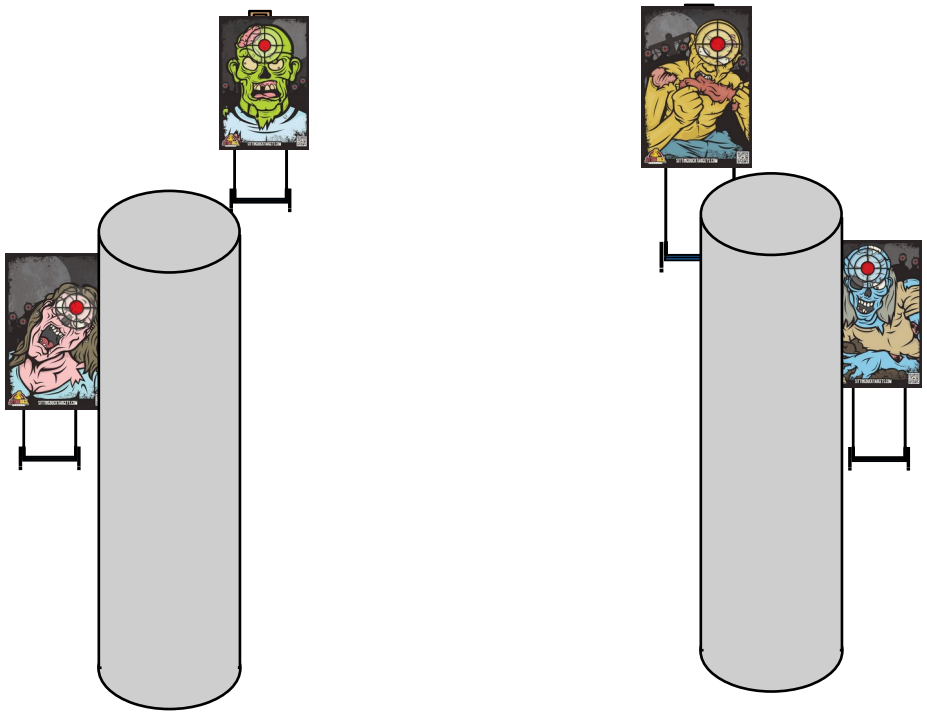
Stage 1 Zombies behind the columns

Scenario: Save your brain from the zombies

Course of Fire: Pick a start location behind the columns. Engage each zombie with three shots, at least one head shot is needed to avoid a Failure To Neutralize. You cannot advance beyond the columns.
All hits in the head are -0, hits in the anatomy of the zombie are -1 anything else is a miss.

