

# Rooms and Halls

**RULES:** IDPA Rules

**COURSE DESIGNER:** Jerome Turner

**START POSITION:** gun loaded and holstered, under cover, with hands on top of wall one.

**SCENARIO:** You are putting away the spare blankets when you hear intruders in the house. Save yourself and guests.

**SCORING:** Vickers

**PROCEDURE:** Engage T1,T2 from the left corner of wall one, responding to your screaming guests, charge around the corner and engage T5 while moving down the hall. Go to P-2 and engage T3,T4 from around the barrels, cross the hall to doorway P-3 and engage T6,T7,T8, from cover.

**ROUND COUNT:** 16

**TARGETS:** 08

**DISTANCE:** varies

**SCORED HITS:** best two on paper

**START/STOP:**

**PENALTIES:** Std. IDPA

**CONCEALMENT:** Yes

**NOTES:** T5 on the move

Bay 9

Stage 2

