

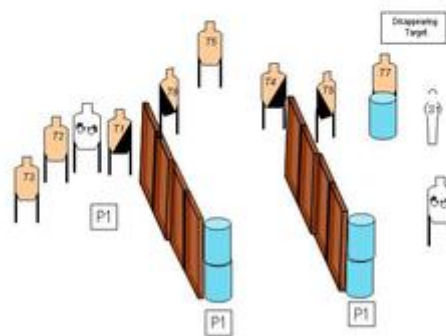
1. Back It Up



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



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| SCENARIO DESCRIPTION: After a evening of twinking at the local night club, you encounter rill raft in the parking lot. Handle it.... | |
| START POSITION: P1, toes on stick | SCORING: Vickers, 17 rounds min |
| GUN READY CONDITION: Pistol loaded to division capacity, Concealment required. | TARGETS: IDPA |
| STAGE PROCEDURE: 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. | SCORED HITS: Best 2 per paper |
| | START-STOP: Audible - Last shot |
| | RULES: IDPA |



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|---------|-------------------------------|---------|-----------|---------|----|
| 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 | |

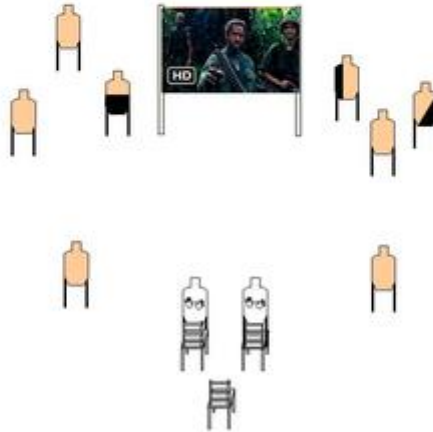
2. Movie Madness



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



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| 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 HITS: Best 2 shots on target |
| SO notes: advise shooter not to sweep leg when drawing. | START-STOP: Audible - Last shot |
| | RULES: IDPA |



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|---------|---------------------|---------|-----------|---------|----|
| 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 | |

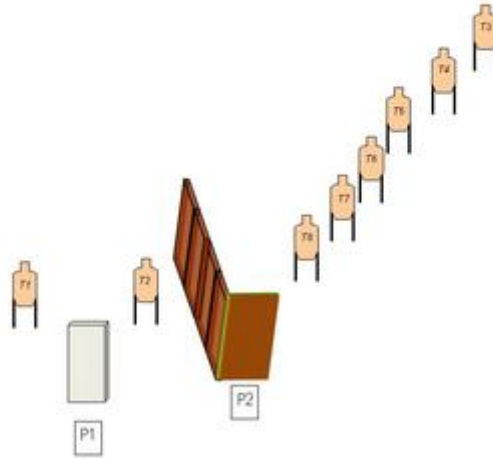
3. ATM Ambush #27



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



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| 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 | SCORING: Vickers, 18 rounds min. |
| GUN READY CONDITION: Pistol loaded to division capacity, concealment required. | TARGETS: IDPA |
| STAGE PROCEDURE: At the start signal, engage T1-T2 with 3 rds each. Move to P2 and engage remaining targets in tactical priority. | SCORED HITS: Best 3 per paper T1-T2, Best 2 on T3-T8 |
| | START-STOP: Audible - Last shot |
| | RULES: IDPA |



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|---------|---------------|---------|-----------|---------|----|
| 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 | |

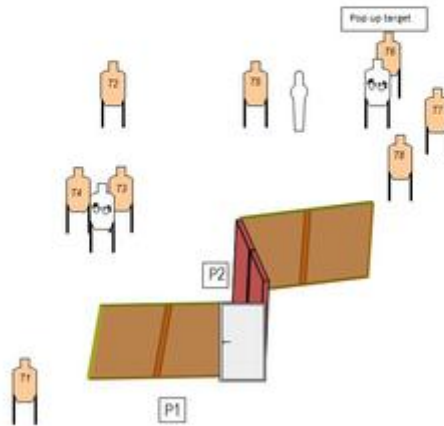
4. Uninvited Guest #4



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



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



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|---------|-------------------------------|---------|-----------|---------|----|
| 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)



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|---|--|
| SCENARIO DESCRIPTION: Civil Stage | |
| START POSITION: P1 | SCORING: Limited Vickers, 18 rds. |
| GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment optional | TARGETS: IDPA |
| 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 | SCORED HITS: Best 6 per paper |
| | 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 | | | | | |

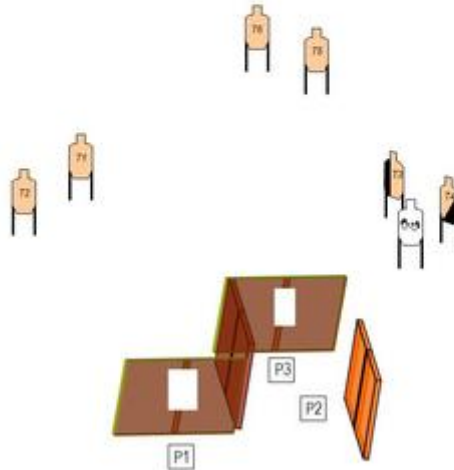
6. Bad Day at the Bank



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



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



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|---------|---------------------|---------|-----------|---------|----|
| 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 | |