

Stage -1

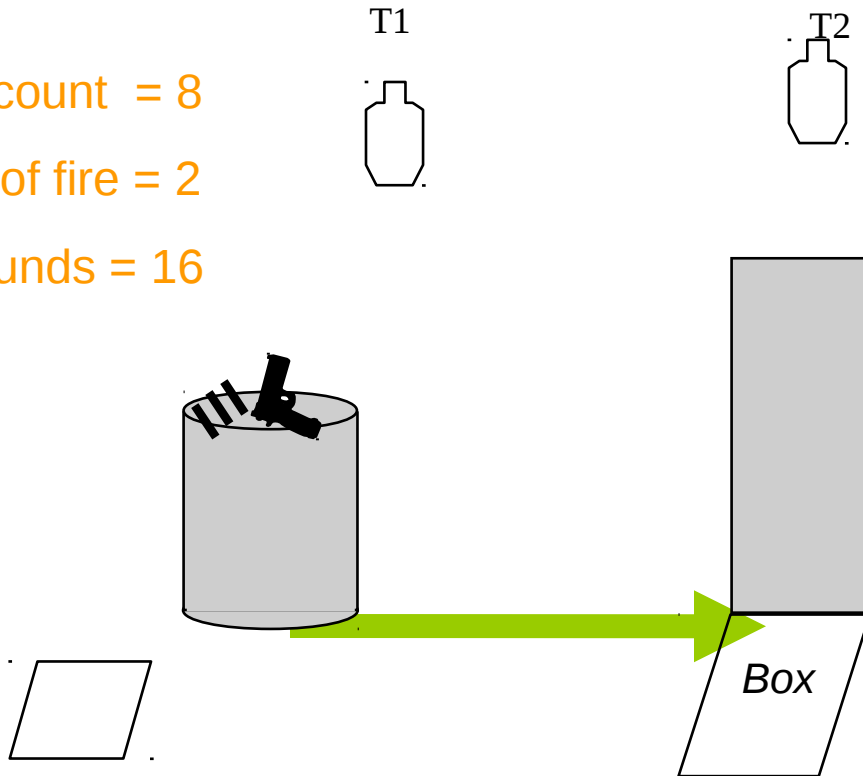
What a Pain

You are in the pharmacy picking up your prescription for your broken arm. A Zombie horde has invaded the pharmacy. The security guard ran away and dropped his gun. You cannot escape and need to stop these zombies.

Round count = 8

Strings of fire = 2

Total rounds = 16



String 1:

Firearm loaded with 11 round magazine will be staged on the barrel. Start in the shooting box. Move to the barrel, with your strong hand pick up the pistol from the table. Shoot each of the zombies on T1 with one head shot while stationary. Moving laterally to cover engage the zombies on T2 with one head shot each.. You choose whether to shoot while moving or while stationary.

String 2:

