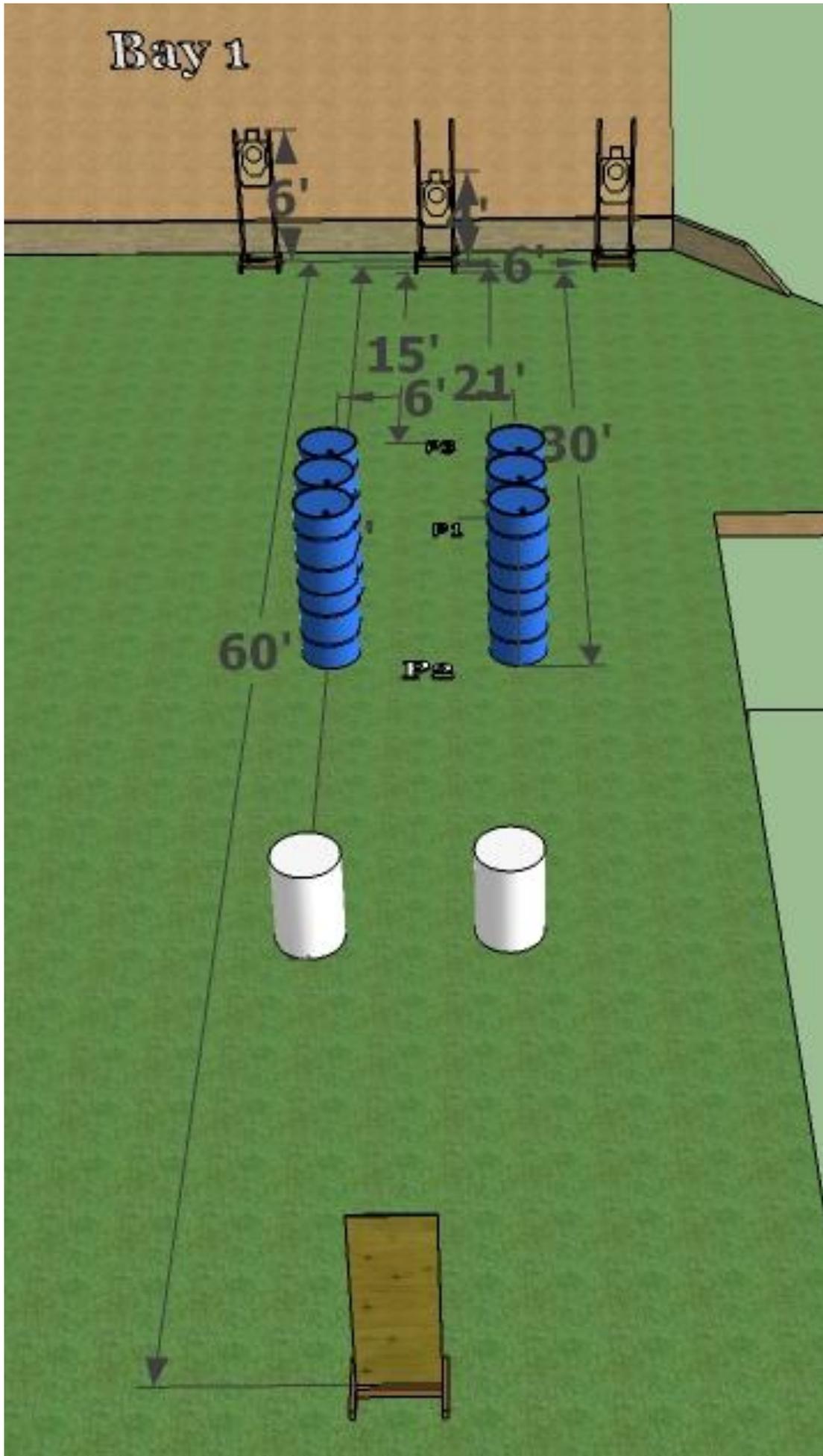
