

1. Date Night Gone Wild



Capitol Area Practical Shooter IDPA
Stage 1 Date Night Gone Wild
Course Designer: John Crowder



SCENARIO DESCRIPTION: Returning to your date, or wife, from the bathroom you soon discover the cafe is being robbed by mobsters. Fight for you and yours life...

START POSITION: Seated in chair, hands on knees.

GUN READY CONDITION: Pistol loaded to division capacity. Pick up gun loaded and in box. Concealment required.

STAGE PROCEDURE: At the start signal, while seated, engage T1-T3 with 2 rds each using the pickup gun. Ground pickup gun on table and then move to wall and from either side engage remaining targets as they become visible using cover.

SCORING: Vickers, 14 rounds min.

TARGETS: IDPA

SCORED HITS: T1-T6 2 rds each; steel must fall

START-STOP: Audible - Last shot

RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	9 paper, 2 popper, 2 no-shoot	Total	11 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

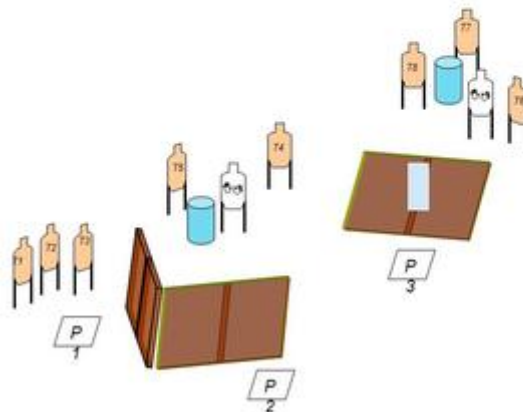
2. Bank Fight



Capitol Area Practical Shooter IDPA
Stage 2 Bank Fight
Course Designer: John Crowder



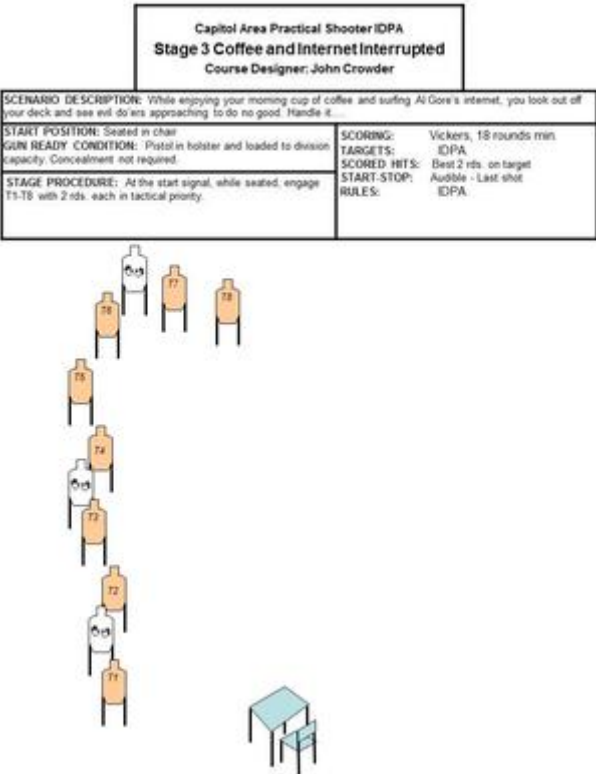
SCENARIO DESCRIPTION: You're making a deposit when gang bangers attempt to take your money, fight!	
START POSITION: P1, hands relaxed at sides.	SCORING: Vickers, 16 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
STAGE PROCEDURE: Starting at P1 engage T1-T3 using tac sequence, while retreating to P2. From P2 engage T4-T5 in tactical order. Then move to P3 and from cover through the port, engage T6-T8.	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

3. Coffee and Internet Interrupted



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 3 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

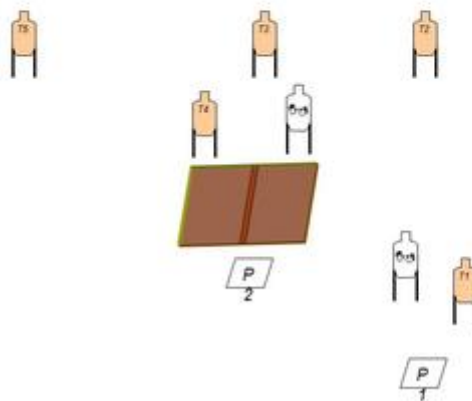
4. Burn 'em up



Capitol Area Practical Shooter IDPA
Stage 4 Burn'em' up
Course Designer: John Crowder



SCENARIO DESCRIPTION: Bum jumps out from behind dumpster and demands money or your life. Fight!	
START POSITION: P1, toes on stick, facing downrange. Cradling baby in weak arm/hand.	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1 with 6 rounds while moving to P2. At P2 using cover engage remaining targets from either side of barricade with 3 rds each.	SCORED HITS: Best 5 on paper target T1 Best 3 on paper T2-T5
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper, 2 no-shoot	Total	5 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

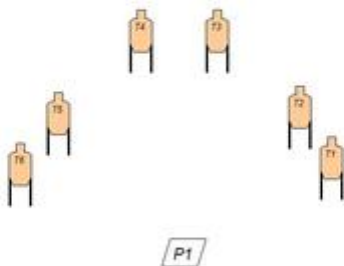
5. Strong-Free-Weak #2



Capitol Area Practical Shooter IDPA
Stage 5 Strong-Free-Weak#2
Course Designer: John Crowder




SCENARIO DESCRIPTION: Drill Stage	
START POSITION: P1 GUN READY CONDITION: Pistol loaded with 3 magazines of six rounds each. Hands relaxed at sides	SCORING: Limited Vickers, 18 rounds TARGETS: IDPA
STAGE PROCEDURE: At the start signal, draw strong hand only engage right T1-T6 with 1 round, reload and reengage T1-T6 with 1 rd. freestyle, reload and finish engaging T1-T6 with 1 rd. weak hand only. Note: Lefties can go opposite direction.	SCORED HITS: Best 3 per paper START-STOP: Audible -- Last shot RULES: IDPA




Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. Gym Workout Gone Bad



Capitol Area Practical Shooter IDPA
 Stage 6 Gym Workout Gone Bad
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're on your way to the gym when you are ambushed by Bandits demanding your valuables. Fight your way out!

START POSITION: P1, Pistol and spare ammo in gym bag. Kneeling behind gym bag, hands in surrender position above head.

GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.

STAGE PROCEDURE: At the start signal, engage T1-T2 with 3 rds each in tac sequence, then engage T3-T7 with 2 rds each in tactical priority. All shots must be made while kneeling.

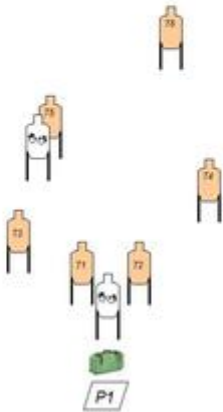
SCORING: Vickers, 14 rounds min.

TARGETS: IDPA

SCORED HITS: Best 3 T1-T2, best 2 T3-T6

START-STOP: Audible - Last shot

RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					