

Stage 1 Zombie Horde

Scenario: You are being threatened by a horde of zombies. Eliminate the threats to save your brain.

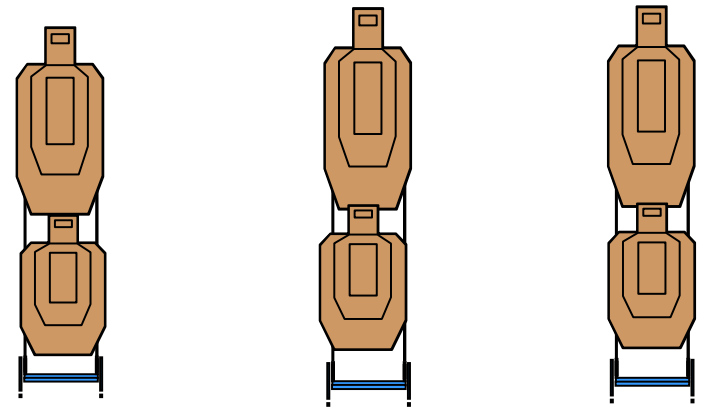
Course of Fire: From the start box engage each target free style with three rounds including one head shot.

Minimum 18 rounds.

Mo-Zombie Scoring: Three shots per target, at least one head shot.

No head shot = FTN

Less than three hits = Miss



Start

Stage 2: Pit bulls and parole violators, Zombie Edition

Scenario: Escaped convict zombies and their zombie dogs are on the loose. Eliminate all the threats.

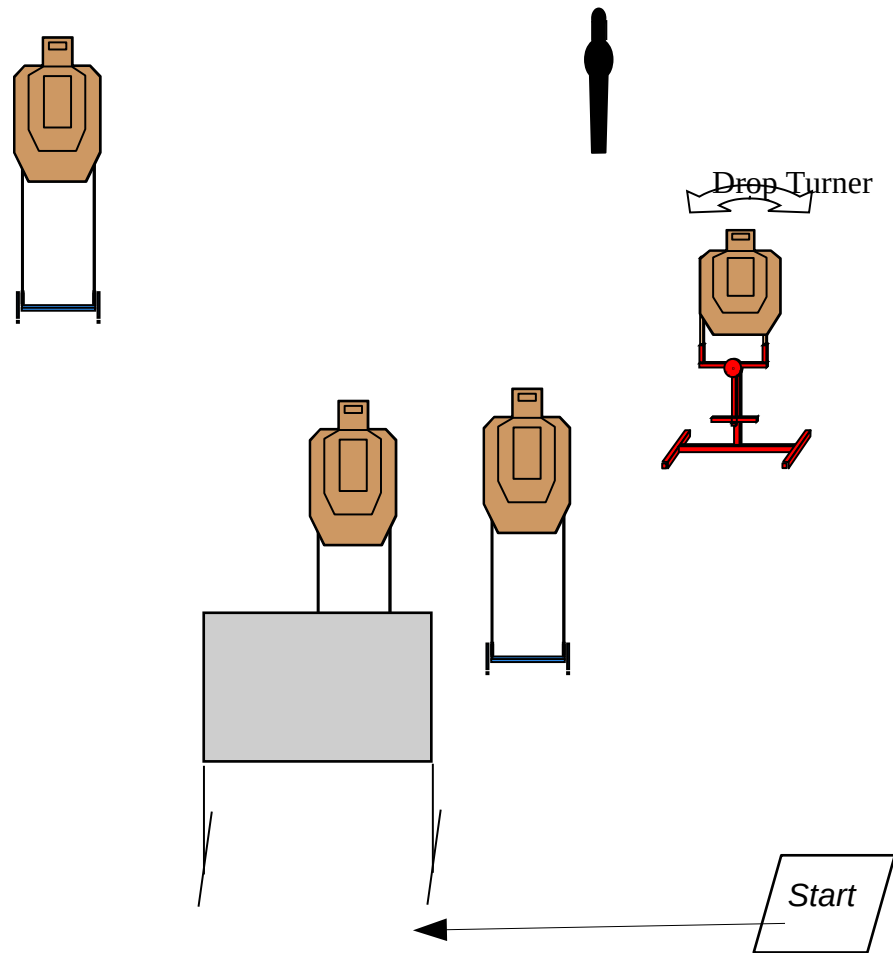
Course of Fire: From the start position engage the poppper to activate the Drop Turner. Engage target with three round, including a head shot. Move to barrier to engage the remaining targets with three rounds including the head shot.

13 rounds minimum

Mo-Zombie Scoring: Three shots per target, at least one head shot.