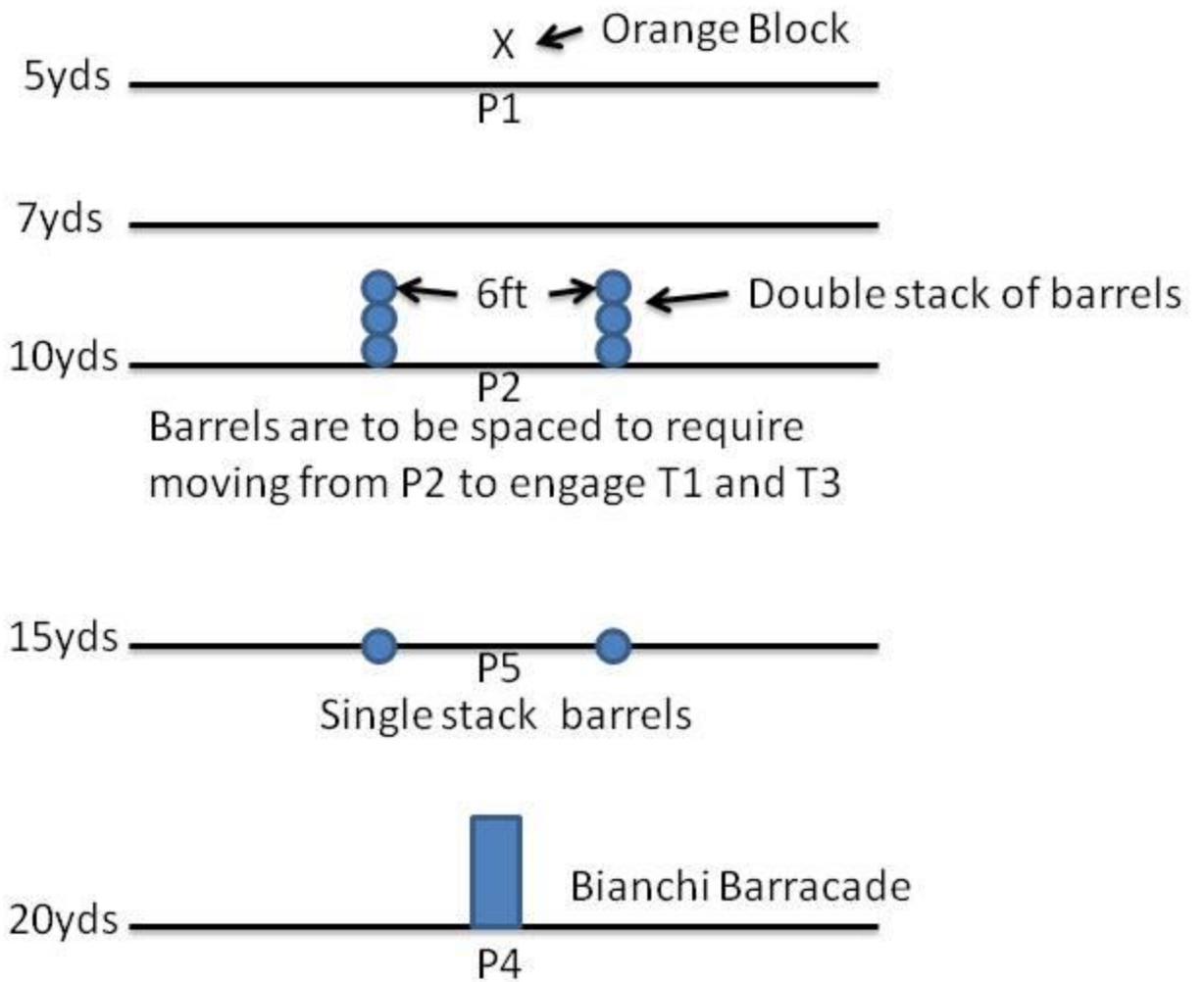


