

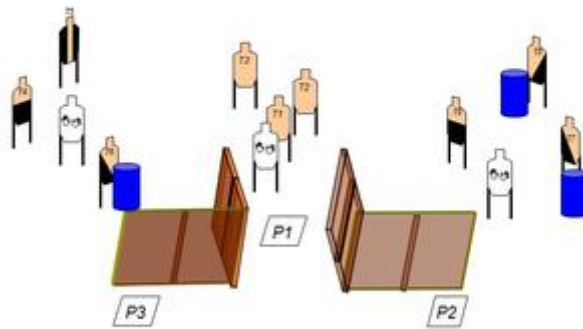
1. Shop and Rob



Capitol Area Practical Shooter IDPA
Stage 1 Shop and Rob
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are at the local gas station getting some Ho-Ho's and diet Coke when a flash mob shows up and starts robbing the place. Fight your way out.	
START POSITION: P1, toes behind start line. GUN READY CONDITION: Pistol loaded to division capacity, hands at sides.	SCORING: Vickers, 18 rounds min. TARGETS: IDPA SCORED HITS: Best 2 rds on target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T3 in tactical priority while retreating to P2 or P3. Engage remaining targets from either side in tactical order.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 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	

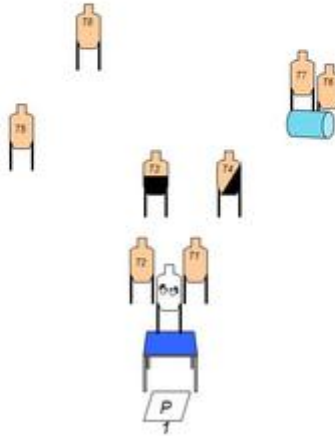
2. Hot Date



Capitol Area Practical Shooter IDPA
Stage 2 Hot Date
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are waiting for your Valentine to arrive when armed thugs raid the cafe. Fight!	
START POSITION: P1, seated in chair.	SCORING: Vickers, 16 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: Starting at P1, engage T1-T8 with 2 rds each in tactical priority. Shooter must remain seated.	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 1 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	

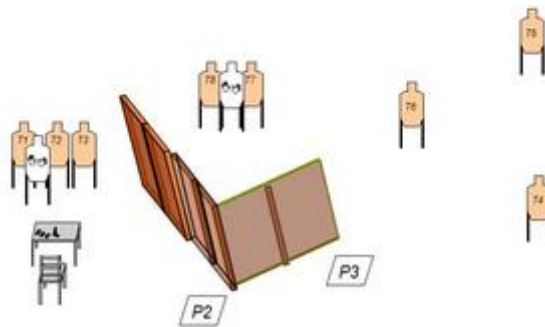
3. Corrupting Coitus



Capitol Area Practical Shooter IDPA
Stage 3 Corrupting Coitus
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are home awaiting your for your Valentine when invaders break into the home and crash your evening festivities. Deal with it!	
START POSITION: Seated at P1	SCORING: Vickers, 16 rds. Min.
GUN READY CONDITION: Pistol loaded to division capacity, gun on table in box. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, retrieve your gun, and engage T1-T3 in tactical sequence. Move to P2 and engage T4-T6. Then move to P3 and engage T7-8.	SCORED HITS: Best 2 shots on target
	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	

4. Collateral Plus



Capitol Area Practical Shooter IDPA
Stage 4 Collateral Plus
 Course Designer: Mark Rodriguez

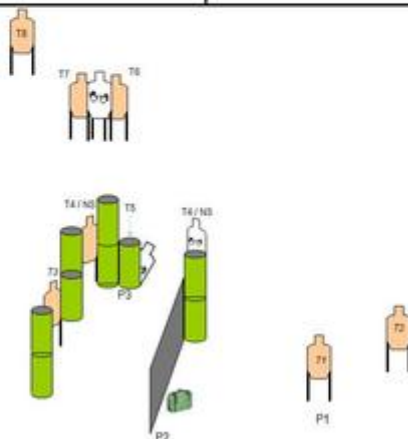


SCENARIO DESCRIPTION: You have caught the thugs stealing your brief case from your car. When you confront them guns are drawn and the fight is on. After dispatching the first two perps, you retrieve your briefcase and proceed down the alley looking for the police, but you discover more hoodlums. Send them to meet their friends!

START POSITION: String 1: At P1 both hands relaxed at sides, gun loaded to division capacity.
 String 2: At P2 facing down range with briefcase in weak hand, pistol in strong hand at the low ready. You may top off between strings.

STAGE PROCEDURE: String 1: At the start signal draw and engage T1 with 2 shots from retention. Turn and engage T2 with 2 to the body and 1 to the head (Vizambique) while advancing. When finished you may top off your pistol and reholster.
 String 2: Once you have the briefcase in weak hand and pistol at the low ready, identify for start signal. Enter the alley and engage T3-T5 strong hand only while retaining the briefcase. Take low cover at P3, drop briefcase, and engage T6-T8 over or around the barrier in tactical priority.

SCORING: Vickers, 17 rounds max.
TARGETS: IDPA, 8 threats, 3 non-threats, (1-20 yards)
SCORED HITS: Best 2 on paper, T2 scores 2 body and 1 head.
START STOP: Audible - Last shot
RULES: IDPA
NOTE: T4 and the No Shoot in the alley are to be moved back and forth between shooters.



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

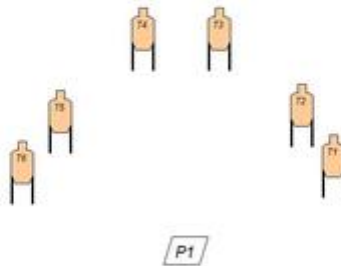
5. Strong-Free-Weak #2



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



SCENARIO DESCRIPTION: Drift Stage	
START POSITION: P1	SCORING: Limited Vickers, 18 rounds
GUN READY CONDITION: Pistol loaded to division capacity. Hands relaxed at sides	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, draw strong hand only, engage T1-T6 with 1 round each, tac reload and reengage T1-T6 with 1 rd. freestyle, tac reload and finish engaging T1-T6 with 1 rd. weak hand only. <small>Note: Lefties can go opposite direction</small>	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	

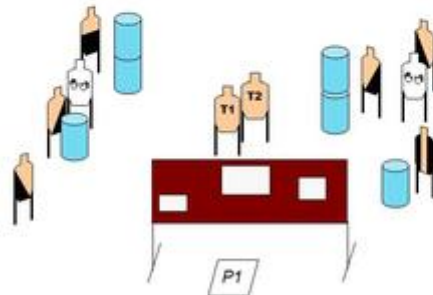
6. Home Invasion #2



Capitol Area Practical Shooter IDPA
Stage 6 Home Invasion #2
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are at home doing the dishes and look out the window and see armed thugs that are about to commit a home invasion. Deal with it!	
START POSITION: At window, hands at sides.	SCORING: Vickers; 10 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity; Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1-T2 with 3 rds. each. Then move to either right or left side of wall and engage remaining targets in tactical order with 2 rds.	SCORED HITS: T1-T2 3 hits, 2 hits T3-T8
	START/STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
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	