

1. Stage 1

No image

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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 | Standing at P1 handgun loaded and holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

2. Machete Attack

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|----------------------|--|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 18 |
| Targets | 6 paper, 2 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | Whilst walking in the park you notice 2 x BG running at you with machetes in their hands. You draw your firearm and whilst retreating to cover you engage the perpetrators with 3 shots each. Engage his mates from your second position of cover. From A, on the signal, draw and engage T1– T2 whilst retreating to cover with three shots each. All shots to be fired on the move. Engage T3 – T6 with 3 shots each from B. | | | | |
| Start pos | Standing at A, facing down range, hands relaxed at sides, handgun loaded with 6 rounds, holstered an | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

3. Family time

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|----------------------|---|---------|-----------|---------|----|
| Scoring | Unlimited | Firearm | Handgun | Rounds | 10 |
| Targets | 4 paper, 2 plates, 3 no-shoot | Total | 6 targets | Strings | 1 |
| Scenario & Procedure | Sitting across your family when bad guys attack, defend yourself Engage T1 –T4 with 2 shots each, Plates must be down | | | | |
| Start pos | Sitting at P1 Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |

4. 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 | Sitting at home, Zombies attack, shoot them and then the lock plate to stop more from entering you home 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 | Sitting at P1, Gun loaded & holstered | | | | |
| Start on | Audible signal | | | | |
| Stop on | Last shot | | | | |
| Penalties | As per current edition of rules | | | | |
| Safety | L/R | | | | |
| Setup | | | | | |