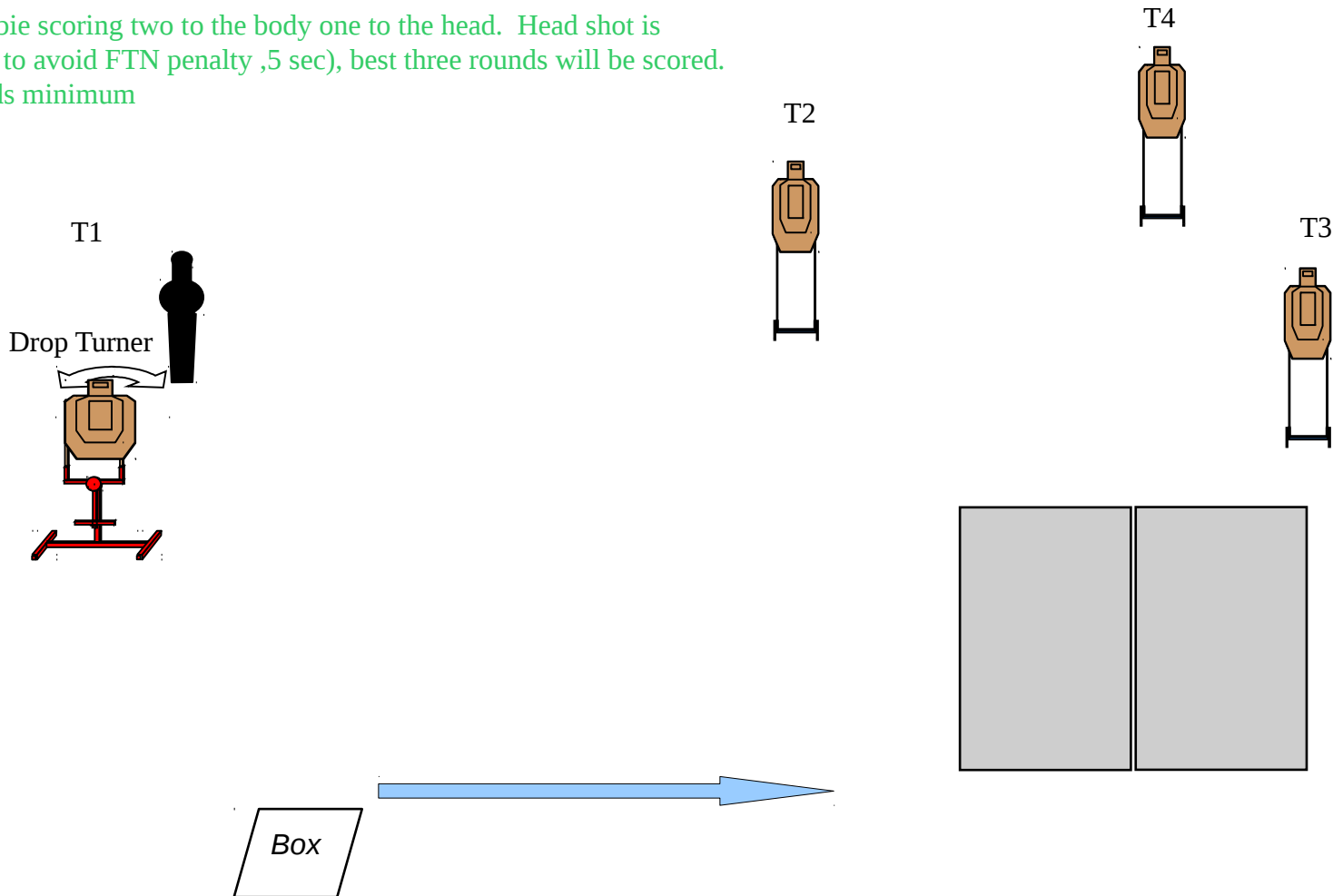
Repeat course of fire with support hand.

Stage 2

Scenario: Zombie have found you out in the open. Move to cover and eliminate the zombies.

Course of Fire: Start in box Z1, engage popper to activate the drop turner (T1), engage the zombie with three rounds. Pick up the ammo can and engage T2 with three rounds while seeking cover. engage T3 and T4 from behind cover.

