

1. Gangster Shootout



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

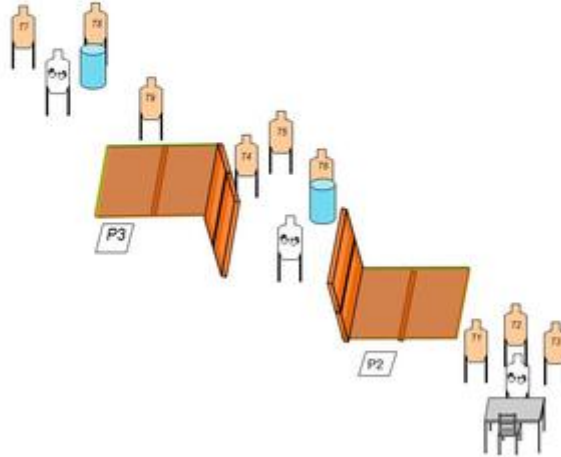


SCENARIO DESCRIPTION: You and your loved one are enjoying some Italian food when gangsters barge in to collect their monthly extortion money. A fight starts and guns come out... shoot your way out!

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	

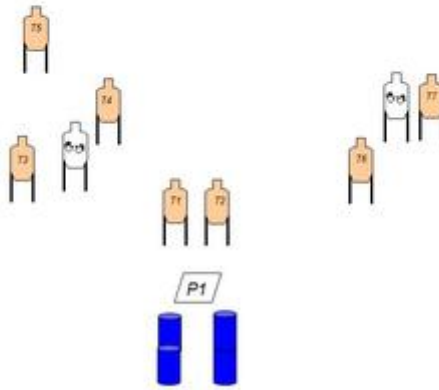
2. Detroit Pizza #3



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



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.	SCORING: Vickers, 16 eds. Min.
GUN READY CONDITION: Pistol loaded to division capacity.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, drop pizza box (dams) 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.	SCORED HITS: Best 3 T1-T2, best 2 T4-T7
	START-STOP: Audible - Last shot
	RULES: IDPA



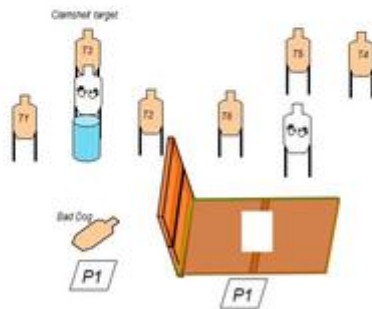
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1

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.	SCORING: Vickers, 12 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, concealment required.	TARGETS: IDPA
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.	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

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	

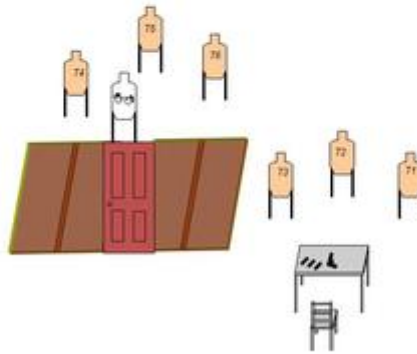
4. Bad Timing



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	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol unloaded on table. All ammunition feeding devices on table. Concealment <i>not</i> required.	TARGETS: IDPA
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.	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	

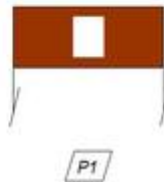
5. Port Standards



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	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, concealment optional	TARGETS: IDPA
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	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	

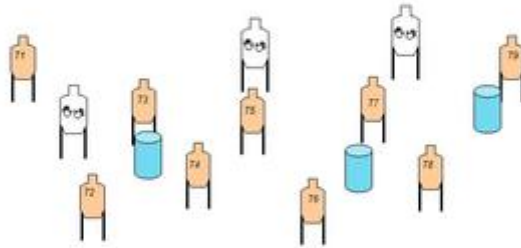
6. Bad Day at the Park



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	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, stand and engage T1-T9 with 2 rounds each from within the picket fence area.	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	