

1. Zombies

No image

Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 4 no-shoot	Total	6 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. Zombie Rich Environment

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Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 4 no-shoot	Total	6 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. Take down the Zombies

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Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	3 paper, 6 popper,	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					

4. Zombie Pop up

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Scoring	Limited	Firearm	Handgun, Handgun	Rounds	15
Targets	5 paper,	Total	5 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. Zombie Food

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Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	5 paper, 2 popper, 3 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					