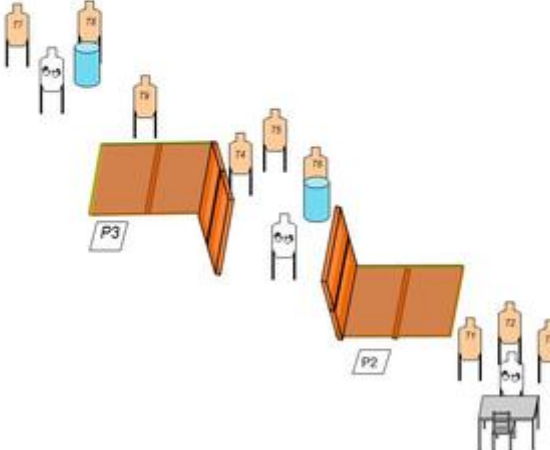# 1. Gangster Shootout

Capitol Area Practical Shooter IDPA
Stage 1 Gangster Shootout
Course Designer: John Crowder

SCENARIO DESCRIPTION: You and your loved one are enjoying some Italian food when gangsters barge in to collect their monthly extortion money. A fight starts and guns come out... shoot your way out!

START POSITION: P1, seated at table, hands on knees.
GUN READY CONDITION: Pistol loaded to division capacity, pickup gun loaded with 6 rds. laying on mat, Concealment required.

STAGE PROCEDURE: At the start signal, engage T1-T3 with 2 rounds each in tactical sequence. Ground the pickup gun on mat and move to P2. At P2 engage T4-T6 in tactical order, move to P3 and engage remaining targets.

SCORING:	Vickers, 12 rounds min.
TARGETS:	IDPA
SCORED HITS:	Best 2 per paper (T1-T9)
START-STOP:	Audible - Last shot
RULES:	IDPA

Scoring	Vickers Count	Firearm	Handgun	Rounds	12
Targets	8 paper, 3 no-shoot	Total	8 targets	Strings	1

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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. Detroit Pizza #3

Capitol Area Practical Shooter IDPA
Stage 2 Detroit Pizza #3
Course Designer: John Crowder

SCENARIO DESCRIPTION: You are delivering pizza in da hood when armed thugs demand your money bad at gun point. Fight your way out!

START POSITION: At P1, pizza box in transport carry in weak hand.
GUN READY CONDITION: Pistol loaded to division capacity.

STAGE PROCEDURE: At the start signal, drop pizza box (damn!) and mozambique T1-T2 in tactical sequence, while retreating to cover behind any barrel. Then engage T3-T7 with 2 rds each in tactical priority.

SCORING: Vickers, 16 rds. Min.
TARGETS: IDPA
SCORED HITS: Best 3 T1-T2, best 2 T4-T7
START-STOP: Audible - Last shot
RULES: IDPA
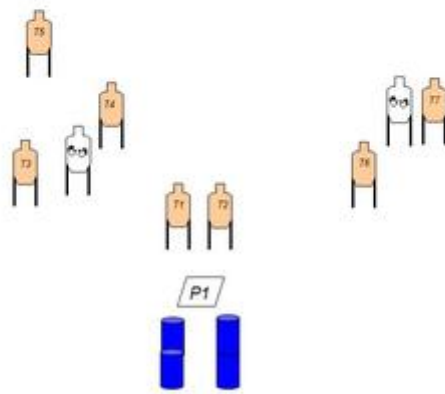
Scoring	Vickers Count		Firearm	Handgun	Rounds	16
Targets	7 paper, 2 no-shoot		Total	7 targets	Strings	1

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	

3. Mailman Blues

Capitol Area Practical Shooter IDPA
Stage 3 Mailman Blues
Course Designer: John Crowder

SCENARIO DESCRIPTION: You are delivering a package in the wrong part of town when gangbangers want what you got, they send their attack dog to take you down... Fight!!!

START POSITION: P1, hands relaxed at sides.
GUN READY CONDITION: Pistol loaded to division capacity, concealment required.

STAGE PROCEDURE: At the start signal, kick attacking dog then engage T1-T3 while retreating to P2. At P2, using cover through the window, engage T4-T6 in tactical priority.