Bay 1



5 November Zombie Shoot



Stage 1

7 yards Target change For Each Shooter

String	Position	Instructions	Shots
1	1	Draw and fire two (2) head shots each on T1-T3	6
2	1	Draw and fire three (3) to the head on T1, T2, T3, tactical sequence First mag with six, slide lock reload and continue engaging targets	9
3	1	Start with gun in "WEAK" hand pointed down range at orange block, safety may be off, but finger must be out of trigger guard, fire one (1) head shot at each T1-T3. WEAK HAND ONLY	3
4	1	(Load 3 rounds MAX. in pistol) Start seated back to targets, hands on knees, Stand, turn and fire one (1) head shot at each, T1-T3, reload from slide lock and fire one (1) head shot at each, T1-T3	6
5	1	Draw and fire two (2) head shots at each T1-T3 "STRONG" hand only.	6

Stage 2

10 yards Target change For Each Shooter

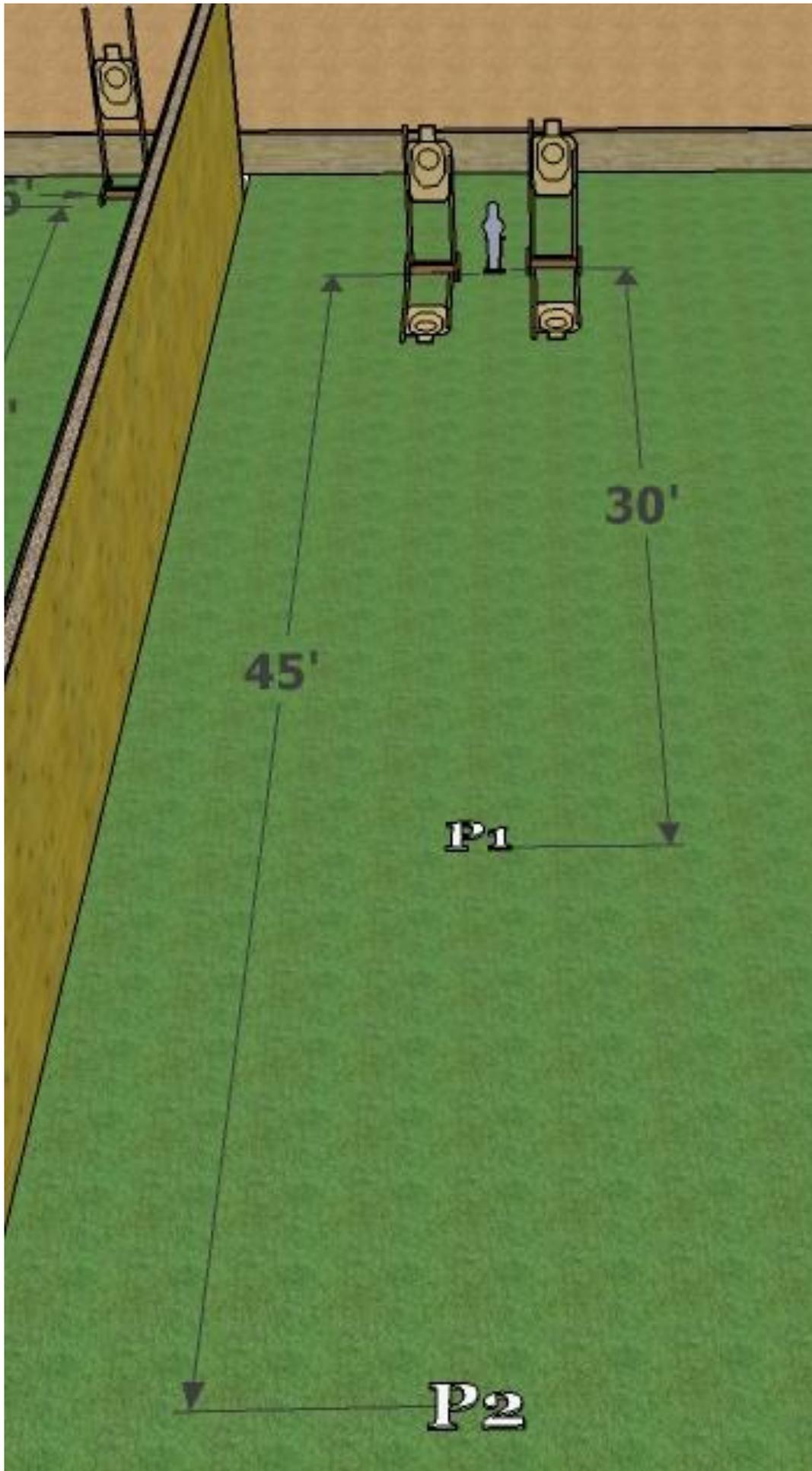
String	Position	Instructions	Shots
1	2	Start with Baby in arms at P2 Set baby down and defend by Drawing and advancing toward targets, fire two (2) head shots at each T1 - T3 while moving forward (all shots must be fired while moving). There is a forward fault line at the 5yd line for this string.	6
2	3	Star with grocery bags in both hands at P1, Draw and retreat from targets, fire 2 head shots at each T1 - T3 while retreating (all shots must be fired while moving).	6
3	2	(Load 6 rounds MAX. in pistol) Start back to targets at P2, turn and fire 2 head shots at each T1 - T3, reload from slide lock and fire 2 head shots at each T1 - T3.	12
4	2	From P2 Draw and fire 2 head shots at each T1 - T3 "STRONG" hand only. OK to move down center hallway to engage T1 or T3 depending on left or right strong hand. Right hand shooters would engage T2, move laterally to engage T3, then advance down hallway to engage T1	6

