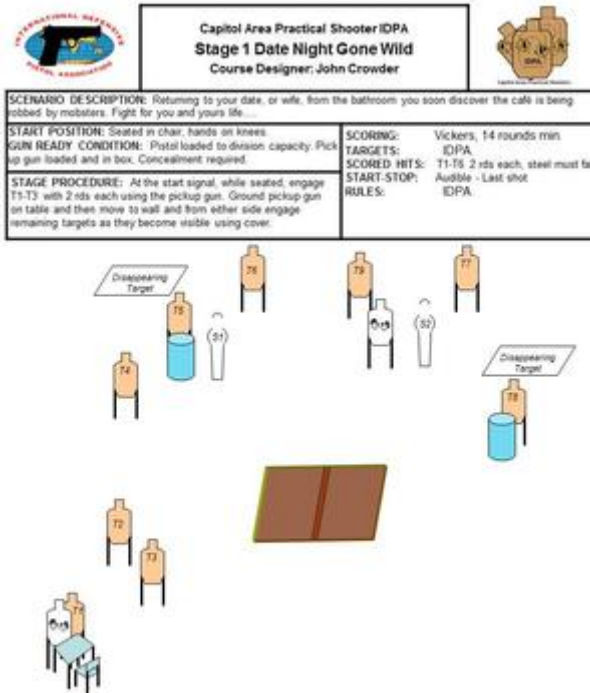


# 1. Date Night Gone Wild



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.

GUN READY CONDITION: Pistol loaded to division capacity; Concealment required.

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.

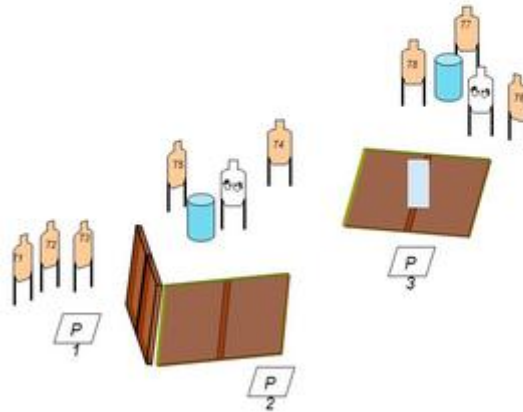
SCORING: Vickers, 16 rounds min.

TARGETS: IDPA

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

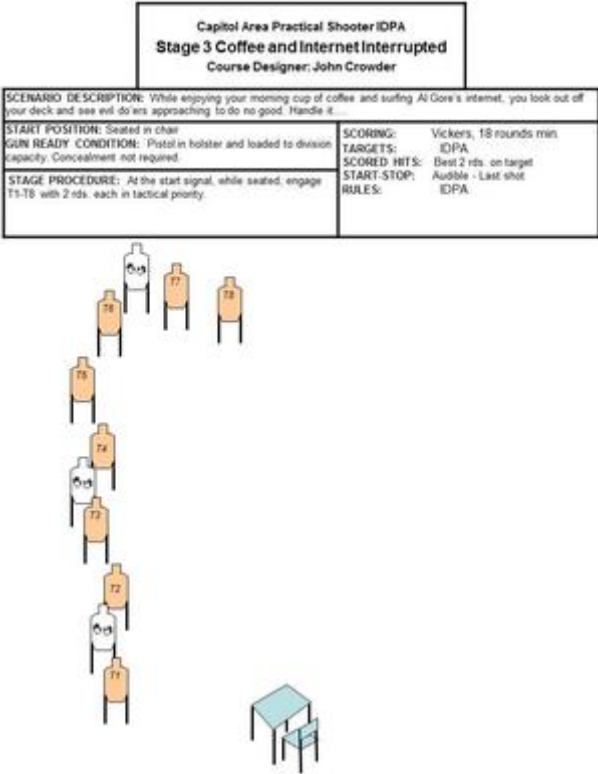
RULES: IDPA



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



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	

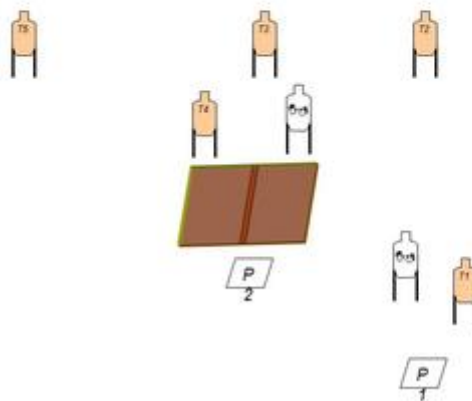
## 4. Burn 'em up



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

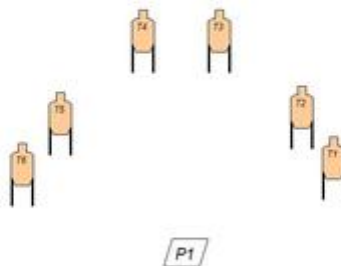


SCENARIO DESCRIPTION: Drill Stage

START POSITION: P1  
GUN READY CONDITION: Pistol loaded with 3 magazines of six rounds each. Hands relaxed at sides


SCORING: Limited Vickers, 18 rounds  
TARGETS: IDPA  
SCORED HITS: Best 3 per paper  
START-STOP: Audible -- Last shot  
RULES: 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.




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 Bandits 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.

**GUN READY CONDITION:** Pistol loaded to division capacity. Concealment required.

**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.

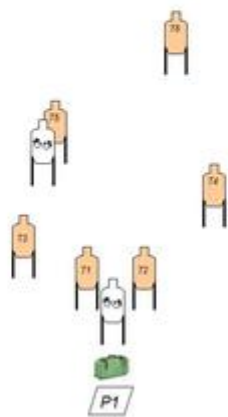
**SCORING:** Vickers, 14 rounds min.

**TARGETS:** IDPA

**SCORED HITS:** Best 3 T1-T2, best 2 T3-T6

**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					