



# 1. Shop and Rob



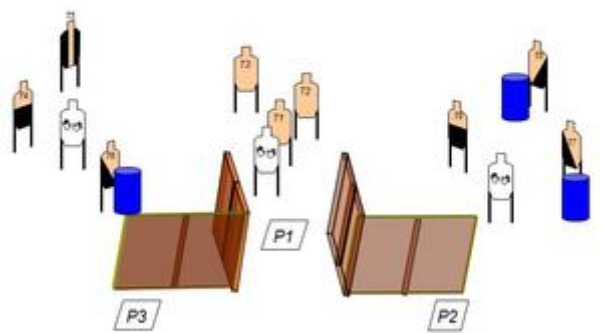
Capitol Area Practical Shooter IDPA

Stage 1 Shop and Rob

Course Designer: John Crowder



SCENARIO DESCRIPTION: You are at the local gas station getting some Ho-Ho's and diet Coke when a flash mob shows up and starts robbing the place. Fight your way out.	
START POSITION: P1, toes behind start line.	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T3 in tactical priority while retreating to P2 or P3. Engage remaining targets from either side in tactical order.	SCORED HITS: Best 2 rds on target.
	START-STOP: Audible - Last shot
	RULES: IDPA



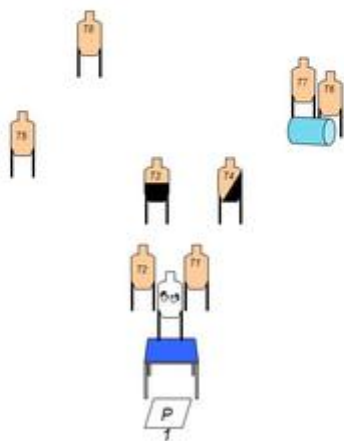
Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 3 no-shoot	Total	9 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

# 2. Hot Date



Capitol Area Practical Shooter IDPA  
Stage 2 Hot Date  
Course Designer: John Crowder





Scoring	Vickers Count	Firearm	Handgun	Rounds	16
Targets	8 paper, 1 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					

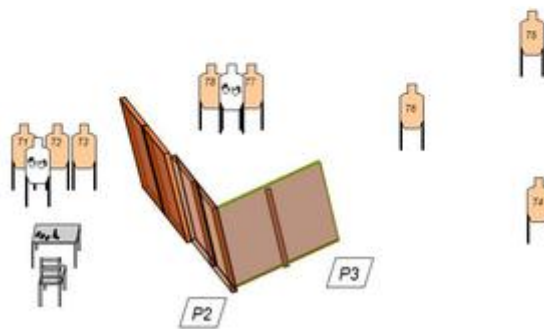
### 3. Corrupting Coitus



Capitol Area Practical Shooter IDPA  
Stage 3 Corrupting Coitus  
Course Designer: John Crowder




<b>SCENARIO DESCRIPTION:</b> You are home awaiting your Valentine when invaders break into the home and crash your evening festivities. Deal with it! <b>START POSITION:</b> Seated at P1 <b>GUN READY CONDITION:</b> Pistol loaded to division capacity, gun on table in box. Concealment required. <b>STAGE PROCEDURE:</b> At signal, retrieve your gun, and engage T1-T3 in tactical sequence. Move to P2 and engage T4-T6. Then move to P3 and engage T7-8.	
<b>SCORING:</b> Vickers, 16 rds. Min. <b>TARGETS:</b> IDPA <b>SCORED HTS:</b> Best 2 shots on target <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> 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					

# 4. Collateral Plus



**Capitol Area Practical Shooter IDPA**  
**Stage 4 Collateral Plus**  
Course Designer: Mark Rodriguez

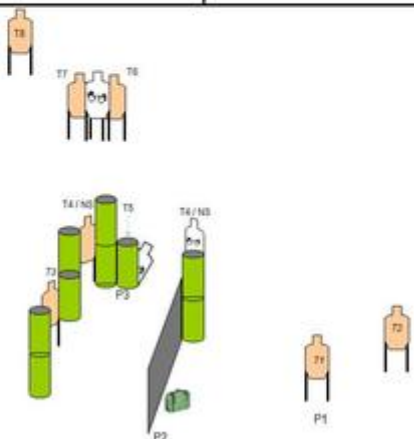


**SCENARIO DESCRIPTION:** You have caught the thugs stealing your brief case from your car. When you confront them guns are drawn and the fight is on. After dispatching the first two perps, you retrieve your briefcase and proceed down the alley looking for the police, but you discover more hoodlums. Send them to meet their friends!

**START POSITION:** String 1: At P1 both hands relaxed at sides, gun loaded to division capacity.  
String 2: At P2 facing down range with briefcase in weak hand, pistol in strong hand at the low ready. You may top off between strings.

**STAGE PROCEDURE:** String 1: At the start signal draw and engage T1 with 2 shots from extension. Turn and engage T2 with 2 to the body and 1 to the head (Vizambique) while advancing. When finished you may top off your pistol and holster.  
String 2: Once you have the briefcase in weak hand and pistol at the low ready, identify for start signal. Enter the alley and engage T3-T5 wrong hand only while retaining the briefcase. Take low cover at P3, drop briefcase, and engage T6-T8 over or around the barrier in tactical priority.


**SCORING:** Vickers, 17 rounds min.  
**TARGETS:** IDPA, 8 threats, 3 non-threats, (1-20 yards)  
**SCORED HITS:** Best 2 on paper, T2 scores 2 body and 1 head  
**START STOP:** Audible - Last shot  
**RULES:** IDPA  
**NOTE:** T4 and the No Shoot in the alley are to be moved back and forth between shooters.




Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	8 paper, 2 no-shoot	Total	8 targets	Strings	2

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	

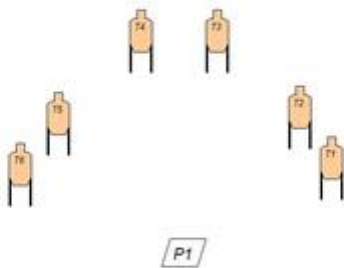
# 5. Strong-Free-Weak #2



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 to division capacity. 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 T1-T6 with 1 round each, tac reload and reengage T1-T6 with 1 rd. freestyle, tac 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					

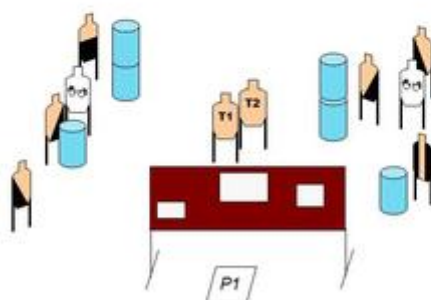
## 6. Home Invasion #2



Capitol Area Practical Shooter IDPA  
**Stage 6 Home Invasion #2**  
 Course Designer: John Crowder



<b>SCENARIO DESCRIPTION:</b> You are at home doing the dishes and look out the window and see armed thugs that are about to commit a home invasion. Deal with it!	
<b>START POSITION:</b> At window, hands at sides. <b>GUN READY CONDITION:</b> Pistol loaded to division capacity; Concealment required.	<b>SCORING:</b> Vickers; 10 rounds min. <b>TARGETS:</b> IDPA <b>SCORED HITS:</b> T1-T2 3 hits; 2 hits T3-T8 <b>START/STOP:</b> Audible - Last shot <b>RULES:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, draw and engage T1-T2 with 3 rds. each. Then move to either right or left side of wall and engage remaining targets in tactical order with 2 rds.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
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	