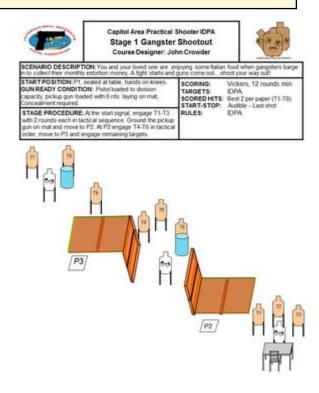
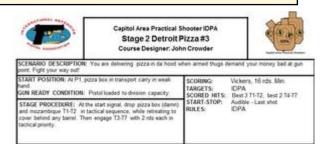
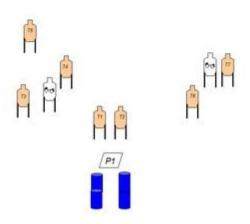
1. Gangster Shootout



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
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					

2. Detroit Pizza #3





Scoring	Vickers Count	Firearm	Handgun	Rounds	16
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					

3. Mailman Blues

Capitol Area Practical Shooter IDPA Stage 3 Mailman Blues Course Designer: John Crowder

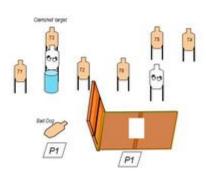
SCENARIO DESCRIPTION: You are delivering a package in the wrong part of town when gangbangers want what you got, they send their attack dog to take you down. Fight!

START POSITION: P1, hands relaxed at sides.
GUN READY CONDITION: P1 rotal loaded to division capacity, concealment required.

STAGE PROCEDURE: At the start signal, lock attacking dog then engage T1-T3 while retreating to P2. At P2, using cover through the window, engage T4-T6 in tactical priority.

RULES: IDPA

RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	12
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. Bad Timing



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

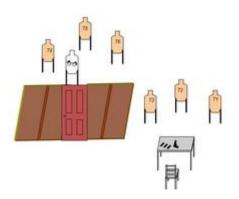


SCENARIO DESCRIPTION: After a spectacular shooting day at the range, you sit down and enjoy a dire and do some gun cleaning. As you get ready to scrub, creminals break in to commit a home mission. Fig START POSITION: Sealed at table, hands on knees QUIN READY CONDITION: Predict unleaded on table. As SCORRING: VICKNES, 18 rounds min stranging devices on table. Concealment not required.

SCORRING: VICKNES, 18 rounds min stranging devices on table. Concealment not required.

STAGE PROCEDURE: At the start signal, engage T1-T3 in tactical sequence while seated. Move to door and engage T4-T6 in tactical priority. All threats engaged with 3 rds.

SCORING: Vickers, 18 rounds min. TARGETS: IDPA SCORED HITS: Best 3 per paper (T1-T6) START-STOP: Audole - Last shot RULES: IDPA

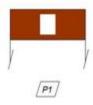


Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 1 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

5. Port Standards

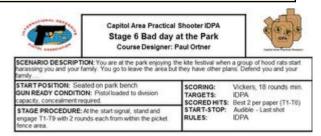


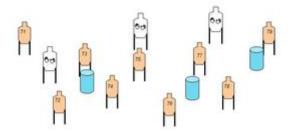


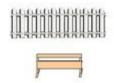


Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	3 paper,	Total	3 targets	Strings	2
Scenario &					
ھ Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. Bad Day at the Park







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