Stage 3

Position 4 - 20 yards Target change For Each Shooter

Position 5 - 15 yards

String	Position	Instructions	Shots
1	4	Draw and fire 2 head shots at each T1 and T3 from either side of the barricade, TACTICAL RELOAD and fire 2 head shots at both T1 and T3 from the opposite side of barricade.	8
2	4	Draw and fire 2 head shots at both T1 and T3 from either side of the barricade, TACTICAL LOAD and while advancing to Position #5, fire 2 head shots at both T1 and T3.	8
3	5	Starting at P5, Draw, move, kneel, and fire 2 head shots at either T1 or T3 from around side of 55-gallon barrels. Move to second barrel, kneel, and engage remaining target	4



SCENARIO: You are relaxing in your hotel room when there is a knock at the door. A group of zombies are at your door. After engaging the first time, they continue to threaten you.

START POSITION: Handgun loaded to division capacity. Spare magazines on belt. Concealment Required.

STAGE PROCEDURE.

Stage 4. Starting at P1, at the signal, address T1-T4 in tactical sequence with at least 2 rounds each (Body Shots Only) while retreating. Shooting Popper exposes T3 and T4.

Stage 8. You have learned your lesson, **body shots don't stop Zombies.** Starting at P2, at the signal, address T1-T4 with at least 2 rounds each (Head Shots Only) while advancing. Shooting Popper exposes T3 and T4.

Target Height: T1 and T3 are at 5 ft. T2 and T4 are 6 feet.

