

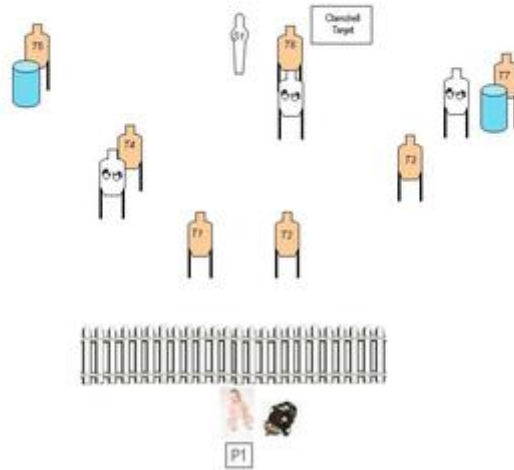
# 1. Ruined Family Picnic



Capitol Area Practical Shooter IDPA  
**Stage 1 Ruined Family Picnic**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You are enjoying a picnic in the park with your family when Islamic terrorist begin shooting innocent people. Defend yourself and your family!	
<b>START POSITION:</b> P1, kneeling, holding baby diaper	<b>SCORING:</b> Vickers, 17 rds. Min. IDPA
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, gun and magazines/loaders in diaper bag	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At the start signal, engage T1-T2 in tac sequence with 3 rds. Then engage remaining targets in tactical priority with 2 rds. each. Shooter must remain kneeling.	<b>SCORED HITS:</b> Best 3 rds on T1-T2, best 2 on T3-T5. Steel must fall
	<b>START/STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	7 paper, 1 popper, 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	

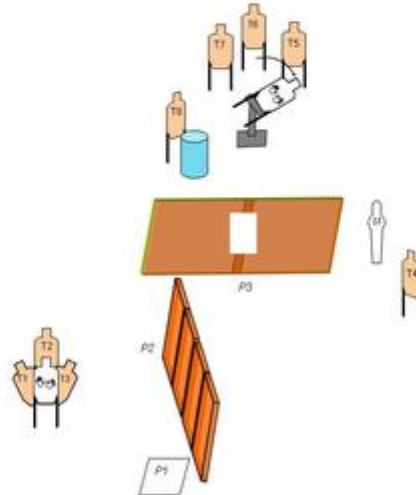
## 2. Terrible Terrorist #2



Capitol Area Practical Shooter IDPA  
**Stage 2 Terrible Terrorist #2**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> While shopping at the mall, terrorist take your family hostage. Deal with them!	
<b>START POSITION:</b> P1	<b>SCORING:</b> Vickers, 17 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, engage T1-T3 while moving to P2. At P2 engage T4 and S1, then move to P3 and engage remaining targets in tactical order.	<b>SCORED HITS:</b> Best 2 rds, 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					

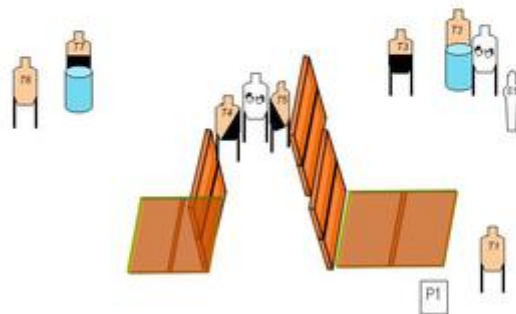
# 3. Hurricane Happenstance #2



Capitol Area Practical Shooter IDPA  
**Stage 3 Hurricane Happenstance #2**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You are working security in a hurricane shelter when you hear a scream from the hallway!	
<b>START POSITION:</b> P1	<b>SCORING:</b> Vickers, 15 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, engage T1 from retention. Then engage remaining targets with 2 rds. each in tactical priority.	<b>SCORED RNTS:</b> Best 2 on targets
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



<b>Scoring</b>	Vickers Count	<b>Firearm</b>	Handgun	<b>Rounds</b>	15
<b>Targets</b>	7 paper, 1 popper, 2 no-shoot	<b>Total</b>	8 targets	<b>Strings</b>	1
<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>					

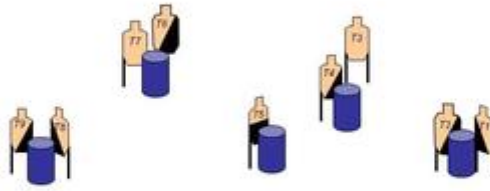
# 4. Kitchen Chaos 2



Capitol Area Practical Shooter IDPA  
**Stage 4 Kitchen Chaos 2**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You are doing the KP duties when you notice criminal activity in your back yard by the back fence, deal with it.	
<b>START POSITION:</b> PIT	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At the start signal, move to either post and using cover, engage T1-T9 in tactical priority.	<b>SCORED HITS:</b> Best 2 per paper
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> IDPA



P1

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	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. Sitting Standards



Capitol Area Practical Shooter IDPA  
**Stage 5 Sitting Standards**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> IDPA Standards Drill	
<b>START POSITION:</b> Seated at P1	<b>SCORING:</b> Limited Vickers, 18 rds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> 8 hits per target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>GUN READY CONDITION:</b> Pistol unloaded in IDPA box, all loading devices on table.	
<b>STAGE PROCEDURE:</b> String 1: At signal, retrieve gun, load, and engage T1 with 6 rounds. String 1: At signal, retrieve gun, load, and engage T2 with 6 rounds. String 1: At signal, retrieve gun, load, and engage T3 with 6 rounds.	



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 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	

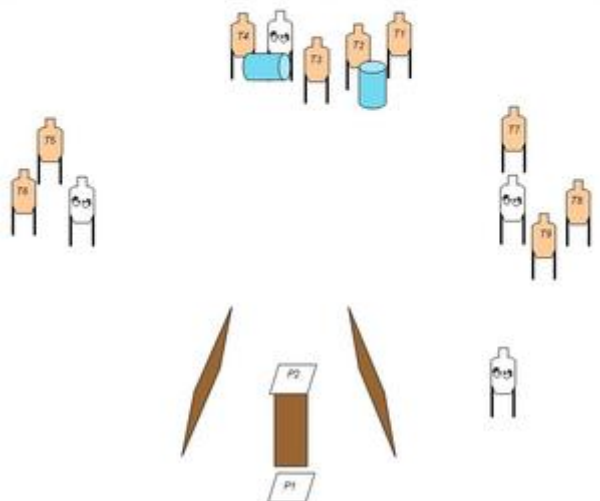
# 6. Just Another Home Invasion



Capital Area Practical Shooter IDPA  
**Stage 6 Just Another Home Invasion**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> Arming home after a long night of work, you interrupt a home invasion in progress. Fight for your families safety!	
<b>START POSITION:</b> P1, hands relaxed at sides.	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, from P1 engage T1-T4. Move to P2 and engage remaining targets in tactical priority.	<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	18
Targets	9 paper, 4 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	