

1. Stage 1

No image

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

No image

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

No image

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

No image

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					