SCORING

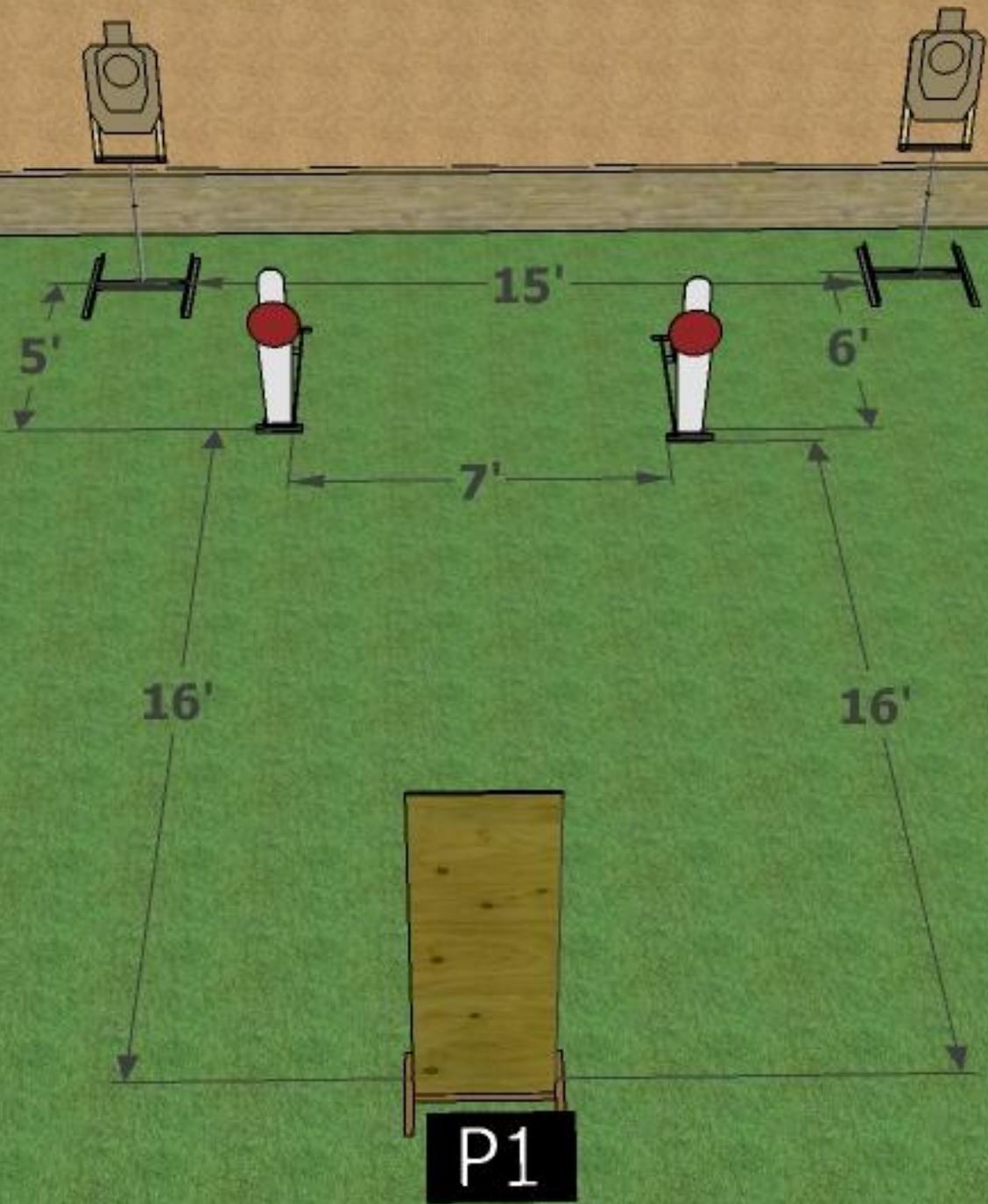
SCORING: Vickers -9 rounds minimum.

TARGETS: 4 IDPA

SCORED HITS: Best 2 on each target

START-STOP: Audible - Last shot

Bay



SCENARIO: You have given up enough ground. You are cornered behind cover. The zombies are elusive. Take them out.
START POSITION: Handgun loaded to division capacity. Spare magazines on belt. Concealment Required. Hands on the barrier.

STAGE PROCEDURE.

String 1. Starting at P1, at the signal, hands on barrier address popper on either side, engage drop turner with at least 2 head shots, perform tactical reload, then from other side of barrier, address popper and engage drop turner with at least 2 head each.

String 2. Starting at P1, at the signal, hands on barrier Strong Hand Only address popper on either side, engage drop turner with at least 2 head shots, shift gun to weak hand, then from other side of barrier, address popper and engage drop turner with at least 2 head shots.

Target Height: T1 and T2 are at 5 ft.

