



# 1. Coffee Shop Shootout 3



Capitol Area Practical Shooter IDPA

Stage 1 Coffee Shop Shootout 3

Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your local coffee shop when a group of Blandto's start robbing the place. Fight your way out.

START POSITION: P1, hands relaxed at side

GUN READY CONDITION: Pistol loaded to division capacity, concealment required.

STAGE PROCEDURE: At the start signal, engage T1-T2 in tac sequence while moving to P2. At P2 engage T3-T4. While moving to P3 engage T5 until target falls, at P3 engage remaining targets in tactical sequence.

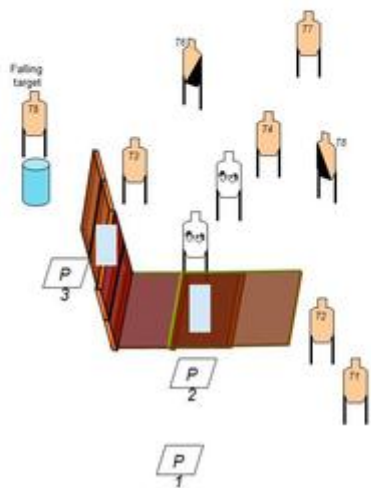
SCORING: Vickers, 16 rounds min.

TARGETS: IDPA

SCORED HITS: Best 2 hits on paper, T5 must fall

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					

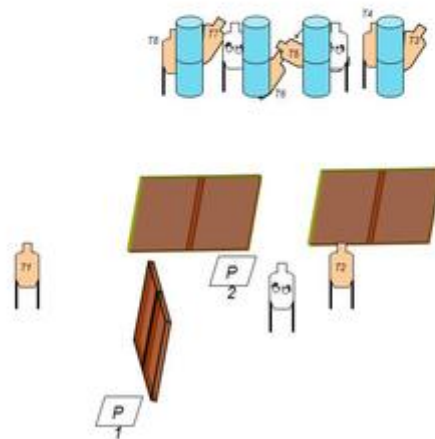
## 2. The Core



### Capitol Area Practical Shooter IDPA Stage 2 The Core Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You are dropping off nuclear material at the power plant when Al Shecorbia terrorist said the plant for dirty bomb making material. Deal with it!	
<b>START POSITION:</b> At P1, holding brief case in weak hand. <b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>SCORING:</b> Vickers, 16 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 shots on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, draw and engage, weak hand only while advancing to P2. At P2 ground briefcase and engage remaining targets in tactical order. Try not to shoot the nuclear rods.....	



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	

### 3. Gangster Dinner



Capitol Area Practical Shooter IDPA  
Stage 3 Gangster Dinner  
Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You're enjoying some wonderful gangster chow with the Jets and the Sharks when one of them start acting a fool. Guns and knives come out and now you are stuck in the middle of a gunfight.	
<b>START POSITION:</b> Seated at P1 <b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>SCORING:</b> Vickers, 18 rds. min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 3 shots on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, draw and engage T1-T8 in tac sequence while seated.	



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					

## 4. Dingos aren't getting my baby



Capitol Area Practical Shooter IDPA  
Stage 4 Dingo's aren't getting my baby  
Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> As you enjoy a quiet evening in the outback, marauders appear out of nowhere with their dogs and attempt to raid your camp of provisions. Repel the savage horde!	
<b>START POSITION:</b> Seated at P1, hands being warmed by fire. <b>GUN READY CONDITION:</b> Pistol loaded to division capacity. Concealment required.	<b>SCORING:</b> Vickers, 14 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> Best 2 on paper T1-T3 Best 2 on paper D1-D4 Audible - Last shot
<b>STAGE PROCEDURE:</b> At signal, draw and engage T1-T3 and D1-D4 in tactical priority while seated.	<b>START-STOP:</b> Audible - Last shot <b>RULES:</b> IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
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. Drill Stage



Capitol Area Practical Shooter IDPA

Stage 5 Drill Stage

Course Designer: John Crowder



SCENARIO DESCRIPTION: IDPA Standards Drill

START POSITION: P1

GUN READY CONDITION: Pistol downloaded to 3 magazines of 6 rounds each. Concealment not required.

STAGE PROCEDURE: At signal, draw and engage T1 with 6 rds. Reload and engage T2 with 6 rds. Reload and engage T3 with 6 rds. All done in one string.

SCORING: Limited Vickers, 18 rds min.

TARGETS: IDPA

SCORED HITS: 6 hits per target


START-STOP: Audible - Last shot

RULES: IDPA




Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 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. Mall Madness 4



**Capitol Area Practical Shooter IDPA**  
**Stage 6 Mall Madness 4**  
Course Designer: John Crowder



**SCENARIO DESCRIPTION:** You are leaving the mall after picking something secret up at Victoria's when Terrorist begin shooting the place up. Fight for your life!

**START POSITION:** P1, facing up range, toes on stick with bag in strong hand.

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

**STAGE PROCEDURE:** At the start signal, turn and engage T1-T2 while moving to P2. While at P2 engage T3-T4, then move to P3 and engage remaining T5-T8 and S1.

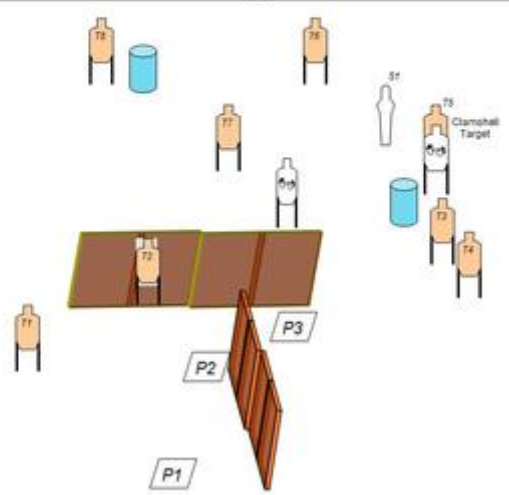
**SCORING:** Vickers, 17 rounds min.

**TARGETS:** IDPA

**SCORED HITS:** Best 2 T1-T8  
Steel must fall

**START/STOP:** Audible - Last shot

**RULES:** 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					