



1. Gas Attack



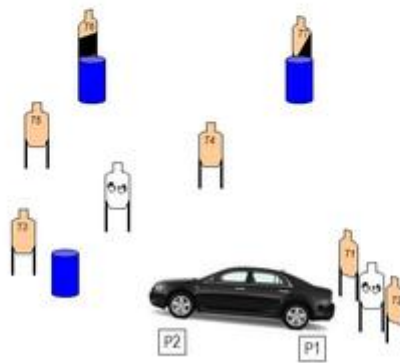
Capitol Area Practical Shooter IDPA

Stage 1 Gas Attack

Course Designer: John Crowder



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| SCENARIO DESCRIPTION: You're at the local gas station fueling up when gangbangers show up and want what you got. Fight your way out!! | |
| START POSITION: P1, hands on "X" GUN READY CONDITION: Pistol loaded to division capacity; concealment required. | SCORING: Vickers, 13 rounds min. TARGETS: IDPA SCORED HITS: Best 2 hits on paper, T3 must fall START-STOP: Audible - Last shot RULES: IDPA |
| STAGE PROCEDURE: At the start signal, engage T1-T2 in tactical sequence while retreating to P2. While moving to P2, engage T3 until target is neutralized (disappears). At P2, using low cover over the hood of car, engage remaining targets in tactical priority (near to far). | |



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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 13 |
| Targets | 7 paper, 2 no-shoot | Total | 7 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 | | | | | |

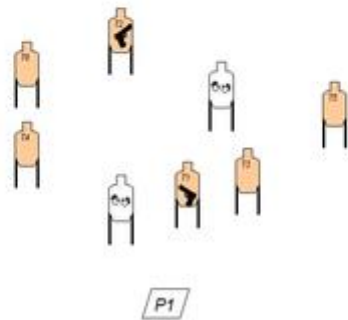
2. Home Depot Dump



Capitol Area Practical Shooter IDPA
Stage 2 Home Depot Dump
Course Designer: John Crowder




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| SCENARIO DESCRIPTION: You're leaving the Home Depot when day workers, not finding any work, decide to jump you in the parking lot and fleece your earnings. Protect yourself against the savage horde! | |
| START POSITION: P1, toes behind start stick. GUN READY CONDITION: Pistol loaded to division capacity; hands at sides. Concealment required. | SCORING: Vickers, 18 rounds min. TARGETS: IDPA SCORED HITS: 2 chest, 1 head shot. START-STOP: Audible - Last shot RULES: IDPA |
| STAGE PROCEDURE: At the start signal engage T1-T2, as they are the most imminent threats. Then engage remaining threats in tactical priority (near to far). All targets are to be engaged Mozambique style... (2 chest, 1 head) and you must remain at P1. | |



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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 18 |
| 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 | | | | | |


3. School Shootout



Capitol Area Practical Shooter IDPA

Stage 3 School Shootout

Course Designer: John Crowder



SCENARIO DESCRIPTION: You're waiting for a parent teacher conference when members of the Jammah Al-Furqa terrorist group out of Houston begin attacking your child's private school... handle it!

START POSITION: Seated at table, hands on knees (your own)

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

STAGE PROCEDURE: At the start signal, engage T1-T3 while seated. Then move to P1-P3 and engage targets from cover in tactical order.

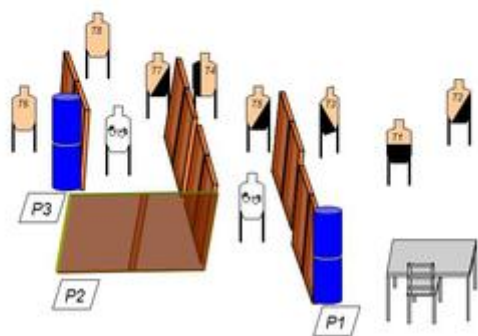
SCORING: Vickers, 16 rounds min.

