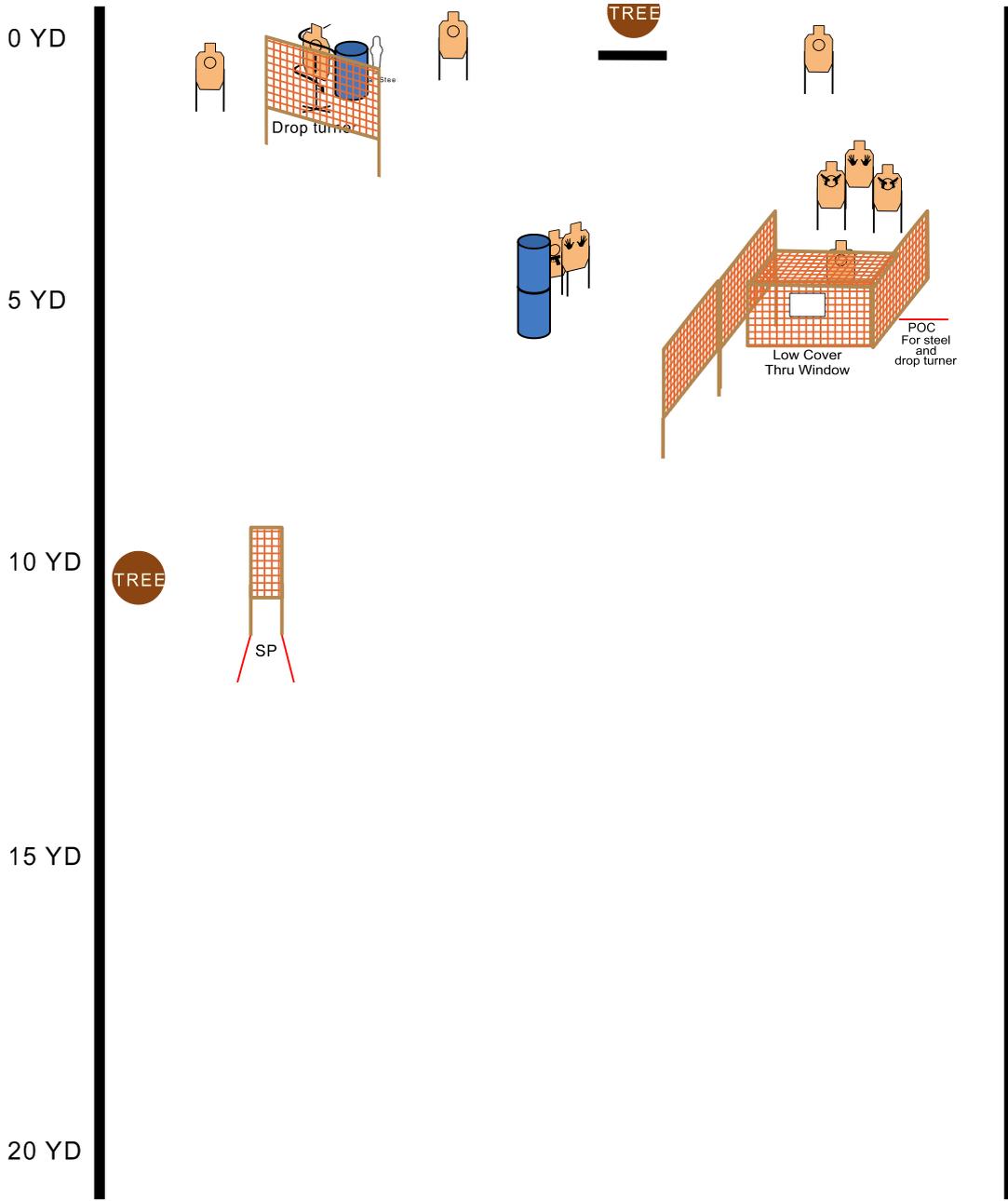
Audible – Last Shot

RULES

Current IDPA Rule Book

COVER GARMENT

Required



Bay #6 – 20 YD Deep x 18 YD wide



LAKE COUNTY IDPA

“Walk the Line”

STAGE 7

Chris M

SCENARIO: A gang of thugs is descending through a crowd. Take ‘em out as you see them.

START POSITION:

Start standing at SP, anywhere behind forward fault line, facing up range, Gun loaded and holstered. All loading devices stowed as per IDPA rules. PCC facing downrange at low ready.

