

1. If You Can't Stand the Heat



Capital Area Practical Shooter IDPA
Stage 1 If You Can't Stand the Heat (modified)
Course Designer: CWO Chad Barber, USCG
2013 IDPA Indoor National Championship

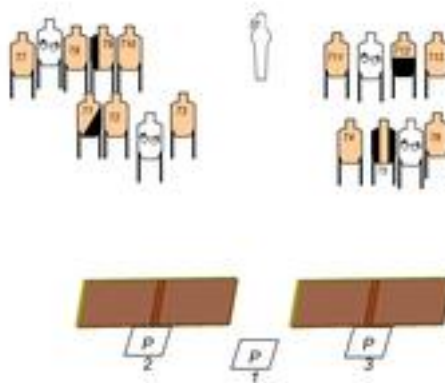


SCENARIO DESCRIPTION: Its been a long time coming but the Hatfield's and McCoy's children are getting married. Or are they? Grandpa isn't having none-o-ot when he pulls out a shotgun!

START POSITION: P1.
GUN READY CONDITION: Pistol loaded to division capacity, hands at sides. Concealment required.

STAGE PROCEDURE: At signal, engage S1 while static and then proceed to P2 or P3, your choice, and defend the wedding party. Use caution as there are many unarmed guest in the church.

SCORING: Vickers, 14 rounds min.
TARGETS: IDPA
SCORED HTS: Best 1 on target, steel must fall.
START-STOP: Audible / Last shot
RULES: IDPA



Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	13 paper, 1 plates, 4 no-shoot	Total	14 targets	Strings	1
Scenario & Procedure	At signal, engage S1 while static and then proceed to P2 or P3, your choice, and defend the wedding party. Use caution as there are many unarmed guest in the church.				
Start pos	P1, Pistol loaded to division capacity, hands at sides. Concealment required.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

2. Drill Stage

No image

Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	18
Targets	1 paper,	Total	1 targets	Strings	1
Scenario & Procedure	On signal, draw and while moving to P2, engage target with 6 rds. free style. Reload with 6 rds. and engage target strong hand only, reload and finish weak hand only with 6 rds. Somewhere during that string, you must shoot 6 rds. to the head, shooters choice.				
Start pos	P1, heels on stick. Pistol loaded to 6 rds, hands at sides. Concealment required.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

3. Last Chance Gold Mine

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	18
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure	You are headed to work on your claim with your partners and discover that claim jumpers have taken them hostage. Free them and defend yourself.				
Start pos	At P1, hands on pick axe. Pistol loaded to division capacity, hands at side. Concealment required.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	At signal, draw and advance to P2, using cover, engage targets with 2 shots to the body and 1 to the head. Then advance to P3 and finish.				

4. Lions, Tigers and Zebras, Oh My!

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	26
Targets	10 paper, 3 no-shoot	Total	10 targets	Strings	3
Scenario & Procedure	STRING 1 At start signal, fire 3 shots on lions targets T1-T3 in tactical sequence. STRING 2 At start signal, fire 2 shots on targets T1-T4. STRING 3 At start signal, draw and fire 2 shots on each body, then one shot on each head, in that order.				
Start pos	Pistol loaded to division capacity and holstered. Concealment required.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup					

5. African Safari

No image

Scoring	Vickers Count	Firearm	Handgun	Rounds	14
Targets	7 paper, 2 no-shoot	Total	7 targets	Strings	1
Scenario & Procedure	At signal, stand and advance to P1, engage targets with 2 rds. each in tactical priority (near to far).				
Start pos	Seated, hands on knees. Pistol loaded to division capacity. Concealment required.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety					
Setup	You are seated in your camp after a day of hunting admiring the sunset. Suddenly a gang of poachers drawn by your cooking fire, attack the camp. Defend yourself.				