

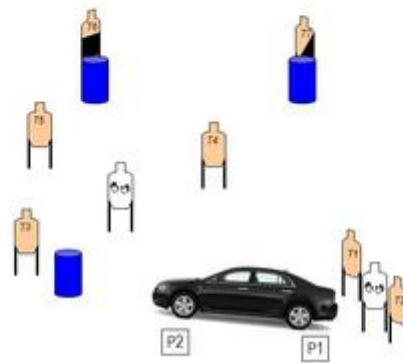
1. Gas Attack



Capitol Area Practical Shooter IDPA
Stage 1 Gas Attack
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're at the local gas station fueling up when gangbangers show up and want what you got. Fight your way out!	
START POSITION: P1, hands on "X"	SCORING: Vickers, 13 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity; concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T2 in tactical sequence while retreating to P2. While moving to P2, engage T3 until target is neutralized (disappears). At P2, using low cover over the hood of car, engage remaining targets in tactical priority (near to far).	SCORED HITS: Best 2 hits on paper, T3 must fall
	START/STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	13
Targets	7 paper, 2 no-shoot	Total	7 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	

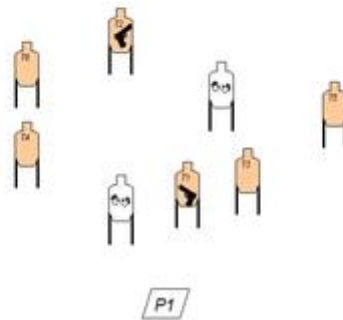
2. Home Depot Dump



Capitol Area Practical Shooter IDPA
 Stage 2 Home Depot Dump
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're leaving the Home Depot when day workers, not finding any work, decide to jump you in the parking lot and fleece your earnings. Protect yourself against the savage horde!	
START POSITION: P1, toes behind start stick.	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity; hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal engage T1-T2, as they are the most imminent threats. Then engage remaining threats in tactical priority (near to far). All targets are to be engaged Mozambique style... (2 chest, 1 head) and you must remain at P1.	SCORED HITS: 2 chest, 1 head shot.
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
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	

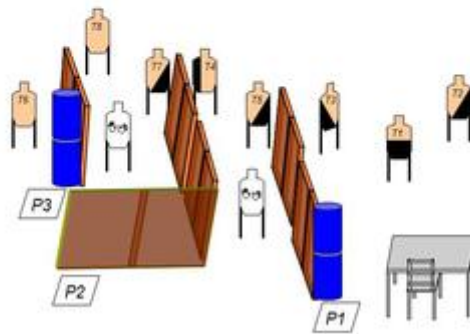
3. School Shootout



Capitol Area Practical Shooter IDPA
Stage 3 School Shootout
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're waiting for a parent teacher conference when members of the Jammaat Al-Fuqra terrorist group out of Houston begin attacking your child's private school... handle it!	
START POSITION: Seated at table, hands on knees (your own)	SCORING: Vickers, 16 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T3 while seated. Then move to P1-P3 and engage targets from cover in tactical order.	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
	Targets		8 paper, 2 no-shoot		Total
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. Bad Doggies



Capitol Area Practical Shooter IDPA
Stage 4 Bad Doggies
 Course Designer: John Crowder

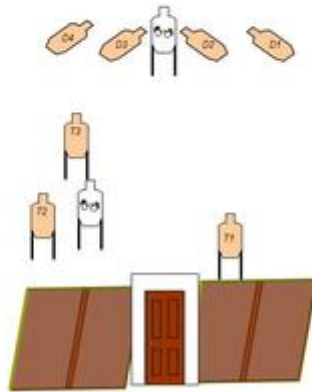


SCENARIO DESCRIPTION: As you stop in to visit family, you get to the door and hear all hell breaking loose inside. Bandit's and their dogs are robbing the house! Save the day...

START POSITION: Standing at P1, heels on stock.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.

SCORING: Vickers, 17 rounds min.
TARGETS: IDPA
SCORED HITS: Best 3 on paper T1-T3
 Best 2 on paper D1-D4
START-STOP: Audible - Last shot
RULES: IDPA

STAGE PROCEDURE: At signal, open door and engage T1-T3 with 3 rds. each. Then engage the dogs (D1-D4) with 2 rounds each. All shots and reloads must be made while advancing. Do not advance past charge line.



P1

Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	7 paper, 2 no-shoot	Total	7 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. Bill Drill x3

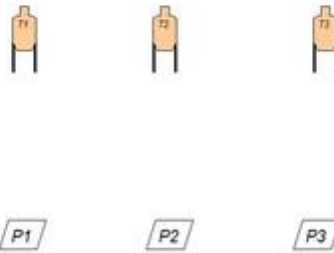


Capitol Area Practical Shooter IDPA
Stage 5 Bill Drill x3
 Course Designer: John Crowder



SCENARIO DESCRIPTION: IDPA Standards Drill	
START POSITION: P1	SCORING: Limited Vickers, 18 rds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment not required.	TARGETS: IDPA
STAGE PROCEDURE:	SCORED HITS: 6 Zero down only hits per target
String 1 – Draw, strong hand only engage with 6 rds.	START STOP: Audible - Last shot
String 2 – Draw free style, engage with 6 rds.	RULES: IDPA
String 3 – at low ready, weak hand only, engage with 6 rds.	

Zero down hits only
All other hit's do not count!



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	3

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	

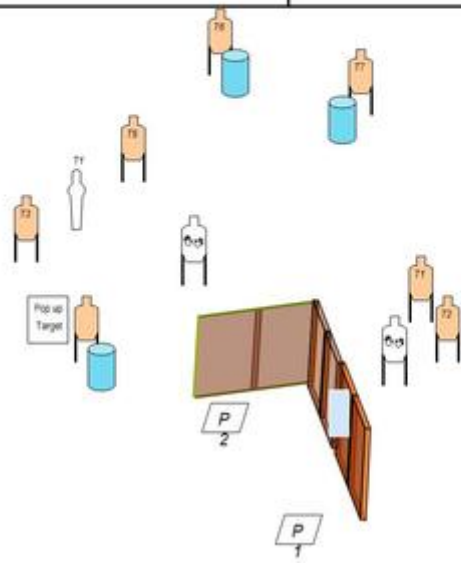
6. Storage Shenanigans



Capitol Area Practical Shooter IDPA
Stage 6 Storage Shenanigans
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're working security when you stumble upon hooligan's breaking into the storage yard stealing stuff. It gets real when they start pulling out guns! Defend yourself!	
START POSITION: At P1 heels on stick.	SCORING: Vickers, 15 rds. Min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, move to window and engage T1-T2 in tactical order. Then advance to P2 and engage T3-T7 and S1 in tactical order.	SCORED HITS: Best 2 shots on paper, steel must fall START STOP: Audible - Last shot RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	15
Targets	7 paper, 1 popper, 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	