

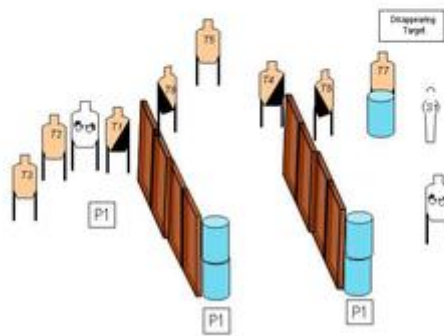
# 1. Back It Up



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



<b>SCENARIO DESCRIPTION:</b> After a evening of twinking at the local night club, you encounter rill raft in the parking lot. Handle it....	
<b>START POSITION:</b> P1, toes on stick	<b>SCORING:</b> Vickers, 17 rounds min
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> At signal, draw and engage T1-T3 in tac sequence while retreating. At T2, engage T4-T5. Move to P3 and engage remaining targets as they become visible from cover.	<b>SCORED HITS:</b> Best 2 per paper
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	

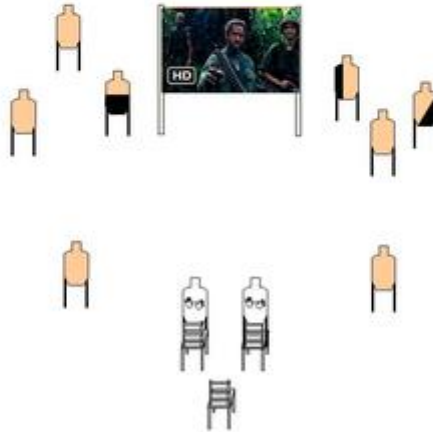
## 2. Movie Madness



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



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

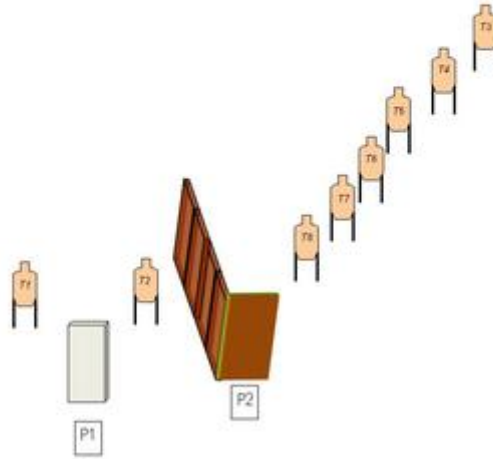
# 3. ATM Ambush #27



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



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



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	

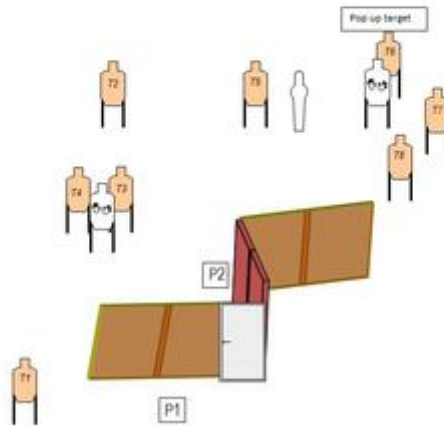
# 4. Uninvited Guest #4



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



<b>SCENARIO DESCRIPTION:</b> 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...	
<b>START POSITION:</b> P1	<b>SCORING:</b> Vickers, 17 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> Best 2 per paper Steel must fall
<b>SID notes:</b> Advise shooters to not muzzle hand when opening door.	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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)



<b>SCENARIO DESCRIPTION:</b> Civil Stage	
<b>START POSITION:</b> P1	<b>SCORING:</b> Limited Vickers, 18 rds.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, hands at sides. Concealment optional	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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	<b>SCORED HITS:</b> Best 6 per paper
	<b>START STOP:</b> Audible - Last shot
	<b>RULES:</b> 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					

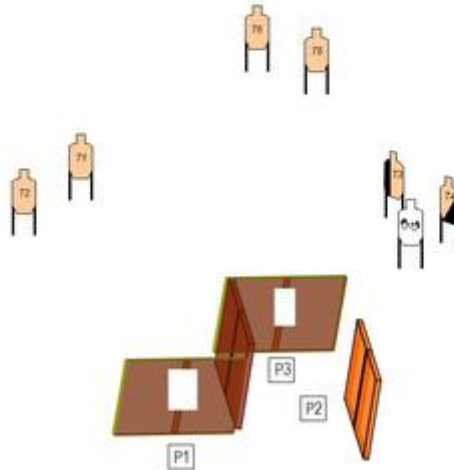
# 6. Bad Day at the Bank



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



<b>SCENARIO DESCRIPTION:</b> You are leaving your bank with when you encounter armed thugs, fight your way out!	
<b>START POSITION:</b> At P1, belts on stick	<b>SCORING:</b> Vickers, 18 rounds min.
<b>GUN READY CONDITION:</b> Pistol loaded to division capacity, Concealment required.	<b>TARGETS:</b> IDPA
<b>STAGE PROCEDURE:</b> 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.	<b>SCORED HITS:</b> Best 3 shots on target
	<b>START-STOP:</b> Audible - Last shot
	<b>RULES:</b> 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	