



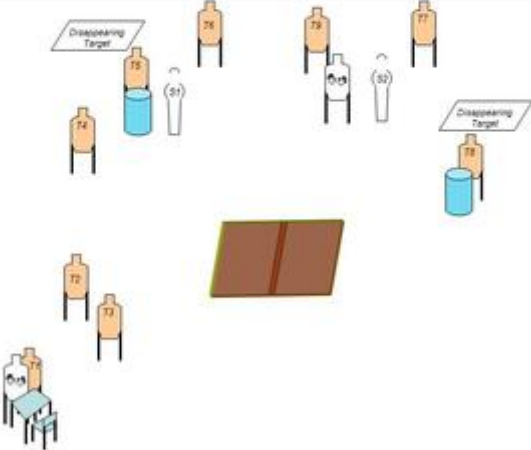
1. Date Night Gone Wild



Capitol Area Practical Shooter IDPA
Stage 1 Date Night Gone Wild
Course Designer: John Crowder



SCENARIO DESCRIPTION: Returning to your date, or wife, from the bathroom you soon discover the cafe is being robbed by mobsters. Fight for you and yours life...	
START POSITION: Seated in chair, hands on knees. GUN READY CONDITION: Pistol loaded to division capacity. Pick up gun loaded and in box. Concealment required.	SCORING: Vickers, 14 rounds min. TARGETS: IDPA SCORED HITS: T1-T6 2 rds each; steel must fall START-STOP: Audible - Last shot RULES: IDPA.
STAGE PROCEDURE: At the start signal, while seated, engage T1-T3 with 2 rds each using the pickup gun. Ground pickup gun on table and then move to wall and from either side engage remaining targets as they become visible using cover.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	9 paper, 2 popper, 2 no-shoot	Total	11 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					

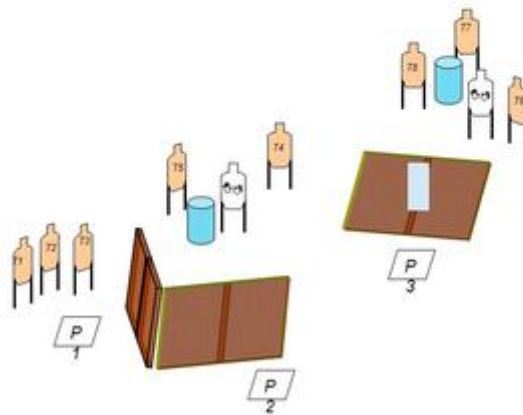
2. Bank Fight



Capitol Area Practical Shooter IDPA
Stage 2 Bank Fight
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're making a deposit when gang bangers attempt to take your money, fight!	
START POSITION: P1, hands relaxed at sides.	SCORING: Vickers, 16 rounds min
GUN READY CONDITION: Pistol loaded to division capacity; Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: Starting at P1 engage T1-T3 using tac sequence, while retreating to P2. From P2 engage T4-T5 in tactical order. Then move to P3 and from cover through the port, engage T6-T8	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



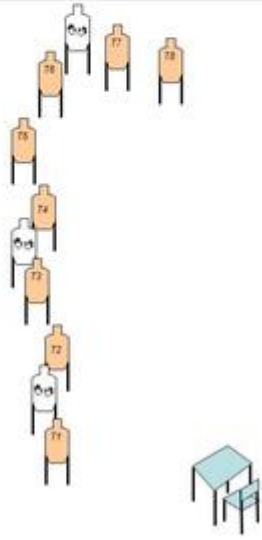
Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	1

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. Coffee and Internet Interrupted

Capitol Area Practical Shooter IDPA
Stage 3 Coffee and Internet Interrupted
 Course Designer: John Crowder

SCENARIO DESCRIPTION: While enjoying your morning cup of coffee and surfing Al Gore's internet, you look out of your deck and see evil do'ers approaching to do no good. Handle it.	
START POSITION: Seated in chair	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol in holster and loaded to division capacity. Concealment not required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, while seated, engage T1-T8 with 2 rds. each in tactical priority.	SCORED HITS: Best 2 rds. on target
	START-STOP: Audible - Last shot
	RULES: IDPA



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	

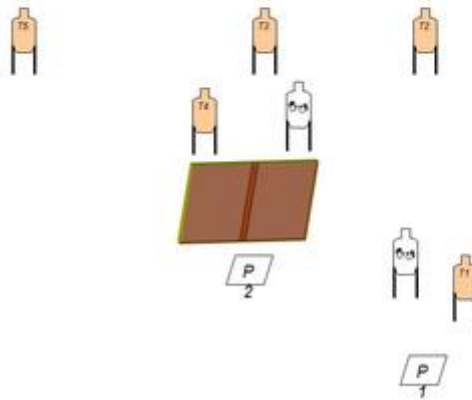
4. Burn 'em up



Capitol Area Practical Shooter IDPA
Stage 4 Burn 'em' up
 Course Designer: John Crowder



SCENARIO DESCRIPTION: Bum jumps out from behind dumpster and demands money or your life. Fight!	
START POSITION: P1, toes on stick, facing downrange. Cradling baby in weak arm/hand.	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1 with 6 rounds while moving to P2. At P2 using cover engage remaining targets from either side of barricade with 3 rds each.	SCORED HITS: Best 5 on paper target T1 Best 3 on paper T2-T5
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	5 paper, 2 no-shoot	Total	5 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	

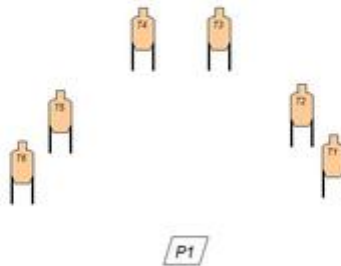
5. Strong-Free-Weak #2



Capitol Area Practical Shooter IDPA
 Stage 5 Strong-Free-Weak#2
 Course Designer: John Crowder




SCENARIO DESCRIPTION: Drill Stage	
START POSITION: P1	SCORING: Limited Vickers, 18 rounds
GUN READY CONDITION: Pistol loaded with 3 magazines of six rounds each. Hands relaxed at sides.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, draw strong hand only engage right T1-T6 with 1 round, reload and reengage T1-T6 with 1 rd. freestyle, reload and finish engaging T1-T6 with 1 rd. weak hand only. Note Lefties can go opposite direction.	SCORED HITS: Best 3 per paper
	START-STOP: Audible -- Last shot
	RULES: IDPA




Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper,	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	

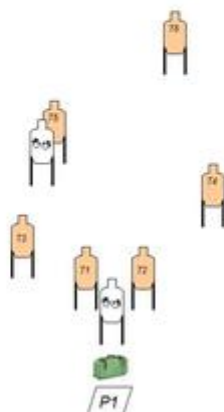
6. Gym Workout Gone Bad



Capitol Area Practical Shooter IDPA
Stage 6 Gym Workout Gone Bad
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You're on your way to the gym when you are ambushed by Bandito's demanding your valuables. Fight your way out!	
START POSITION: P1, Pistol and spare ammo in gym bag. Kneeling behind gym bag, hands in surrender position above head.	SCORING: Vickers, 14 rounds min. IDPA
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: Best 3 T1-T2, best 2 T3-T6
STAGE PROCEDURE: At the start signal, engage T1-T2 with 3 rds each in tac sequence, then engage T3-T7 with 2 rds each in tactical priority. All shots must be made while kneeling.	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	6 paper, 2 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					