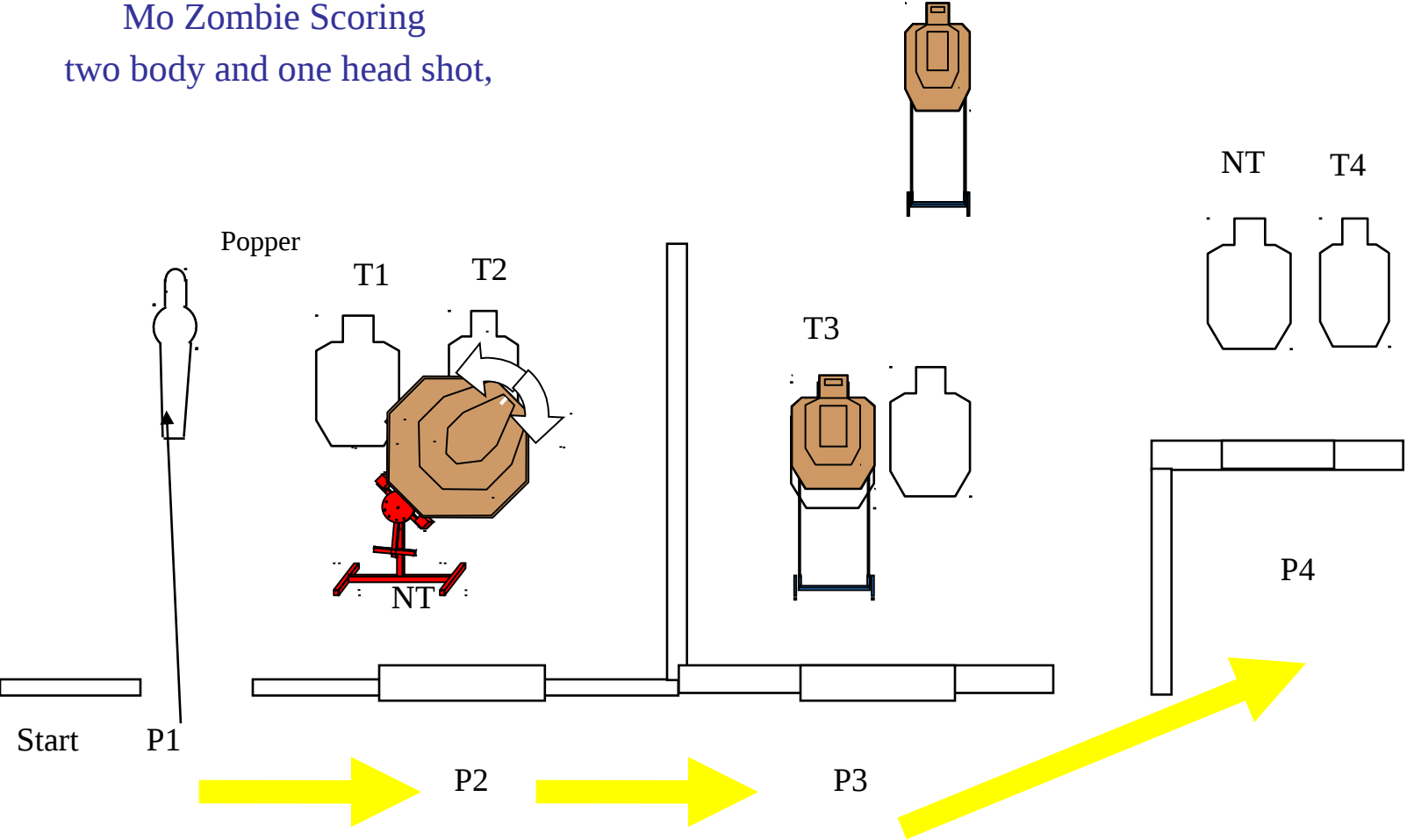
MoZombie scoring two to the body one to the head. Head shot is required to avoid FTN penalty ,5 sec), best three rounds will be scored. 13 rounds minimum