No head shot = FTN

Less than three hits = Miss



Stage 3: Get Out of the Graveyard

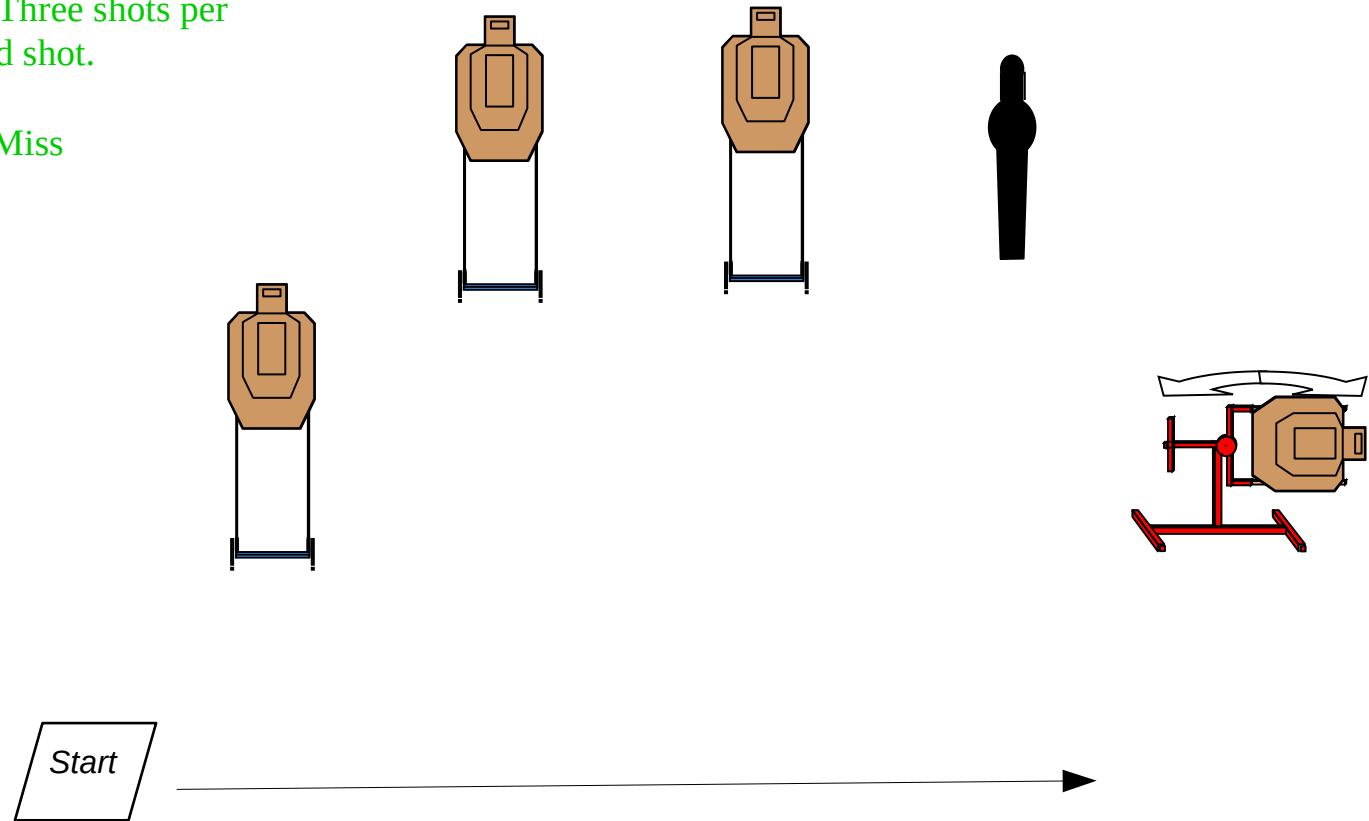
Scenario: You find yourself in the graveyard as the zombies emerge. Eliminate the zombies and get out of the graveyard.

Course of Fire: From the start box engage the targets with three rounds freestyle including one head shot. Move to the right engaging targets. You can shoot while moving or you can move and then shoot. End in front of headstone. Engage popper to activate swinger, engage swinger with three rounds including one head shot. 13 rounds minimum

Mo-Zombie Scoring: Three shots per target, at least one head shot.

No head shot = FTN

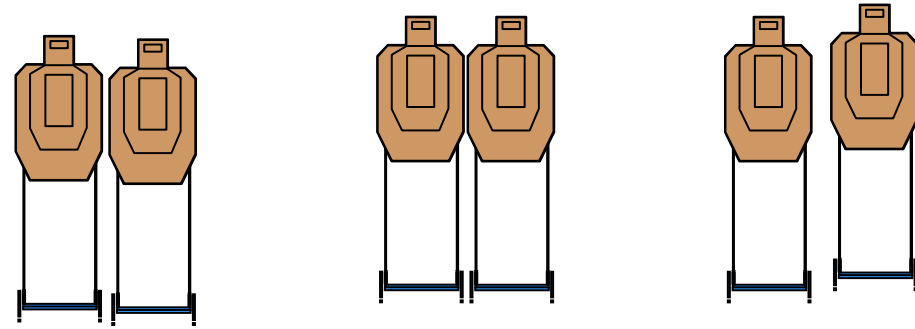
Less than three hits = Miss



Stage 4: Qualify for your Zombie Hunting License

Scenario: Skill test to qualify for your zombie hunting license. All targets must have three rounds with one head shot to get the license.

Course of Fire: Start facing up-range in the start box. Turn draw and engage T1 T2 with three rounds. Move to barrier, engage T3 from left side of barrier, engage T4 from right side of the barrier. Move to next barrier, engage strong side target with three rounds, including a head shot using your strong hand only from the strong side of the barrier. Engage weak side target with three rounds including a head shot with weak hand only from weak side of the barrier. 18 rounds minimum



Mo-Zombie Scoring: Three shots per target, at least one head shot.

No head shot = FTN

Less than three hits = Miss

