

# 1. Gangster Shootout



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

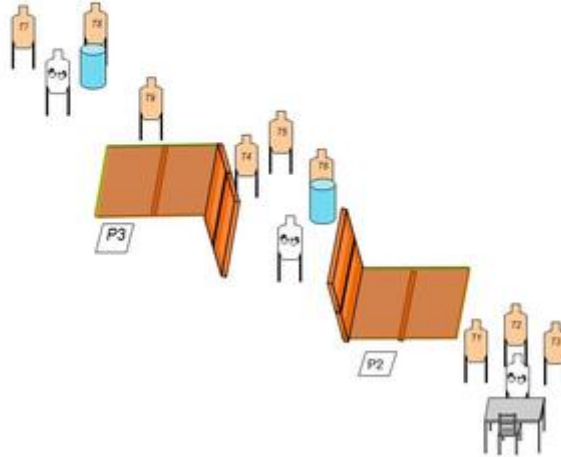


**SCENARIO DESCRIPTION:** You and your loved one are enjoying some Italian food when gangsters barge in to collect their monthly extortion money. A fight starts and guns come out... shoot your way out!

**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

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	

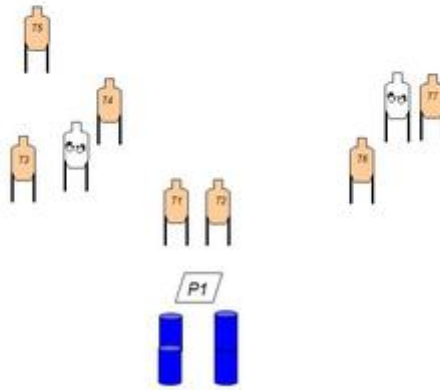
# 2. Detroit Pizza #3



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



<b>SCENARIO DESCRIPTION:</b> You are delivering pizza in da hood when armed thugs demand your money bad at gun point. Fight your way out!	
<b>START POSITION:</b> At P1, pizza box in transport carry in weak hand.	<b>SCORING:</b> Vickers, 16 eds. Min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At the start signal, drop pizza box (damr) and mozambique T1-T2 in tactical sequence, while retreating to cover behind any barrel. Then engage T3-T7 with 2 eds each in tactical priority.	<b>SCORED HITS:</b> Best 3 T1-T2, best 2 T4-T7
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



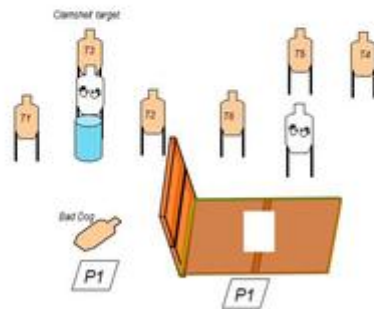
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1

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

<b>SCENARIO DESCRIPTION:</b> 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!	
<b>START POSITION:</b> P1, hands relaxed at sides.	<b>SCORING:</b> Vickers, 12 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> Best 2 per paper (T1-T6)
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
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. Bad Timing



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

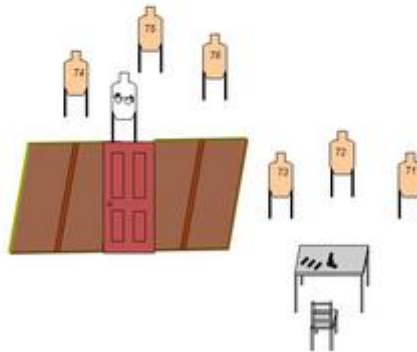


**SCENARIO DESCRIPTION:** After a spectacular shooting day at the range, you sit down and enjoy a drink and do some gun cleaning. As you get ready to scrub, criminals break in to commit a home invasion... Fight!

**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	

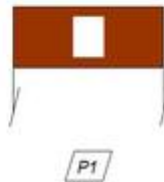
# 5. Port Standards



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



<b>SCENARIO DESCRIPTION:</b> Drill Stage	
<b>START POSITION:</b> P1, hands relaxed at sides	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment optional	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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	<b>SCORED HITS:</b> Best 6 per paper (T1-T3)
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

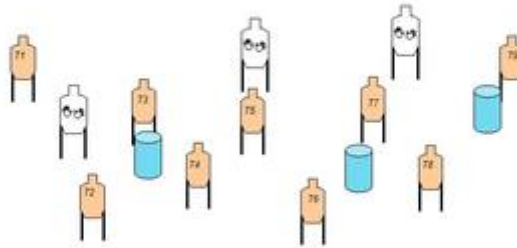
# 6. Bad Day at the Park



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



<b>SCENARIO DESCRIPTION:</b> 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.	
<b>START POSITION:</b> Seated on park bench	<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 the start signal, stand and engage T1-T9 with 2 rounds each from within the picket fence area.	<b>SCORED HITS:</b> Best 2 per paper (T1-T6)
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	