Shoot don't shoot

Stage -3

Mo Zombie Scoring
two body and one head shot,



Stage 3

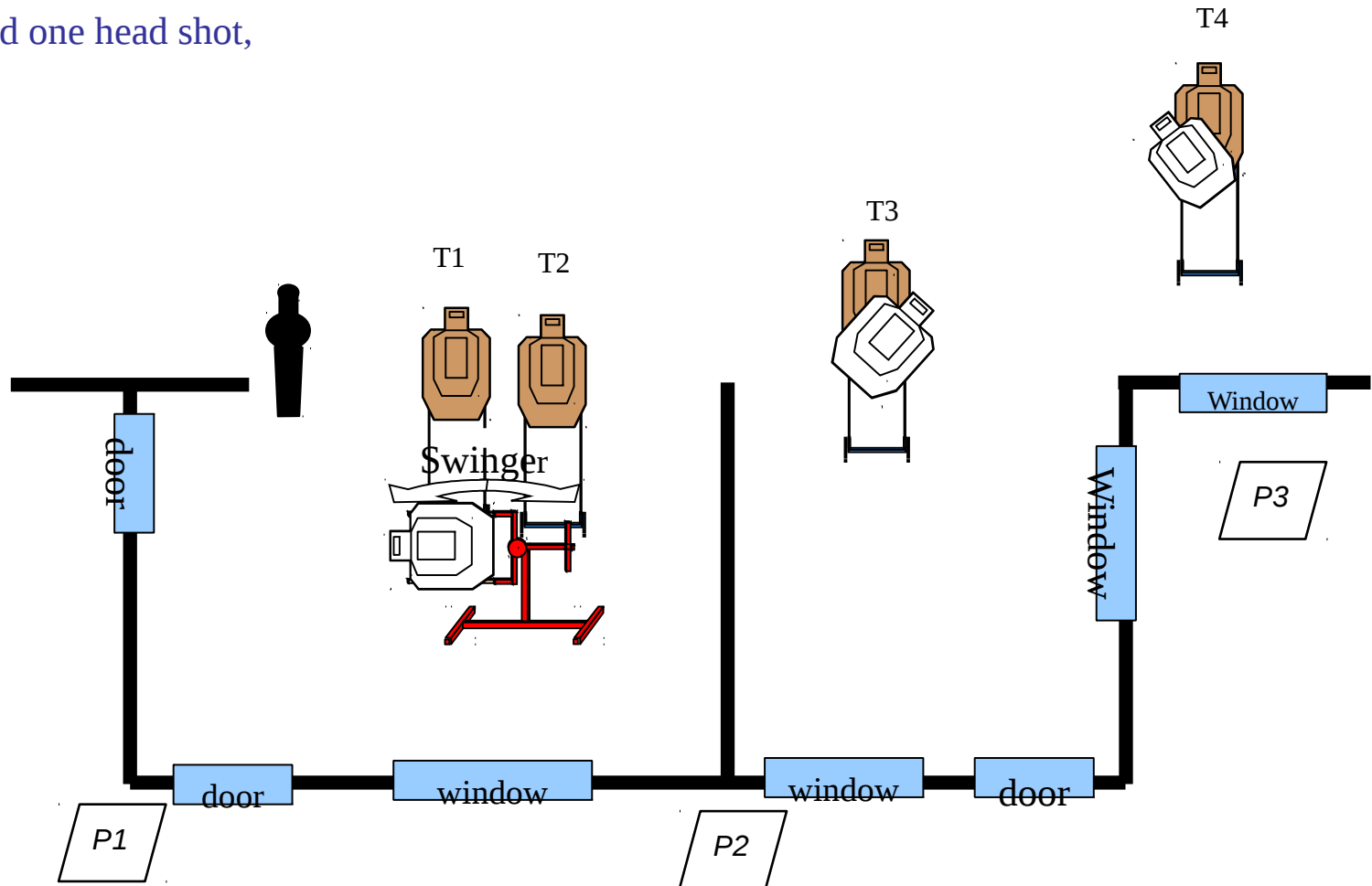
Scenario: There are zombies, and civilians at the store. You need to identify and eliminate the threats somewhere in the store.

Course of Fire: From P1 shoot the popper to activate the No Shoot swinger, engage zombies T1 and T2. Move to P2 and engage T3 with three rounds. Move to P3 and engage T4. You can engage on the move to P3.

13 Rounds

Mo Zombie Scoring

two body and one head shot,



Stage 4 Grave danger

Scenario: While in the grave yard your encounter zombies. Using the Mausoleum for cover eliminate the zombies.

Course of Fire: Start in box, move either left or right and using cover engage the zombie targets with three rounds.

Zombie popper will activate both the clam shell and pinned out and back target.

MoZombie scoring two to the body one to the head. Head shot is required to avoid FTN penalty (10 pts, 5 sec), best three rounds will be scored.

13 rounds minimum

