

# 1. Dispatching the Dead

No image

|                      |                                 |         |            |         |    |
|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun    | Rounds  | 11 |
| Targets              | 11 popper,                      | Total   | 11 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. Save the Informant

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun   | Rounds  | 14 |
| Targets              | 7 paper, 1 no-shoot             | Total   | 7 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. Zombies in the Alley

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun   | Rounds  | 12 |
| Targets              | 4 paper,                        | Total   | 4 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                |                                 |         |           |         |    |

## 4. A Nightmare on Your Street

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|                      |                                 |         |            |         |    |
|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun    | Rounds  | 70 |
| Targets              | 20 paper, 10 plates, 8 no-shoot | Total   | 30 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. Me and My Boom Stick

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|                      |                                 |         |           |         |    |
|----------------------|---------------------------------|---------|-----------|---------|----|
| Scoring              | Limited 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                |                                 |         |           |         |    |

## 6. Shaun of the Dead

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|                      |                                 |         |            |         |    |
|----------------------|---------------------------------|---------|------------|---------|----|
| Scoring              | Vickers Count                   | Firearm | Handgun    | Rounds  | 16 |
| Targets              | 4 popper, 12 plates, 5 no-shoot | Total   | 16 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                |                                 |         |            |         |    |