

# 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

**No image**

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				