

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

No image

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

No image

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

No image

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

No image

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

No image

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					