12 rounds minimum



Stage 2

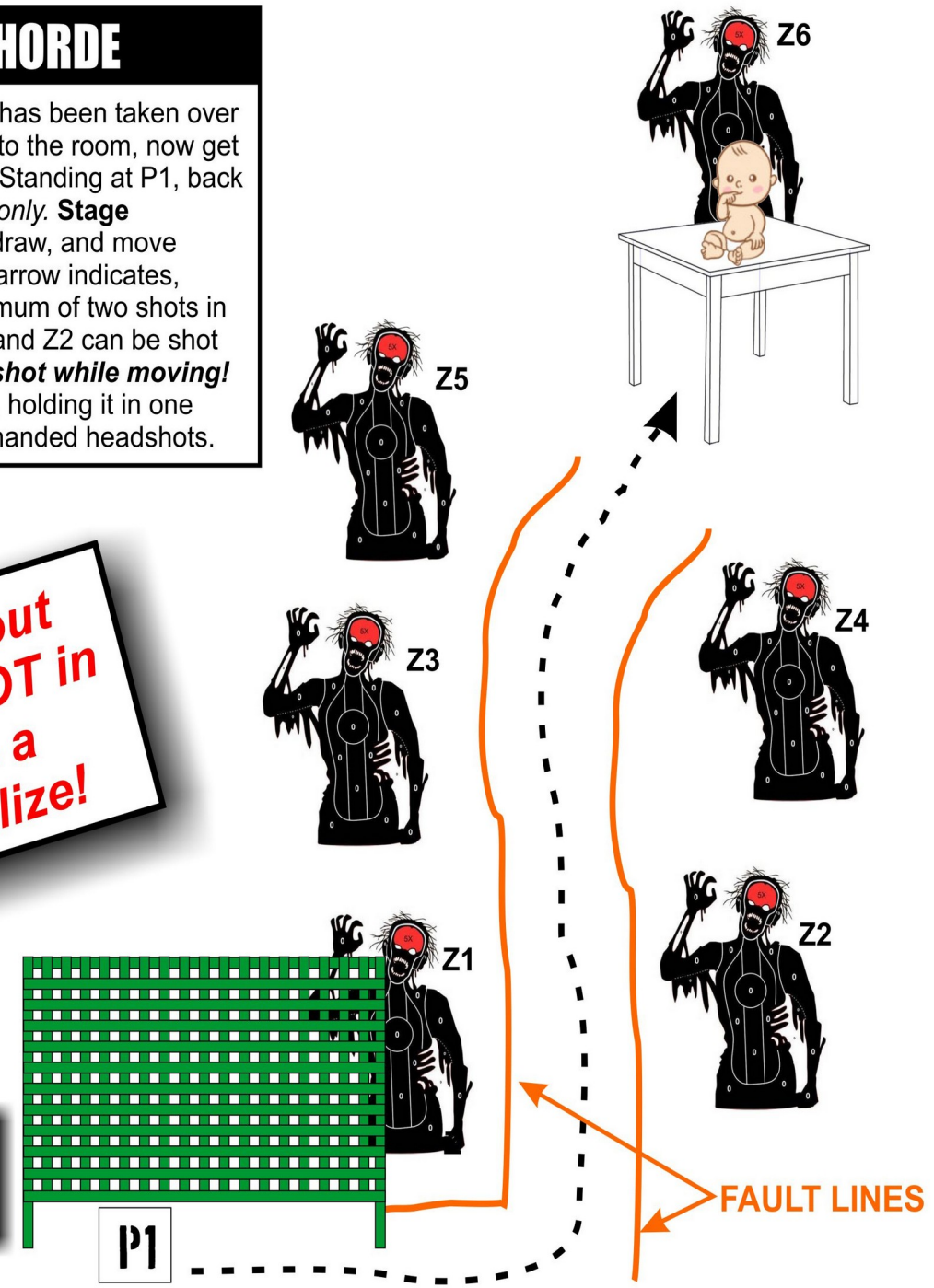
BABY AMONGST THE HORDE

Scenario: You're baby is stuck in a room that has been taken over by the Zombie horde! You've fought your way to the room, now get in there and rescue the baby! **Start Position:** Standing at P1, back touching the wall. *Pistol loaded with 6 rounds only.* **Stage Procedure:** On the audible start signal, turn, draw, and move around the wall and through the horde as the arrow indicates, stying within the fault lines, and putting a minimum of two shots in each head (body shots count as a MISS). Z1 and Z2 can be shot while stationary, but Z3, Z4, and Z5 ***must be shot while moving!*** After reaching the table, pick up the baby and, holding it in one hand, engage Z6 with a minimum of two one-handed headshots.

Scoring: Vickers Count
Scored Shots: 12
Penalties: Per IDPA Rules

Any Zombies without AT LEAST ONE SHOT in the head will be a Failure to Neutralize!

You must be moving while engaging Z3, Z4, and Z5

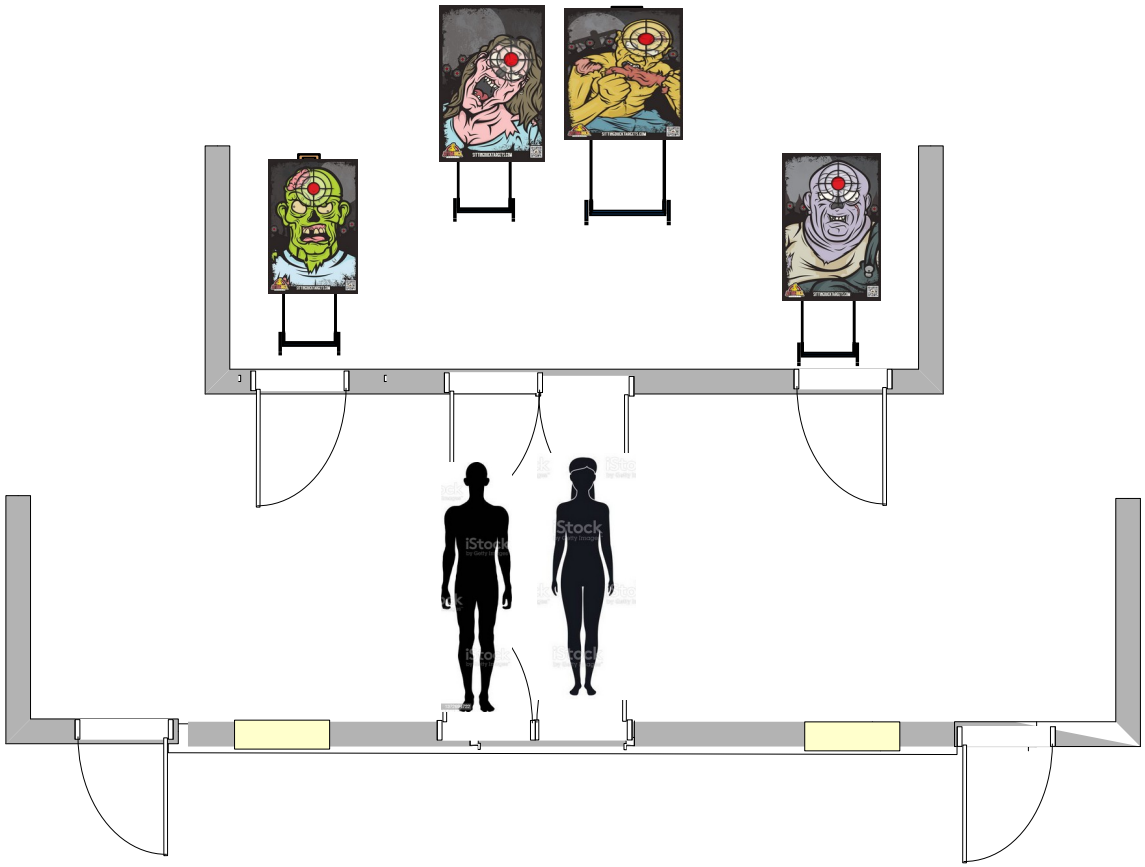


Stage 3 Zombies in the house

Scenario: Your house is overrun with Zombies, eliminate them

Course of Fire: Pick a starting location outside of the house. Engage each zombie with three rounds. A least one head shot per zombie is needed to avoid the FTN penalty. All head shots are -0, all hits to the anatomy are -1 anything else is a miss. You can stay outside or enter the house.

12 rounds minimum



Stage 4: The Zombies are hiding

Scenario: A group of Zombies are behind the wall and barrels. Stop the zombie hoard

Course of Fire: From the start position advance to where you can see the zombies and shoot them safely. Engage each zombie with two shots. At least one head shot is needed to avoid the FTN penalty.

12 rounds minimum

