

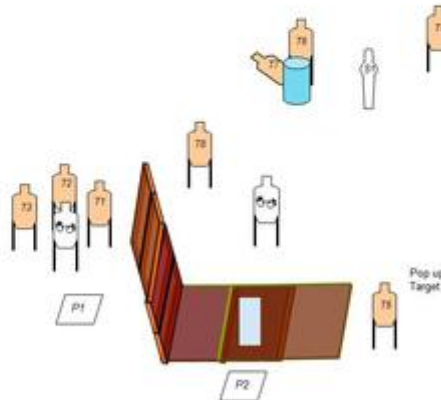
# 1. Walk to Work



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



<b>SCENARIO DESCRIPTION:</b> You are leaving your local coffee shop when a group of Elandto's ambush you in the alley. Fight your way out!	
<b>START POSITION:</b> P1, briefcase in weak hand.	<b>SCORING:</b> Vickers, 17 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, engage T1-T3 in tac sequence while moving to P2. At P2, ground briefcase and engage T4-T6 and S1 in tactical order.	<b>SCORED HITS:</b> Best 2 hits on paper. Steel must fall
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

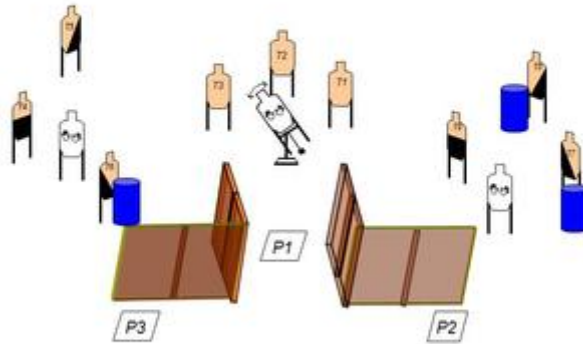
## 2. Shop and Rob #2



**Capitol Area Practical Shooter IDPA**  
**Stage 2 Shop and Rob #2**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You're 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.	
<b>START POSITION:</b> P1, toes behind start stock/line. <b>GUN READY CONDITION:</b> Pistol loaded to division capacity, strong hand holding soda bottle.	<b>SCORING:</b> Vickers, 18 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 rds on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> 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 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					

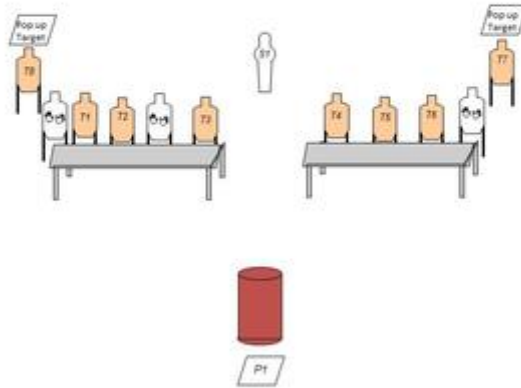
# 3. Disorder in the Court



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



<b>SCENARIO DESCRIPTION:</b> 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!	
<b>START POSITION:</b> P1, Standing at "Podium" <b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>SCORING:</b> Vickers, 17 rounds min. <b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, engage T1-T8 and S1 while standing at P1. (see test 4)	<b>SCORED HITS:</b> Best 2 on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> 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	

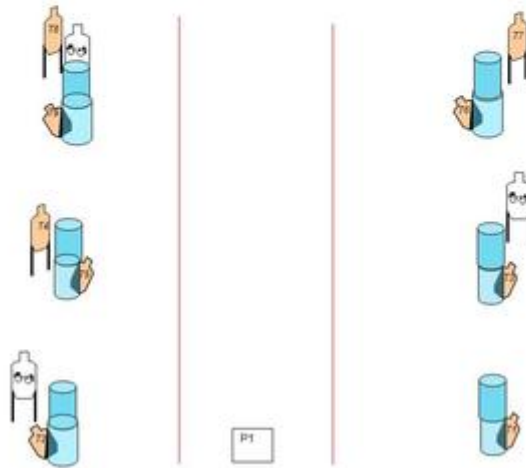
# 4. Parking Garage Scoot



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



<b>SCENARIO DESCRIPTION:</b> You're making your way through a parking garage when noting protestors fill the garage with hate and discontent. Fight your way out!!	
<b>START POSITION:</b> P1, heels on start stick/line. <b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>SCORING:</b> Vickers, 18 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 hits on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	



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.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA SCORED HITS: Best 6 per paper START-STOP: Audible - Last shot RULES: IDPA
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.	SO NOTES: Shooter may make headshots.



P1

P2

P3

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	

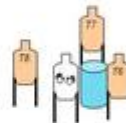
# 6. Gambling on the Long Shot



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



<b>SCENARIO DESCRIPTION:</b> Your home playing video poker when you realize you are being over run by mobsters. Repel the savage horde...	
<b>START POSITION:</b> Hands on either set of 3's <b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>SCORING:</b> Vickers, 16 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> 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	