SCORING

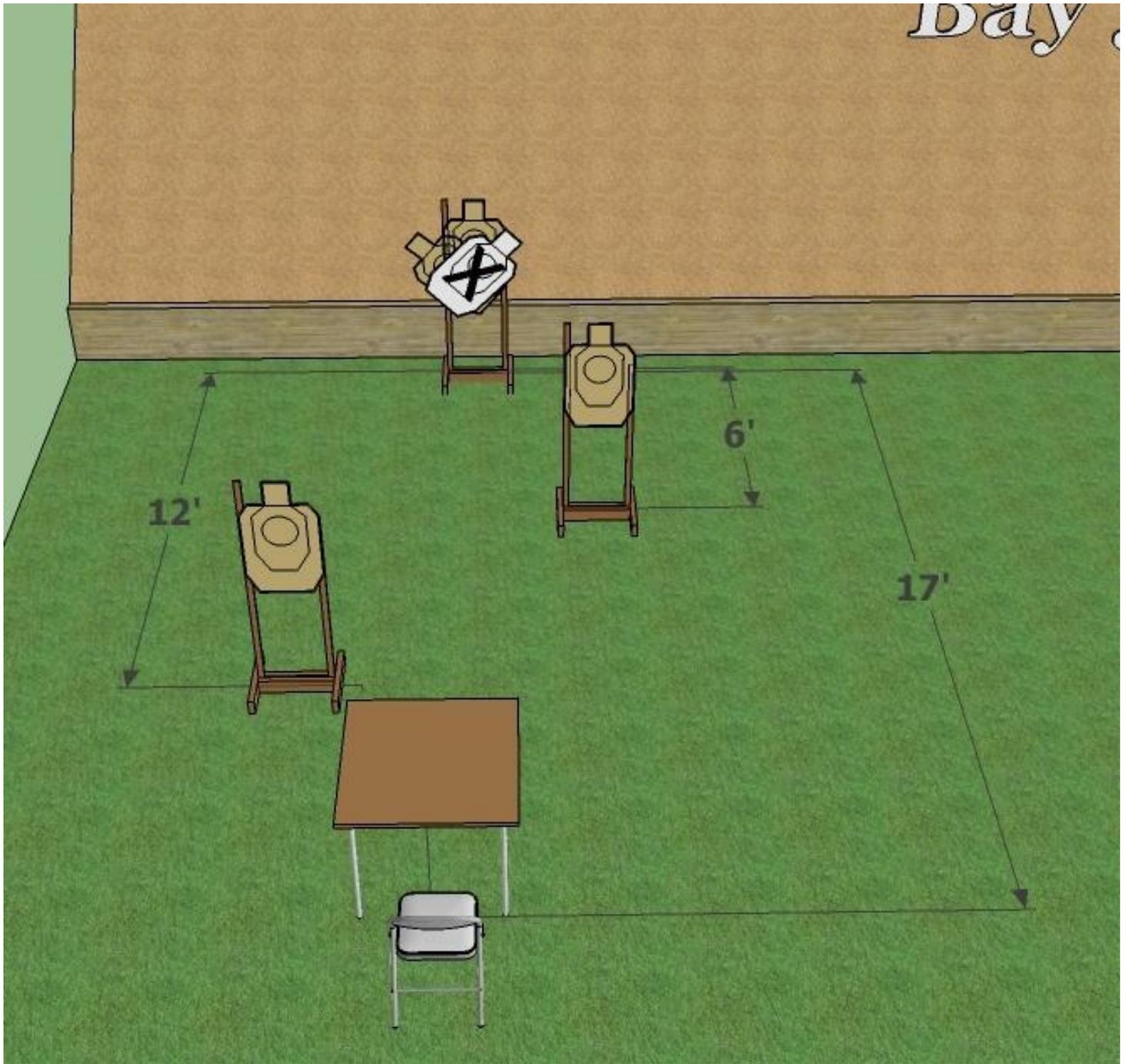
SCORING: Vickers -6 rounds minimum.

TARGETS: 2 IDPA Drop Turners, 2 Poppers to activate Drop Turners

SCORED HITS: Best 2 on each target

START-STOP: Audible - Last shot

Bay



SCENARIO: You are relaxing in your hotel room when there is a knock at the door. A group of zombies have grabbed a hotel employee and are trying to force their way into your room to take you hostage.

START POSITION: Handgun loaded to division capacity. Spare magazines on belt. Concealment Required. Begin with your gun on mat on table (safety on); spare magazines on your belt. Your hands are on your knees.

STAGE PROCEDURE.

Stage 7. At the signal, address T1-T4 in tactical sequence with at least 2 rounds each (Head Shots Only). You may stand or remain seated.

Stage 8. At the signal, address T1-T4 with at least 2 rounds each tactical priority(Head Shots Only). You may stand or remain seated.

Target Height: Close targets are 5 feet. Tallest of far targets is 6 ft.

SCORING

SCORING: Vickers -8 rounds minimum.

TARGETS: 4 IDPA 1 no shoot

SCORED HITS: Best 2 on each target

START-STOP: Audible - Last shot