

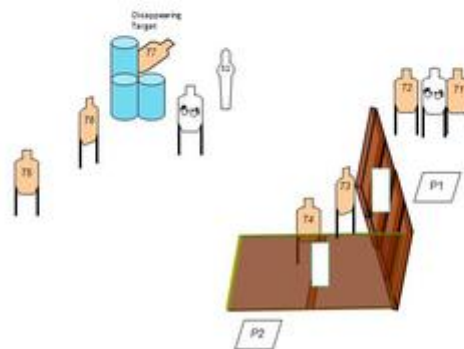
# 1. Bum Blowout



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



<b>SCENARIO DESCRIPTION:</b> 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!	
<b>START POSITION:</b> Standing at P1	<b>SCORING:</b> Vickers, 15 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> Best 2 per paper, steel fall
<b>Notes:</b> Watch muzzle when moving backwards to P2 after engaging T1-T3.	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

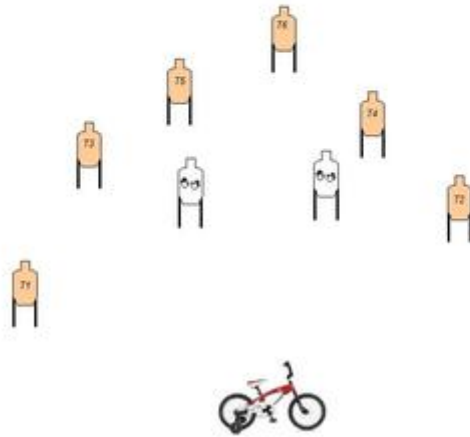
## 2. Bike Fight



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



<b>SCENARIO DESCRIPTION:</b> You are out cycling when you realize you have peddled into the wrong side of town. Fight your way out.	
<b>START POSITION:</b> Seated on bicycle, hands on handle bars	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, draw and engage, T1-T6 in tactical sequence with 3 rds. each. Must remain seated on bicycle.	<b>SCORED HITS:</b> Best 3 shots on target
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

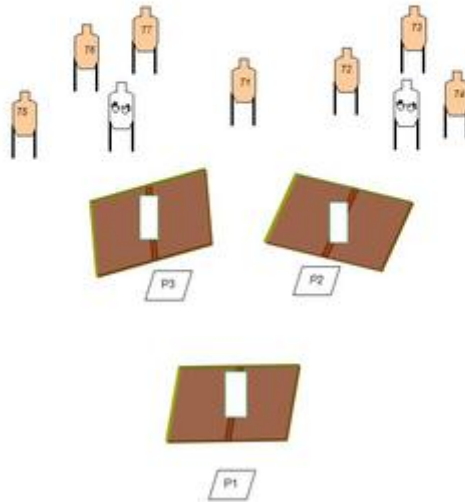
# 3. Movie Madness



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



<b>SCENARIO DESCRIPTION:</b> 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.	
<b>START POSITION:</b> At P1, either side of port	<b>SCORING:</b> Vickers, 13 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> T1 must fall, T2-T7 best 2 shots on target
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

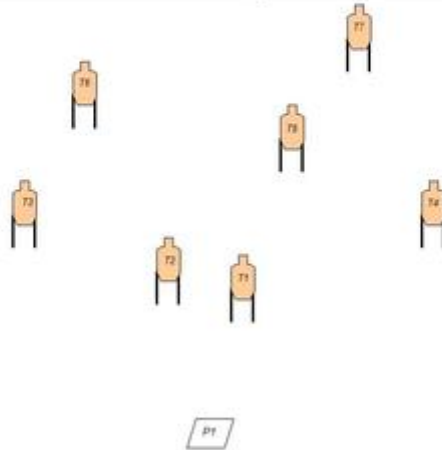
# 4. Backin' It Up



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



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



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



<b>SCENARIO DESCRIPTION:</b> Stage 3 of the classifier	
<b>START POSITION:</b> At P1, hands relaxed at sides.	<b>SCORING:</b> Limited Vickers, 18 rds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity; Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> String #1 (P1) - Draw and fire 2 shots at each T1 - T3 from either side of the barnacle. <b>TACTICAL LOAD</b> and advance to P2, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	<b>SCORED HITS:</b> 6 shots on target
String #2 (At P2) - Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (6 shots)	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



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

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

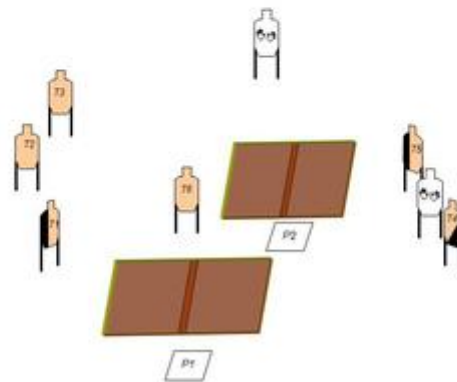
# 6. ATM Withdrawal #3



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



<b>SCENARIO DESCRIPTION:</b> You are withdrawing some money at the ATM machine when armed thugs demand your money. Fight your way out...	
<b>START POSITION:</b> At P1, strong hand on money.	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> Best 2 shots on target
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	