

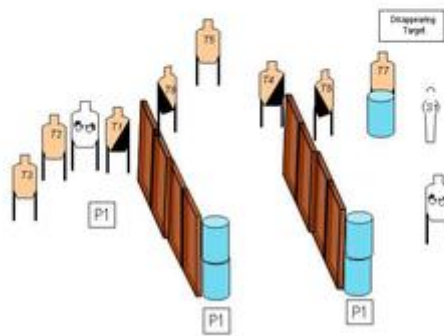
1. Back It Up



Capital Area Practical Shooter IDPA
Stage 1 Back it up
 Course Designer: John Crowder



SCENARIO DESCRIPTION: After a evening of twinking at the local night club, you encounter rill raft in the parking lot. Handle it....	
START POSITION: P1, toes on stick	SCORING: Vickers, 17 rounds min
GUN READY CONDITION: Pistol loaded to division capacity, Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1-T3 in tac sequence while retreating. At T2, engage T4-T5. Move to P3 and engage remaining targets as they become visible from cover.	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 2 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	

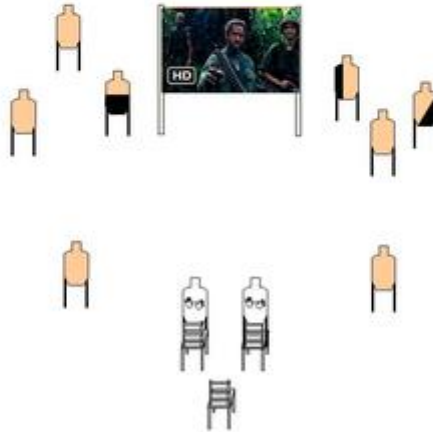
2. Movie Madness



Capitol Area Practical Shooter IDPA
Stage 2 Movie Madness
 Inspired by Vic and Julie Fredlund
 Stage Design: John Crowder



SCENARIO DESCRIPTION: You are waiting for your movie to start when ISIS members bust in and start shooting up the movie theater. Defend yourself!	
START POSITION: Seated in chair	SCORING: Vickers, 16 rds. Min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1-T8 with 2 rds. each in tactical priority. All threats must be shot while seated.	SCORED HITS: Best 2 shots on target
SO notes: advise shooter not to sweep leg when drawing	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					

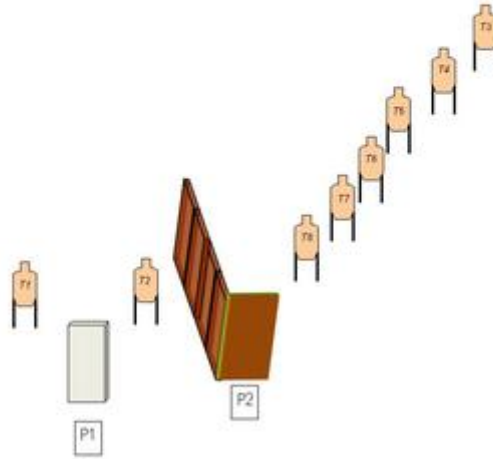
3. ATM Ambush #27



Capitol Area Practical Shooter IDPA
Stage 3 ATM Ambush #27
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are at the ATM picking up some Bingo money when armed thugs rush you and attempt to steal your cash. Fight!	
START POSITION: P1, hand on ATM card	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T2 with 3 rds each. Move to P2 and engage remaining targets in tactical priority.	SCORED HITS: Best 3 per paper T1-T2, Best 2 on T3-T8
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper,	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	

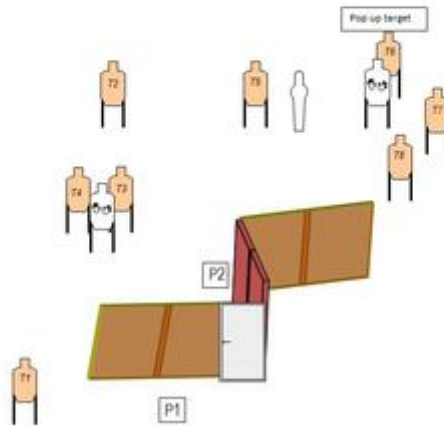
4. Uninvited Guest #4



Capitol Area Practical Shooter IDPA
Stage 4 Uninvited Guest #4
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You arrive home from a long day of work and discover radical Islamic terrorist have invaded your home in the name of Allah. Deal with the vermin...	
START POSITION: P1	SCORING: Vickers, 17 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1 while moving to door. Open door and engage T2-T4 from cover, then advance to P2. At P2 engage remaining threats in tactical priority.	SCORED HITS: Best 2 per paper Steel must fall
SID notes: Advise shooters to not muzzle hand when opening door.	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 1 popper, 2 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	

5. Triple Zebras



Capitol Area Practical Shooter IDPA
Stage 5 Triple Zebras
 Course Designer: John Crowder
 (updated 07-11-14)



SCENARIO DESCRIPTION: Civil Stage	
START POSITION: P1	SCORING: Limited Vickers, 18 rds.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment optional	TARGETS: IDPA
STAGE PROCEDURE: String one – draw and fire 2 rds. each at T1-T3 freestyle. String two – draw and fire 2 rds. each at T1-T3 strong hand only String three – at low ready, fire 2 rds. each T1-T3 weak hand only	SCORED HITS: Best 6 per paper
	START STOP: Audible - Last shot
	RULES: IDPA



P1

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	3

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	

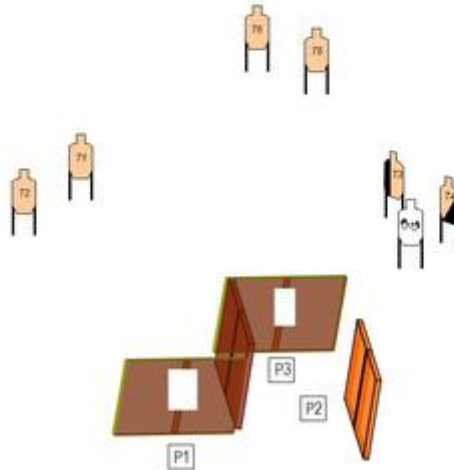
6. Bad Day at the Bank



Capitol Area Practical Shooter IDPA
Stage 6 Bad day at the Bank
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your bank with when you encounter armed thugs, fight your way out!	
START POSITION: At P1, belts on stick	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, move to P1 and engage T1, T2 through window. Then move to P2 and engage T3-T4 from cover. Finally advance to P3 and engage remaining targets in tactical priority.	SCORED HITS: Best 3 shots on target
	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	