

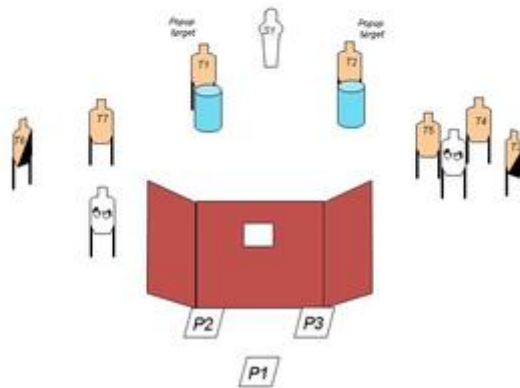
# 1. Window View



Capitol Area Practical Shooter IDPA  
**Stage 1 Window View**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You're strolling up to yo mamma's house when you hear some commotion inside. You peek in through the window and see gangbangers robbing the house with your family inside. Handle it!!	
<b>START POSITION:</b> P1, heels on stock/line	<b>SCORING:</b> Vickers, 15 rds. Min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment required	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, advance to window and engage S1, T1-T2 (Only S1, T1-T2 can be engaged from the center of the window). Then move to either P2 or P3 and engage remaining threats in tactical priority.	<b>SCORED HITS:</b> Best 2 shots on target, steel fall
	<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	

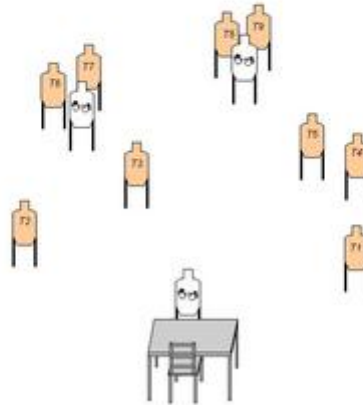
## 2. Momma's Gifts



Capitol Area Practical Shooter IDPA  
**Stage 2 Momma's Gifts**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> While dining with yo mamma, you present her with a gift. A new pistol, just like the one you carry, and some cash to pay for all those times you were wrong. Just when she's ready to open the gift, gangsters bust in and start shooting up the place. Grab the gun & the cash and defend yourself and yo mamma!	
<b>START POSITION:</b> Seated at table, hands on knee's (yours).	<b>SCORING:</b> Vickers Count 18 rds.
<b>GUN READY CONDITION:</b> Pistol unloaded in box, extra magazines/loaders on table.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, engage T1-T9 in tactical priority (near to far) while seated with cash in hand.	<b>SCORED HITS:</b> Best 2 per paper
<b>NOTE:</b> The cash must be held in either of the shooter's hands while engaging targets. The cash can be placed on the table while reloading. The shooter will receive one PE for every shot fired without the cash in hand.	<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	

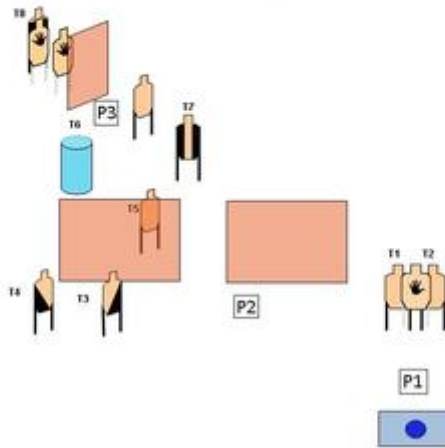
# 3. Cleanin' Momma's House



Capitol Area Practical Shooter IDPA  
**Stage 3 Cleanin' Momma's House**  
 Course Designer: Nick Dumont



<b>SCENARIO DESCRIPTION:</b> You're washing the dishes for yo' momma when thugs break in and take your family hostage. Invoke your 2nd amendment right and reclaim your family!	
<b>START POSITION:</b> P1 – facing up range, with your back to T1-T2. Both hands on plate.	<b>SCORING:</b> Vickers, 16 rds. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 on paper <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment required.	
<b>STAGE PROCEDURE:</b> At the start signal, TURN, THEN DRAW and engage T1-T2 in <b>tactical sequence</b> with 2 rds. each. While advancing to P2, engage T3-T4. At P2, engage T5-T7 from cover in <b>tactical priority</b> . Advance to P3, engage T8 with 2 rds. to the head.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	16
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					

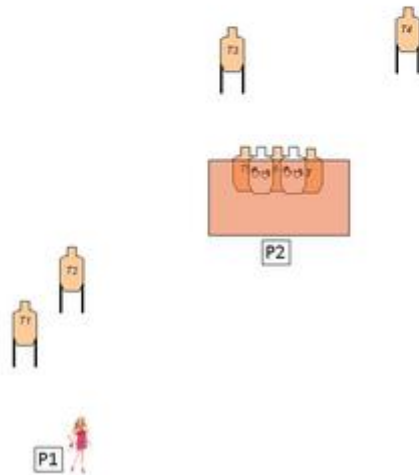
# 4. Momma Down!



Capitol Area Practical Shooter IDPA  
**Stage 4 Momma Down!**  
 Course Designer: Nick Dumont




<b>SCENARIO DESCRIPTION:</b> You are walking yo momma back to her car when gang bangers attack and knock yo momma unconscious. Get yo momma to safety and defend your lives!	
<b>START POSITION:</b> Standing at P1 carrying yo momma with weak hand.	<b>SCORING:</b> Vickers count 16 rds, IDPA.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment required.	<b>TARGETS:</b> Best 2 per paper.
<b>STAGE PROCEDURE:</b> At start signal, engage T1-T2 strong hand only while moving to cover with yo momma. Jettison yo momma down behind cover and engage T3-T7 in tactical priority from cover.	<b>SCORED HITS:</b> Audible - Last shot.
<b>NOTE:</b> The shooter will receive one PE for every shot fired without holding momma.	<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	

# 5. Barricade/Moving Drill



**Capitol Area Practical Shooter IDPA**  
**Stage 5 Barricade/Moving Drill**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> Civil Stage	
<b>START POSITION:</b> String 1 – Standing at P1 behind barricade String 2 – Standing at P2 behind barricade String 3 – Standing at barricade of choice	<b>SCORING:</b> Limited Vickers, 18 rds.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, concealment required.	<b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 6 per paper <b>START/STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> String 1 - Engage T1-T3 with 2 rds each while moving to P2. String 2 - Engage T1-T3 with 2 rds each while moving to P1. String 3 - Engage T1-T3 with 2 rds each from either side of either barricade.	



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

<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>	

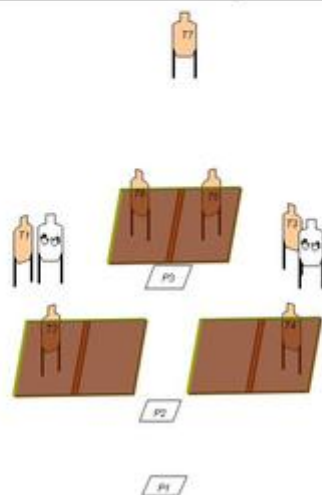
# 6. Just Another Home Invasion



Capitol Area Practical Shooter IDPA  
 Stage 6 Just another Home Invasion  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> After returning from dinner with yo mamma, you notice the front door of your house is open. Upon investigating, you see there are armed thugs inside up to no good. Deal with them...	
<b>START POSITION:</b> Standing at P1, heels on line, 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, advance to P2 and using cover engage T1-T4 in tactical priority. Then move to P3 and engage T5-T7 from either side of wall.	<b>SCORED HITS:</b> Best 2 per paper
	<b>START/STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
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	