

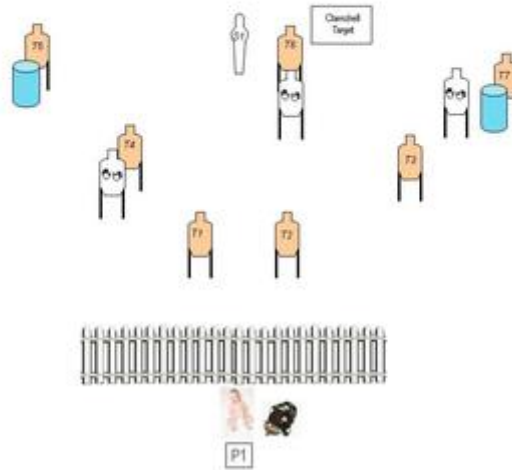
1. Ruined Family Picnic



Capitol Area Practical Shooter IDPA
Stage 1 Ruined Family Picnic
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are enjoying a picnic in the park with your family when Islamic terrorist begin shooting innocent people. Defend yourself and your family!	
START POSITION: P1, kneeling, holding baby diaper	SCORING: Vickers, 17 rds. Min. IDPA
GUN READY CONDITION: Pistol loaded to division capacity, gun and magazines/loaders in diaper bag	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, engage T1-T2 in tac sequence with 3 rds. Then engage remaining targets in tactical priority with 2 rds. each. Shooter must remain kneeling.	SCORED HITS: Best 3 rds on T1-T2, best 2 on T3-T5. Steel must fall
	START/STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	17
Targets	7 paper, 1 popper, 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	

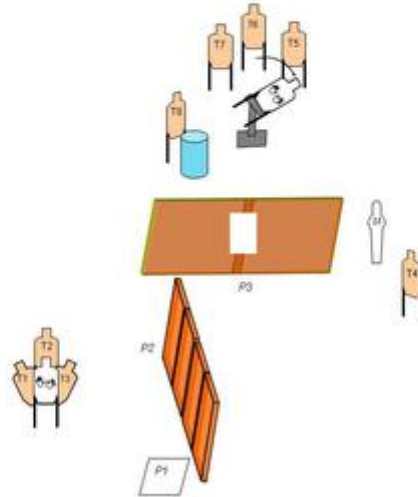
2. Terrible Terrorist #2



Capitol Area Practical Shooter IDPA
Stage 2 Terrible Terrorist #2
 Course Designer: John Crowder



SCENARIO DESCRIPTION: While shopping at the mall, terrorist take your family hostage. Deal with them!	
START POSITION: P1	SCORING: Vickers, 17 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides.	TARGETS: IDPA
STAGE PROCEDURE: At signal, engage T1-T3 while moving to P2. At P2 engage T4 and S1, then move to P3 and engage remaining targets in tactical order.	SCORED HITS: Best 2 rds, steel must fall.
	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	

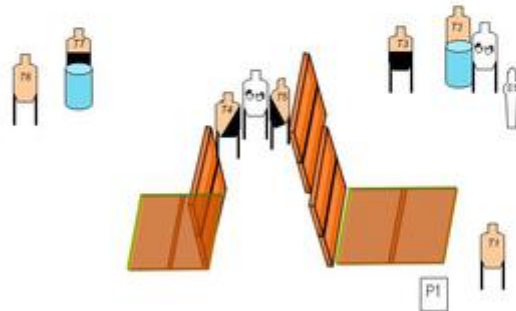
3. Hurricane Happenstance #2



Capitol Area Practical Shooter IDPA
Stage 3 Hurricane Happenstance #2
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are working security in a hurricane shelter when you hear a scream from the hallway!	
START POSITION: P1	SCORING: Vickers, 15 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, engage T1 from retention. Then engage remaining targets with 2 rds. each in tactical priority.	SCORED RNTS: Best 2 on targets
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	15
	Targets		7 paper, 1 popper, 2 no-shoot		Total
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					

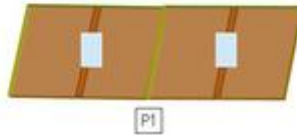
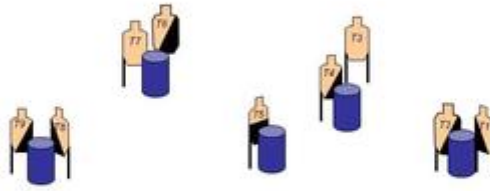
4. Kitchen Chaos 2



Capitol Area Practical Shooter IDPA
Stage 4 Kitchen Chaos 2
 Course Designer: John Crowder



SCENARIO DESCRIPTION: You are doing the KP duties when you notice criminal activity in your back yard by the post bannin, deal with it.	
START POSITION: IPF	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At the start signal, move to either post and using cover, engage T1-T9 in tactical priority.	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	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. Sitting Standards



Capitol Area Practical Shooter IDPA
Stage 5 Sitting Standards
 Course Designer: John Crowder



SCENARIO DESCRIPTION: IDPA Standards Drill	
START POSITION: Seated at P1	SCORING: Limited Vickers, 18 rds min.
GUN READY CONDITION: Pistol unloaded in IDPA box, all loading devices on table.	TARGETS: IDPA
STAGE PROCEDURE: String 1: At signal, retrieve gun, load, and engage T1 with 6 rounds. String 1: At signal, retrieve gun, load, and engage T2 with 6 rounds. String 1: At signal, retrieve gun, load, and engage T3 with 6 rounds.	SCORED HITS: 6 hits per target
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper,	Total	9 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	

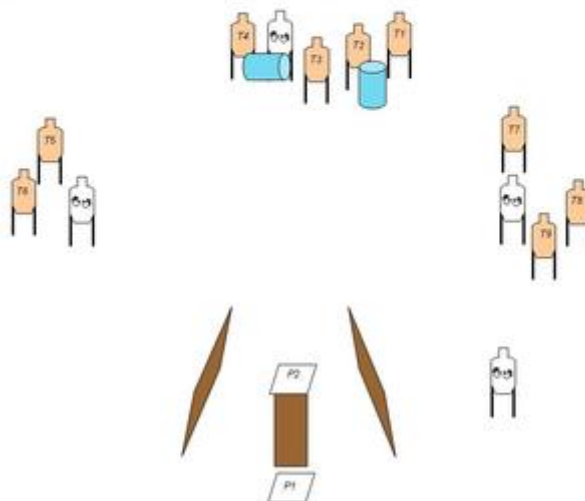
6. Just Another Home Invasion



Capital Area Practical Shooter IDPA
Stage 6 Just Another Home Invasion
 Course Designer: John Crowder



SCENARIO DESCRIPTION: Arriving home after a long night of work, you interrupt a home invasion in progress. Fight for your families safety!	
START POSITION: P1, hands relaxed at sides.	SCORING: Vickers, 18 rounds min.
GUN READY CONDITION: Pistol loaded to division capacity, Concealment required.	TARGETS: IDPA
STAGE PROCEDURE: At signal, from P1 engage T1-T4. Move to P2 and engage remaining targets in tactical priority.	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
	RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	9 paper, 4 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	