SCORING:	Vickers, 12 rounds min.
TARGETS:	IDPA
SCORED HITS:	Best 2 per paper (T1-T6)
START-STOP:	Audible - Last shot
RULES:	IDPA
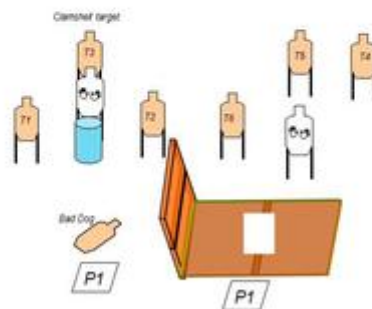
Scoring	Vickers Count		Firearm	Handgun	Rounds	12
Targets	6 paper, 2 no-shoot		Total	6 targets	Strings	1

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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 Timing

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

SCENARIO DESCRIPTION: After a spectacular shooting day at the range, you sit down and enjoy a drink and do some gun cleaning. As you get ready to scrub, criminals break in to commit a home invasion... Fight!

START POSITION: Seated at table, hands on knees
GUN READY CONDITION: Pistol unloaded on table. All ammunition feeding devices on table. Concealment not required.
STAGE PROCEDURE: At the start signal, engage T1-T3 in tactical sequence while seated. Move to door and engage T4-T6 in tactical priority. All threats engaged with 3 rds.

SCORING:	Vickers, 18 rounds min.
TARGETS:	IDPA
SCORED HITS:	Best 3 per paper (T1-T6)
START-STOP:	Audible - Last shot
RULES:	IDPA
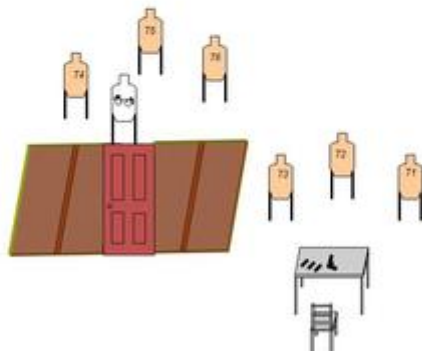
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1

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	

5. Port Standards

Capitol Area Practical Shooter IDPA
Stage 5 Port Standards
Course Designer: 2014 Indoor National Championship

SCENARIO DESCRIPTION: Drill Stage

START POSITION: P1, hands relaxed at sides
GUN READY CONDITION: Pistol loaded to division capacity, concealment optional.

STAGE PROCEDURE:
String 1 – draw and engage T1-T3 in tactical sequence with 3 rounds each.
String 2 – Draw and engage T1-T3 with 3 rounds each.
All shot must be taken from P1.

SCORING: Vickers, 18 rounds min.
TARGETS: IDPA
SCORED HITS: Best 6 per paper (T1-T3)
START-STOP: Audible - Last shot
RULES: IDPA

Scoring	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. Bad Day at the Park

Capitol Area Practical Shooter IDPA
Stage 6 Bad day at the Park
Course Designer: Paul Ortner

SCENARIO DESCRIPTION: You are at the park enjoying the kite festival when a group of hood rats start harassing you and your family. You go to leave the area but they have other plans. Defend you and your family.

START POSITION: Seated on park bench.
GUN READY CONDITION: Pistol loaded to division capacity, concealment required.

STAGE PROCEDURE: At the start signal, stand and engage T1-T9 with 2 rounds each from within the picket fence area.
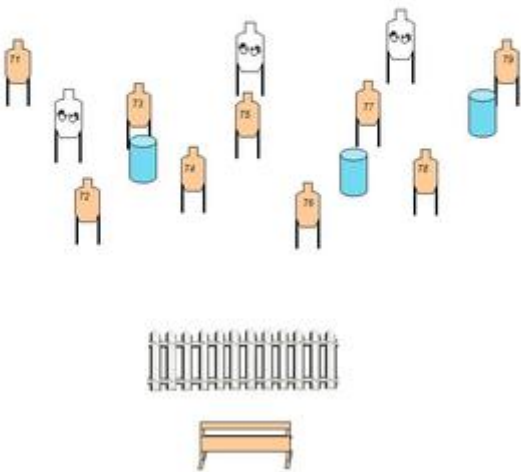
SCORING:	Vickers, 18 rounds min.
TARGETS:	IDPA
SCORED HITS:	Best 2 per paper (T1-T6)
START-STOP:	Audible - Last shot
RULES:	IDPA

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	