

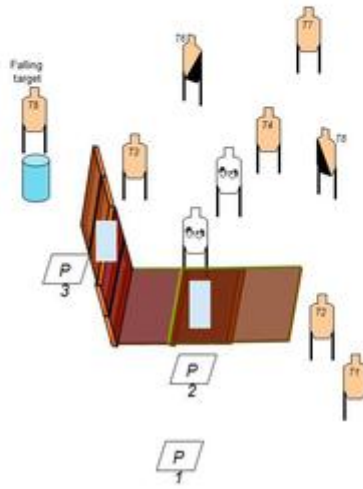
1. Coffee Shop Shootout 3



Capitol Area Practical Shooter IDPA
Stage 1 Coffee Shop Shootout 3
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your local coffee shop when a group of bandits start robbing the place. Fight your way out.	
START POSITION: P1, hands relaxed at side	SCORING: Vickers, 16 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity; concealment required	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T2 in tac sequence while moving to P2. At P2 engage T3-T4. While moving to P3 engage T5 until target falls, at P3 engage remaining targets in tactical sequence.	SCORED HITS: Best 2 hits on paper, T5 must fall
	START/STOP: Audible - Last shot
	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	

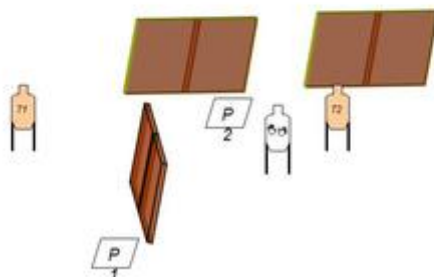
2. The Core



Capitol Area Practical Shooter IDPA
 Stage 2 The Core
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are dropping off nuclear material at the power plant when Al Shecruba terrorist said the plant for dirty bomb making material. Deal with it!	
START POSITION: At P1, holding brief case in weak hand.	SCORING: Vickers, 16 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage, weak hand only while advancing to P2. At P2 ground briefcase and engage remaining targets in tactical order. Try not to shoot the nuclear rods.....	SCORED HITS: Best 2 shots on target
	START-STOP: Audible - Last shot
	RULES: IDPA



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	

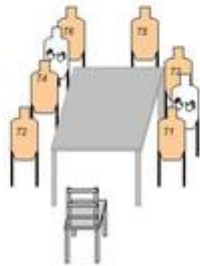
3. Gangster Dinner



Capitol Area Practical Shooter IDPA
 Stage 3 Gangster Dinner
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're enjoying some wonderful gangster chow with the Jets and the Sharks when one of them start acting a fool. Guns and knives come out and now you are stuck in the middle of a gunfight.	
START POSITION: Seated at P1 GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	SCORING: Vickers, 18 rds. min. IDPA TARGETS: IDPA SCORED HITS: Best 3 shots on target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At signal, draw and engage T1-T6 in tac sequence while seated.	



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					

4. Dingos aren't getting my baby



Capitol Area Practical Shooter IDPA
Stage 4 Dingos aren't getting my baby
 Course Designer: John Crowder



SCENARIO DESCRIPTION: As you enjoy a quiet evening in the outback, marauders appear out of nowhere with their dogs and attempt to raid your camp of provisions. Repel the savage horde!	
START POSITION: Seated at P1, hands being warmed by fire	SCORING: Vickers, 14 rounds min
GUN READY CONDITION: Pistol loaded to division capacity, Concealment required.	TARGETS: IDPA
	SCORED HITS: Best 2 on paper T1-T3 Best 2 on paper D1-D4
STAGE PROCEDURE: At signal, draw and engage T1-T3 and D1-D4 in tactical priority while seated.	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
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. Drill Stage



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



SCENARIO DESCRIPTION: IDPA Standards Drill	
START POSITION: P1 GUN READY CONDITION: Pistol downloaded to 3 magazines of 6 rounds each. Concealment not required.	SCORING: Limited Vickers, 18 rds min. TARGETS: IDPA SCORED HITS: 6 hits per target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At signal, draw and engage T1 with 6 rds. Reload and engage T2 with 6 rds. Reload and engage T3 with 6 rds. All done in one string.	



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

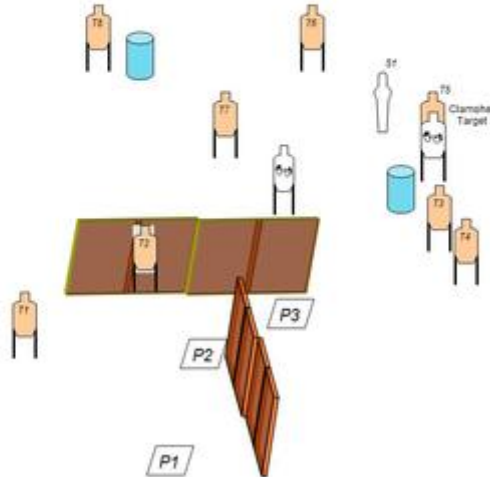
6. Mall Madness 4



Capitol Area Practical Shooter IDPA
Stage 6 Mall Madness 4
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving the mall after picking something secret up at Victoria's when Terrorist begin shooting the place up. Fight for your life!	
START POSITION: P1, facing up range, toes on stick with bag in strong hand.	SCORING: Vickers, 17 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, turn and engage T1-T2 while moving to P2. While at P2 engage T3-T4, then move to P3 and engage remaining T5-T8 and S1.	SCORED HITS: Best 2 T1-T8 Steel must fall
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 2 no-shoot	Total	9 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	