STRINGS

1

SCORING

16 round min, unlimited

TARGETS

8 threat, 4 NT

SCORED HITS

Best 2 per target

START - STOP

Audible – Last Shot

RULES

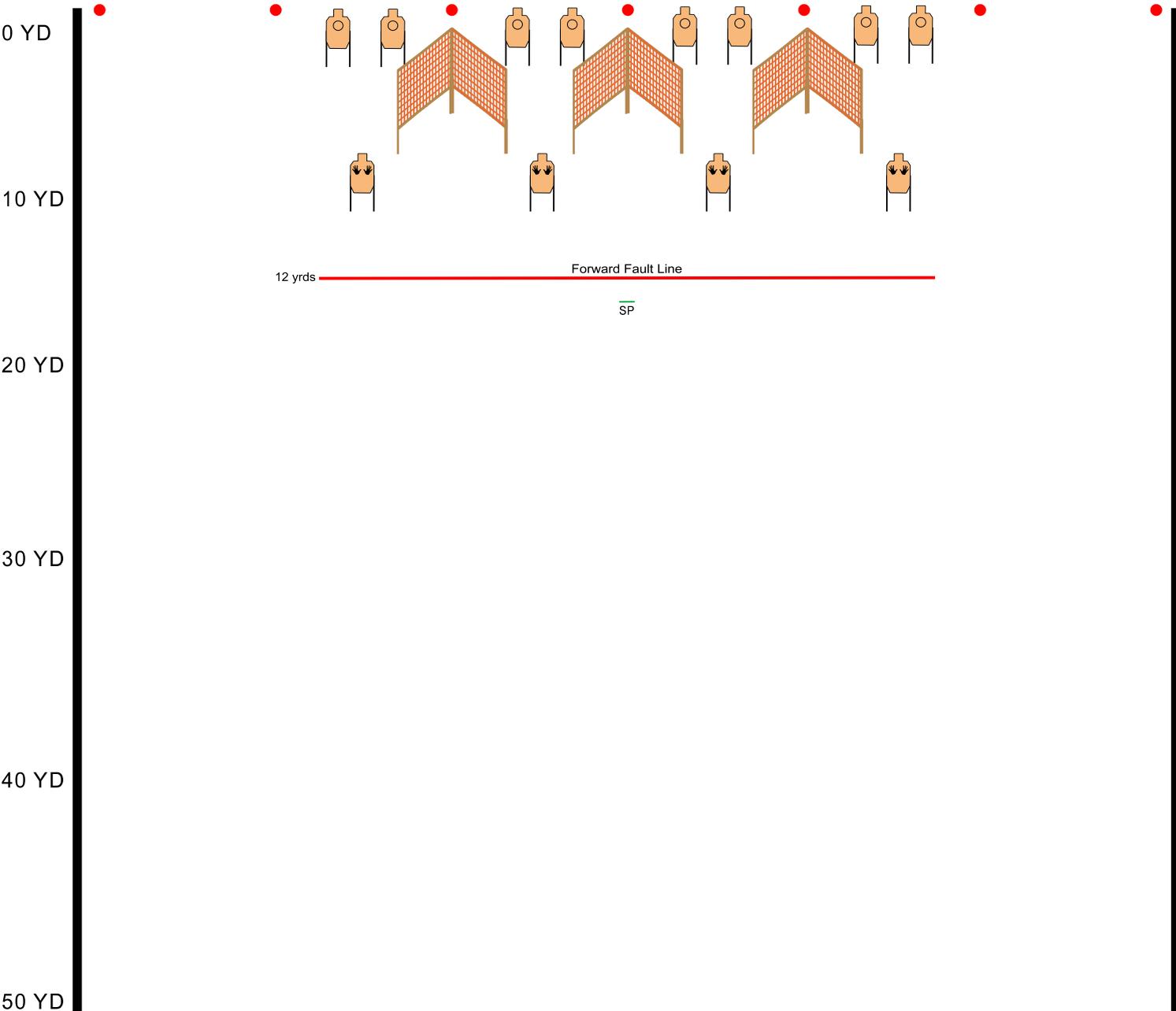
Current IDPA Rule Book

COVER GARMENT

Required

STAGE PROCEDURE:

At the signal TURN THEN DRAW and engage all threats with 2 rounds each as they become available from behind the fault line.



Bay #7 – 50 YD Deep x 30 YD wide