

# The Door to Hell

**RULES:** IDPA RULES

**COURSE DESIGNER:** Jerome Turner

**START POSITION:** Standing at the door, gun loaded and holstered

**SCENARIO:** By now, you know that John's Zombies have invaded everything. The blood on the window alerts you to their presence in the neighbors house. Burst in and clean them out.

**PROCEDURE:** Upon start, clear the entry T1 and T2, the room, T3 and T4 and the hallway T5 and T6 with two to the head using available cover.

**SCORING:** Vickers

**ROUND COUNT:** 12

**TARGETS:** 06

**DISTANCE:** varies

**SCORED HITS:** best two in the upper zero zone

**START/STOP:**

**PENALTIES:** standard

**CONCEALMENT:** Yes

**NOTES:**

Bay 10

