

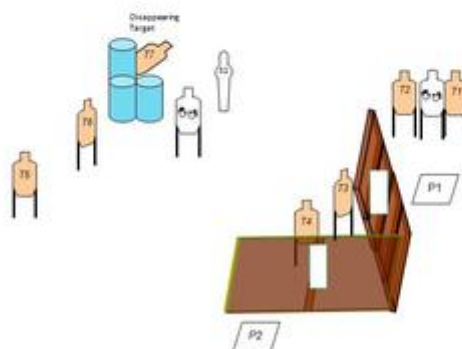
1. Bum Blowout



Capitol Area Practical Shooter IDPA
Stage 1 Bum Blowout
Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your favorite music venue and while taking a shortcut through the back ally encounter a horde of angry vagrant's. Battle your way out!	
START POSITION: Standing at P1	SCORING: Vickers, 15 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 strong hand only. Move to P2, and while on your way to P2, engage T4 through port while moving. At P2, engage remaining targets in tactical priority. Steel must fall.	SCORED HITS: Best 2 per paper, steel fall
Notes: Watch muzzle when moving backwards to P2 after engaging T1-T3.	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	

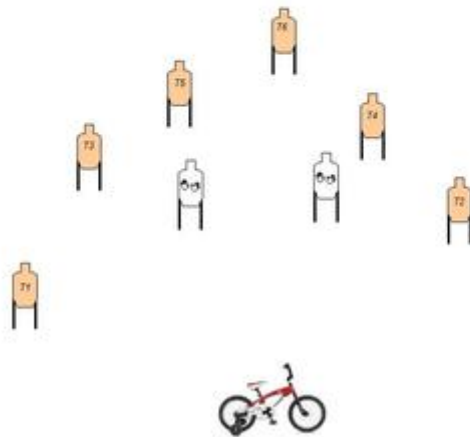
2. Bike Fight



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



SCENARIO DESCRIPTION: You are out cycling when you realize you have peddled into the wrong side of town. Fight your way out.	
START POSITION: Seated on bicycle, hands on handle bars	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-T6 in tactical sequence with 3 rds. each. Must remain seated on bicycle.	SCORED HITS: Best 3 shots on target
	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. Movie Madness

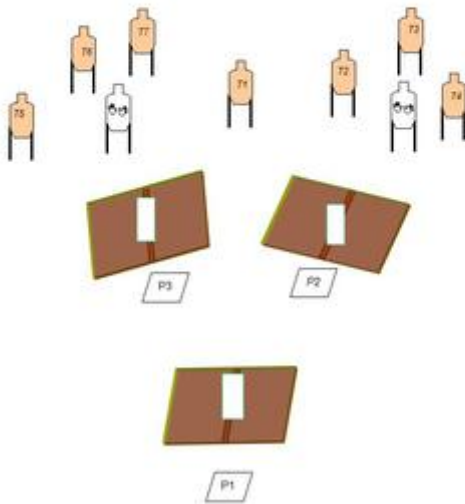


Capitol Area Practical Shooter IDPA
Stage 3 Movie Madness
Course Designer: John Crowder




SCENARIO DESCRIPTION: You are picking up tickets for a Christmas movie when gangbangers bust in and start tearing up the place. Rush in and save your family.

START POSITION: At P1, either side of port.	SCORING: Vickers, 13 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1, through the port until target falls. Move to either P2 or P3 and engage remaining threats with 2 rds. each.	SCORED HITS: T1 must fall, T2-T7 best 2 shots on target
	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					

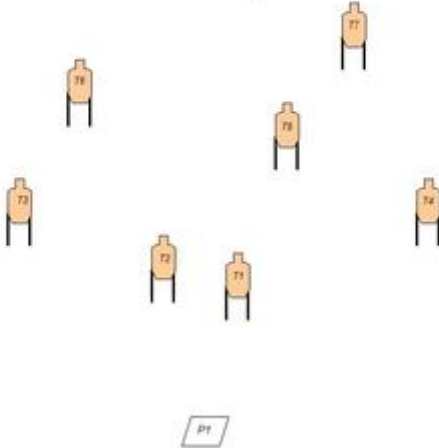
4. Backin' It Up



Capitol Area Practical Shooter IDPA
Stage 4 Backin' It up
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are on your way to Christmas dinner when hood rats aim to ruin your holiday. Restraints: Handle it...	
START POSITION: At P1, hands relaxed at sides. GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	SCORING: Vickers, 14 rounds min. TARGETS: IDPA SCORED HITS: Best 2 shots on target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At signal, draw and engage, T1-T7 in tactical priority while retreating. All shots must be made while moving.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper,	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. Classifier Drill

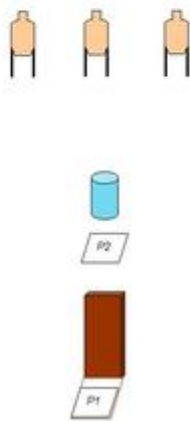


Capitol Area Practical Shooter IDPA
Stage 5 Classifier Drill
Course Designer: John Crowder




SCENARIO DESCRIPTION: Stage 3 of the classifier

START POSITION: At P1, hands relaxed at sides. GUN READY CONDITION: Pistol loaded to division capacity; Concealment required.	SCORING: Limited Vickers, 18 rds min. TARGETS: IDPA SCORED HITS: 6 shots on target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: String #1 (P1) - Draw and fire 2 shots at each T1 - T3 from either side of the barnacle. TACTICAL LOAD and advance to P2, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. String #2 (At P2) - Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (6 shots)	




Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	2
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					

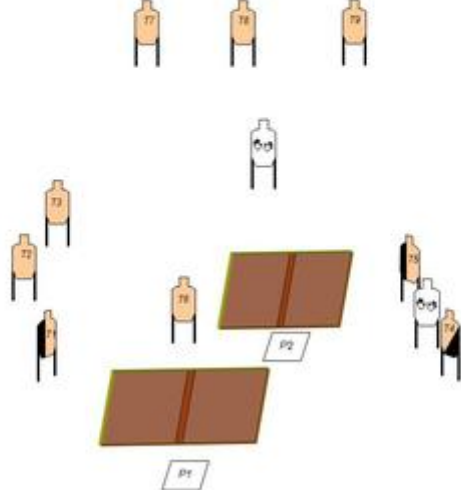
6. ATM Withdrawal #3



Capitol Area Practical Shooter IDPA
Stage 6 ATM Withdrawal #3
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are withdrawing some money at the ATM machine when armed thugs demand your money. Fight your way out.	
START POSITION: At P1, strong hand on money. GUN READY CONDITION: Pistol loaded to division capacity, Concealment required. STAGE PROCEDURE: At signal, draw and engage, T1-T3. Move to other side of wall and engage T4-T6. Then move to P2 and from either side of the wall, engage T7-T9 tactical order.	SCORING: Vickers, 18 rounds min. TARGETS: IDPA SCORED HITS: Best 2 shots on target START-STOP: Audible - Last shot RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 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					