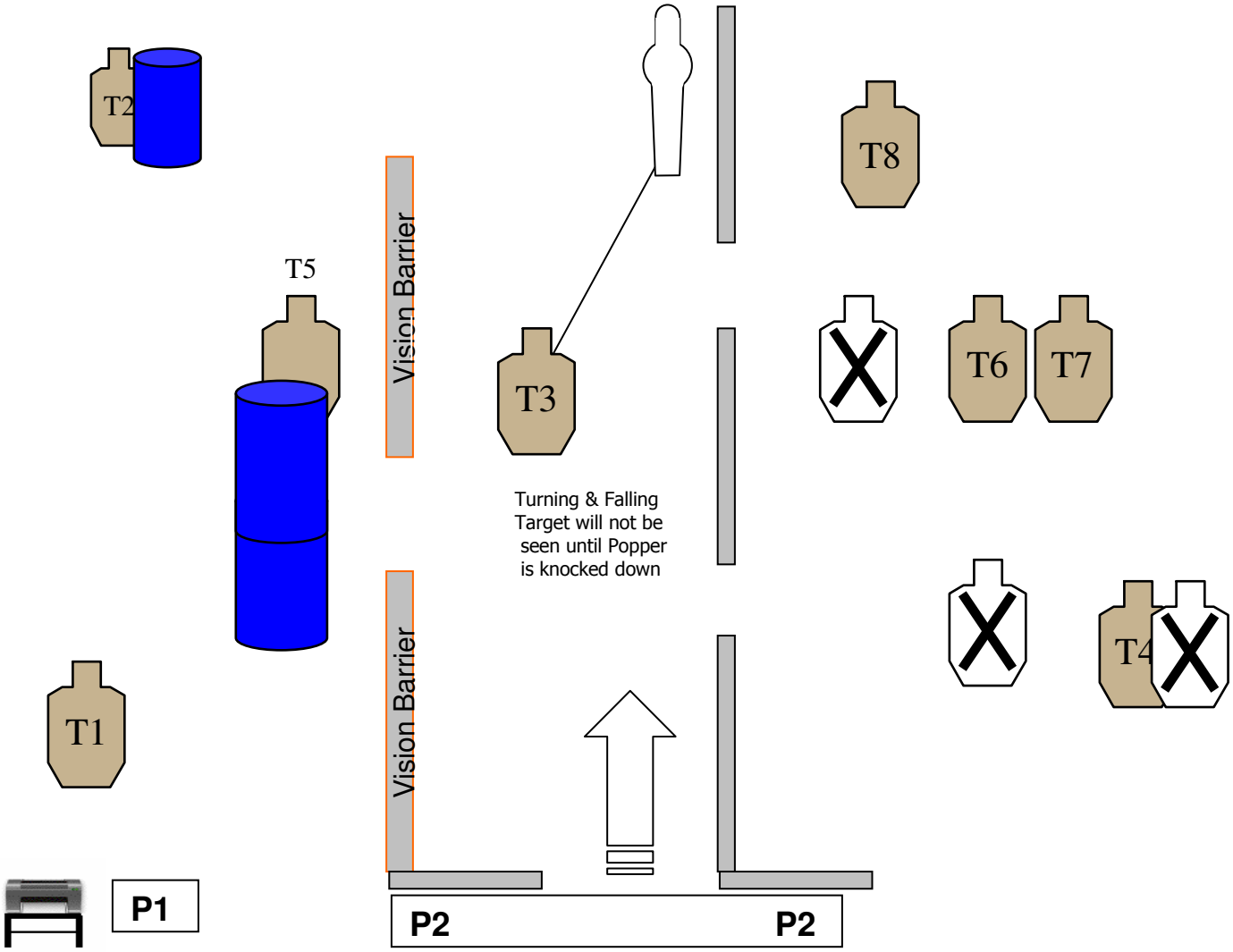STAGE #2 Bay #2	Hallway of Horrors!
RULES: Latest edition IDPA rulebook, Concealment required	**Course Designer:** Michael Craig
STARTING POSITION: Shooter begins at P1.	
SCENARIO: You are grilling out in your backyard on a summer day while your in-laws are entertaining "friends". All of a sudden you hear the front door being kicked in and screams and gunshots from your home. You are the target of a home invasion. Your wife and kids are in the house and they are your priority. You house has a very interesting connector from the yard to the house that you must navigate in order to reach your family.	
STAGE PROCEDURE: Start scenario standing at grill at P1, strong side facing uprange with grill tong in strong hand. At the signal, engage all visible targets in tactical order. Shooter will draw ONLY after turning downrange. Due to proximity of threat T1 must be shot from retention. Move to cover at P2 and engage all visible threat targets in tactical order with 2 shots minimum per paper target and knock down the pepper-popper. Once visible targets are neutralized at P2 enter hallway and engage remaining threats from within hallway. For safety reasons competitor cannot leave hallway while engaging threats. **Note:** Popper will activate Turning & Falling/Disappearing Target. No FTN will be accessed on T3. SO will define safe muzzle points. No turning around in hall. No shooting behind you. If you miss a target and want to re-engage you must keep muzzle pointed downrange at all times.	
SCORING: Vickers Count **ROUND COUNT:** 17 Minimum **SCORED HITS:** 2 best shots on each paper target, knockdown on pepper-popper **RELOADS:** Any IDPA reloads behind cover. **START-STOP:** Audible & Last shot