TARGETS: IDPA

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

RULES: IDPA



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|----------------------|---------------------------------|---------|-----------|---------|----|
| 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 | | | | | |

4. Bad Doggies



Capitol Area Practical Shooter IDPA Stage 4 Bad Doggies Course Designer: John Crowder

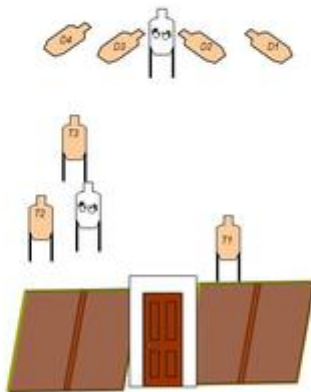


SCENARIO DESCRIPTION: As you stop in to visit family, you get to the door and hear all hell breaking loose inside. Bandits and their dogs are robbing the house! Save the day...

START POSITION: Standing at PT, heels on stock.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.

STAGE PROCEDURE: At signal, open door and engage T1-T3 with 3 rds. each. Then engage the dogs (D1-D4) with 2 rounds each. All shots and reloads must be made while advancing. Do not advance past charge line.



SCORING: Vickers, 17 rounds min.
TARGETS: IDPA
SCORED HITS: Best 3 on paper T1-T3
Best 2 on paper D1-D4
START-STOP: Audible - Last shot
RULES: IDPA



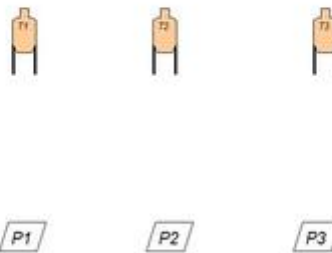
P1

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|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 17 |
| Targets | 7 paper, 2 no-shoot | Total | 7 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. Bill Drill x3

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|  | Capitol Area Practical Shooter IDPA Stage 5 Bill Drill x3 Course Designer: John Crowder |  |
| SCENARIO DESCRIPTION: IDPA Standards Drill | | |
| START POSITION: P1 GUN READY CONDITION: Pistol loaded to division capacity. Concealment not required. | | SCORING: Limited Vickers, 18 rds min. TARGETS: IDPA SCORED HITS: 6 Zero down only hits per target START-STOP: Audible - Last shot RULES: IDPA |
| STAGE PROCEDURE: String 1 – Draw, strong hand only engage with 6 rds. String 2 – Draw free style, engage with 6 rds. String 3 – at low ready, weak hand only, engage with 6 rds. | | |

Zero down hits only
All other hit's do not count!



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|---------|-----------------------|---------|-----------|---------|----|
| 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 | |

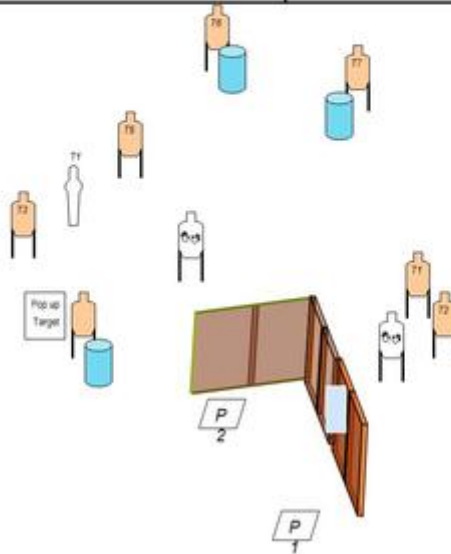
6. Storage Shenanigans



Capitol Area Practical Shooter IDPA Stage 6 Storage Shenanigans Course Designer: John Crowder



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| SCENARIO DESCRIPTION: You're working security when you stumble upon hooligan's breaking into the storage yard stealing stuff. It gets real when they start pulling out guns! Defend yourself! | |
| START POSITION: At P1 heels on stick. GUN READY CONDITION: Pistol loaded to division capacity. Concealment required. | SCORING: Vickers, 15 rds. Min. TARGETS: IDPA SCORED HTS: Best 2 shots on paper, steel must fall START STOP: Audible - Last shot RULES: IDPA |
| STAGE PROCEDURE: At signal, move to window and engage T1-T2 in tactical order. Then advance to P2 and engage T3-T7 and S1 in tactical order. | |



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|---------|-------------------------------|---------|-----------|---------|----|
| Scoring | Vickers Count | Firearm | Handgun | Rounds | 15 |
| Targets | 7 paper, 1 popper, 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 | |