



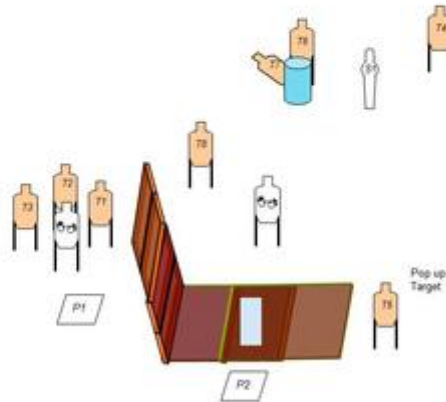
1. Walk to Work



Capitol Area Practical Shooter IDPA
Stage 1 Walk to Work
Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your local coffee shop when a group of Elandto's ambush you in the alley. Fight your way out.	
START POSITION: P1, briefcase in weak hand. GUN READY CONDITION: Pistol loaded to division capacity, concealment required.	SCORING: Vickers, 17 rounds min. TARGETS: IDPA SCORED HITS: Best 2 hits on paper, Steel must fall START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T3 in tac sequence while moving to P2. At P2, ground briefcase and engage T4-T6 and S1 in tactical order.	



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. Shop and Rob #2



Capitol Area Practical Shooter IDPA

Stage 2 Shop and Rob #2

Course Designer: John Crowder



SCENARIO DESCRIPTION: Your at the local gas station getting some Ho-Ho's and diet Coke when a flash mob shows up and starts robbing the place. Fight your way out.

START POSITION: P1, toes behind start stock/line.

GUN READY CONDITION: Pistol loaded to division capacity, strong hand holding soda bottle.

STAGE PROCEDURE: At the start signal, pull soda can and engage T1-T3 while retreating to P2 or P3. Engage remaining targets from either side in barricade order.

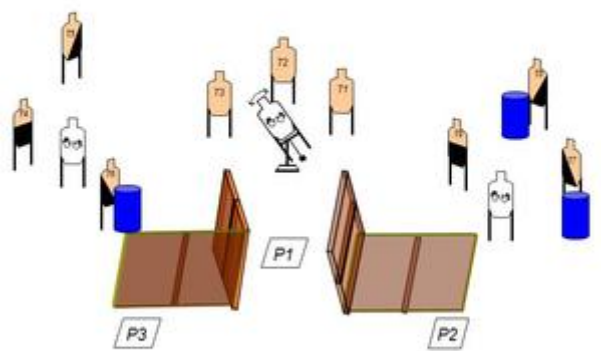
SCORING: Vickers, 18 rounds min.

TARGETS: IDPA

SCORED HITS: Best 2 rds on target.

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					

3. Disorder in the Court



Capitol Area Practical Shooter IDPA
Stage 3 Disorder in the Court
Course Designer: John Crowder



SCENARIO DESCRIPTION: You are presiding over a high profile court case, and the verdict is not what the defendant's family wanted to hear. Guns come out and the shooting starts... deal with it!

START POSITION: P1, Standing at "Podium"

GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.

STAGE PROCEDURE: At signal, engage T1-T8 and S1 while standing at P1. (base test 0)

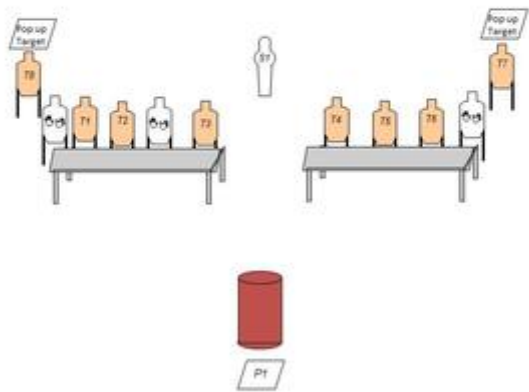
SCORING: Vickers, 17 rounds min.

TARGETS: IDPA

SCORED HITS: Best 2 on target

START-STOP: Audible - Last shot

RULES: IDPA



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

4. Parking Garage Scoot

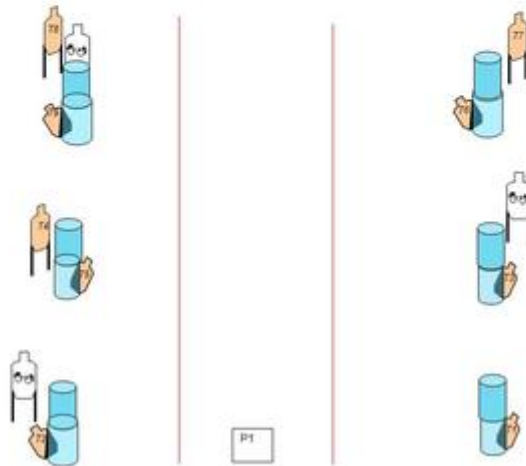


Capitol Area Practical Shooter IDPA
Stage 4 Parking Garage Scoot
Course Designer: John Crowder



SCENARIO DESCRIPTION: You're making your way through a parking garage when noting protestors fill the garage with hate and discontent. Fight your way out!!


START POSITION: P1, heels on start stick/line.	SCORING: Vickers, 18 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-T9 while moving in tactical order (as you see them). Do not cross the charge line to engage targets. Must use available cover for IDPA legal reloads.	SCORED HITS: Best 2 hits on target
	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	


5. Drill Stage



Capitol Area Practical Shooter IDPA

Stage 5 Drill Stage

Course Designer: John Crowder



SCENARIO DESCRIPTION: Drill Stage	
START POSITION: String 1 – P1 String 2 – P2 String 3 – P3	SCORING: Limited Vickers, 18 rds min. TARGETS: IDPA SCORED HITS: Best 6 per paper START-STOP: Audible - Last shot RULES: IDPA SO NOTES: Shooter may make headshots.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	
STAGE PROCEDURE: String 1- Pistol in weak hand only at low ready, engage T1-T3 with 2 rds. each in tactical sequence. String 2 – Pistol in strong hand only at low ready, engage T1-T3 with 2 rds. each in tactical sequence. String 3 – Draw and engage free style T1-T3 with 2 rds. in tactical sequence.	



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					

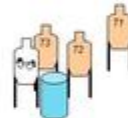
6. Gambling on the Long Shot



Capitol Area Practical Shooter IDPA Stage 6 Gambling on the Long Shot Course Designer: John Crowder



SCENARIO DESCRIPTION: Your home playing video poker when you realize you are being over run by mobsters. Repel the savage hordes...	
START POSITION: Hands on either set of 3's GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	SCORING: Vickers, 16 rounds min. TARGETS: IDPA SCORED HITS: Best 2 on target START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At signal, move to either P1,P2,P3 and engage T1-T9 in tactical order.	



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	