

1. Very Bad Zombies

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 12 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | You are confronted by 3 very bad Zombies, they just don't want to die. Standing at P1 engage each target with 2 shots to the body and 2 shots to the head | | | | |
| 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. Distance

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited | Firearm | Handgun | Rounds | 18 |
| Targets | 1 paper, | Total | 1 targets | Strings | 2 |
| Scenario & Procedure | SCENARIO: Some distance shooting, PROCEDURE: String 1 At P1 engage target with 4 rounds standing and 4 rounds kneeling. String 2 At P1 engage target with 6 rounds standing and 4 rounds prone | | | | |
| 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. Reloading practise

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Limited | Firearm | Handgun | Rounds | 15 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Reload practice PROCEDURE: Standing @ P1 engage each target with 2 rounds each, do a slide lock reload, engage each target with 1 head shot each and do a loaded chamber reload and engage each target with 2 rounds each | | | | |
| 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. Strong hand and weak hand and head

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Limited | Firearm | Handgun | Rounds | 18 |
| Targets | 3 paper, | Total | 3 targets | Strings | 1 |
| Scenario & Procedure | SCENARIO: Standards exercise PROCEDURE: Standing at P1, draw and engage T1-T3 with 2 rounds each, to the head, transition to strong hand and engage T1-T3 with 2 rounds each, to the body, strong hand only, move to P2 and engage T1-T3 with 2 rounds each to the body, weak hand only, reload as necessary NOTES: Both hands must be used for malfunction clearance, and reloading | | | | |
| 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. Stage Popping up

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 13 |
| Targets | 4 paper, 1 plates, 1 no-shoot | Total | 5 targets | Strings | 1 |
| Scenario & Procedure | Scenario Sitting at home, Zombies attack, shoot them and then the lock plate to stop more from entering you home Procedure Engage T1-T4 each with 2 rounds to the body and 1 round to the head, then engage plate, plate must be down | | | | |
| 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. Family Time

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|----------------------|---|---------|-----------|---------|---|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 6 |
| Targets | 2 paper, 2 plates, 3 no-shoot | Total | 4 targets | Strings | 1 |
| Scenario & Procedure | Scenario Sitting across your family when bad guys attack, defend yourself Procedure Engage T1 and T2 with 2 shots each, Plates must be down | | | | |
| Start pos | Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | PL1 and PL2 Needs to be under T1 and T2 2m Away, T1 and PL1 must be shot from left, T2 and PL2 from right | | | | |