

1. Back It Up



Capital Area Practical Shooter IDPA Stage 1 Back it up Course Designer: John Crowder



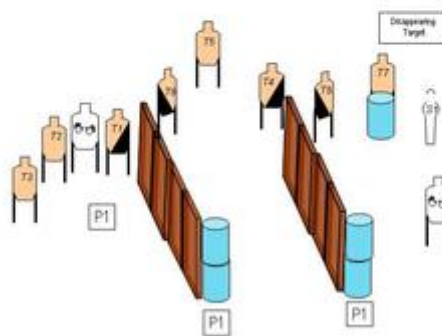
SCENARIO DESCRIPTION: After a evening of twerking at the local night club, you encounter rifle raft in the parking lot. Handle it....

START POSITION: P1, lies on stick

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

STAGE PROCEDURE: At signal, draw and engage T1-T3 in tac sequence while retreating. At P2, engage T4-T6. Move to P3 and engage remaining targets as they become visible from cover.

SCORING: Vickers, 17 rounds min
TARGETS: IDPA
SCORED HITS: Best 2 per paper
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					

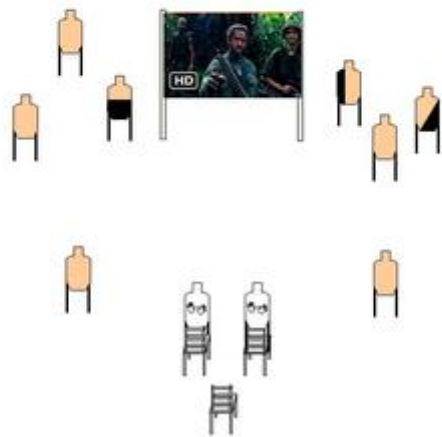
2. Movie Madness



Capitol Area Practical Shooter IDPA
Stage 2 Movie Madness
Inspired by Vic and Julie Fredlund
Stage Design: John Crowder



SCENARIO DESCRIPTION: You are waiting for your movie to start when ISIS members bust in and start shooting up the movie theater. Defend yourself.	
START POSITION: Seated in chair	SCORING: Vickers, 16 rds. Min.
GUN READY CONDITION: Pistol loaded to division capacity. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, draw and engage T1-T8 with 2 rds. each in tactical priority. All threats must be shot while seated.	SCORED HTS: Best 2 shots on target
SO notes: advise shooter not to sweep leg when drawing	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					

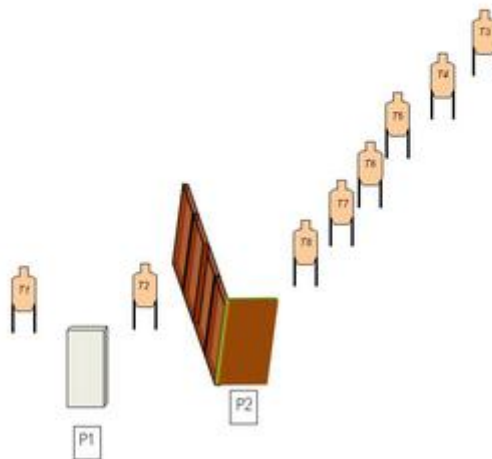
3. ATM Ambush #27



Capitol Area Practical Shooter IDPA
Stage 3 ATM Ambush #27
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are at the ATM picking up some Bingo money when armed thugs rush you and attempt to steal your cash. Fight!	
START POSITION: P1, hand on ATM card GUN READY CONDITION: Pistol loaded to division capacity, concealment required.	SCORING: Vickers, 18 rounds min. TARGETS: IDPA SCORED HITS: Best 3 per paper T1-T2, Best 2 on T3-T8 START-STOP: Audible - Last shot RULES: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T2 with 3 rds each. Move to P2 and engage remaining targets in tactical priority.	



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	8 paper,	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	

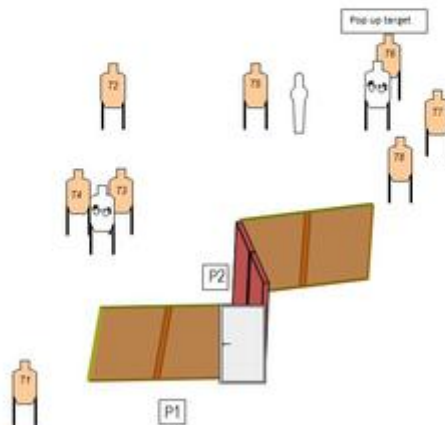
4. Uninvited Guest #4



Capitol Area Practical Shooter IDPA
Stage 4 Uninvited Guest #4
Course Designer: John Crowder




SCENARIO DESCRIPTION: You arrive home from a long day of work and discover radical Islamic terrorist have invaded your home in the name of Allah. Deal with the vermin...	
START POSITION: P1 GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	SCORING: Vickers, 17 rounds min. TARGETS: IDPA SCORED HITS: Best 2 per paper Steel must fall Audible - Last shot IDPA
STAGE PROCEDURE: At the start signal, engage T1 while moving to door. Open door and engage T2-T4 from cover, then advance to P2. At P2 engage remaining threats in tactical priority. SD notes: Advise shooters to not muzzle hand when opening door.	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	

5. Triple Zebras




Capitol Area Practical Shooter IDPA

Stage 5 Triple Zebras

Course Designer: John Crowder

(updated 07-11-14)




SCENARIO DESCRIPTION: Civil Stage	
START POSITION: P1 GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment optional.	SCORING: Limited Vickers, 18 rds. TARGETS: IDPA SCORED HITS: Best 6 per paper
STAGE PROCEDURE: String one – draw and fire 2 rds. each at T1-T3 freestyle. String two – draw and fire 2 rds. each at T1-T3 strong hand only. String three – at low ready, fire 2 rds. each T1-T3 weak hand only.	START STOP: Audible - Last shot RULES: IDPA




P1

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. Bad Day at the Bank

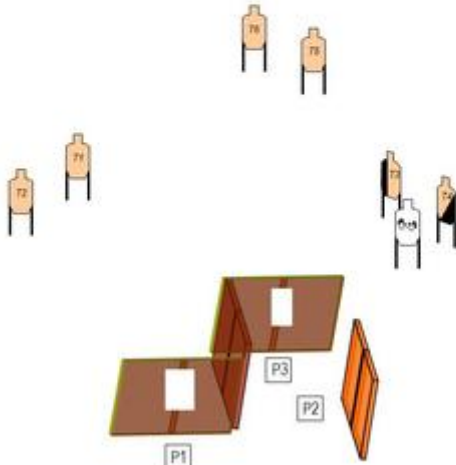


Capitol Area Practical Shooter IDPA
Stage 6 Bad day at the Bank
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are leaving your bank with when you encounter armed thugs, fight your way out!

<p>START POSITION: At P1, heels on stick</p> <p>GUN READY CONDITION: Pistol loaded to division capacity, Concealment required.</p> <p>STAGE PROCEDURE: At signal, move to P1 and engage T1, T2 through window. Then move to P2 and engage T3-T4 from cover. Finally advance to P3 and engage remaining targets in tactical priority.</p>	<p>SCORING: Vickers, 18 rounds min.</p> <p>TARGETS: IDPA</p> <p>SCORED HITS: Best 3 shots on target</p> <p>START-STOP: Audible - Last shot</p> <p>RULES: IDPA</p>
---	--



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	