

# Stage 4

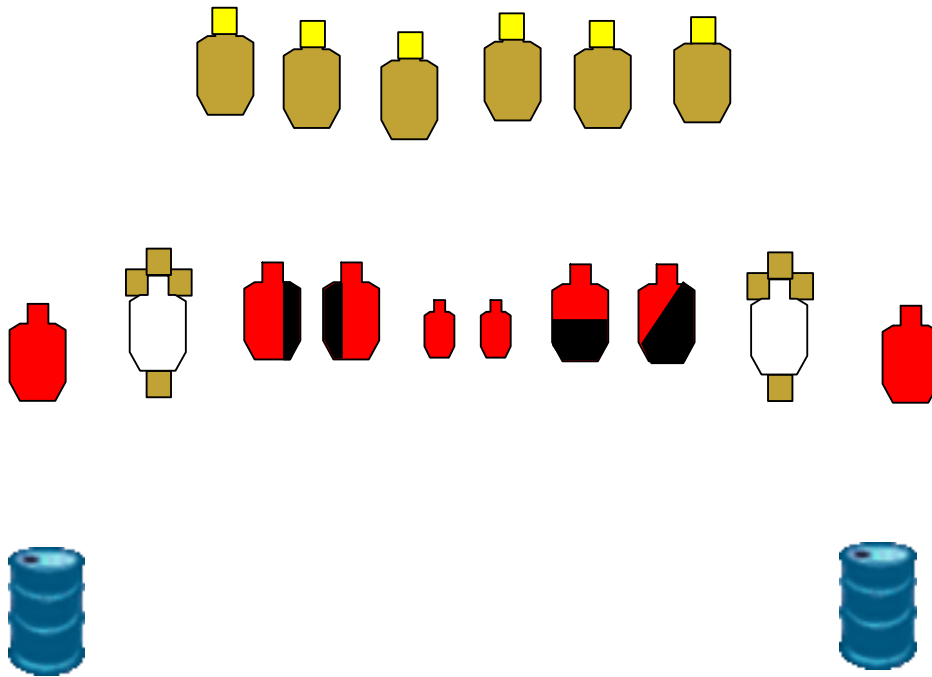
**START POSITION:** Loaded and holstered, standing at Barrel A or Barrel B.

## STAGE PROCEDURE

At signal, engage all Zombies and Infecteds, any order, at least one shot fired from each box. 6 Bonus may be engaged, no penalty for non-engagement, shooter's choice.

## SCORING

**SCORING:** Not limited  
**TARGETS:** ZSA  
**SCORED HITS:** Per ZSA rules  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -3 sec  
Wrecked a Meal. -10 sec  
Still Walking - 5 sec  
Created a Walker -10 sec



**SETUP NOTES:**

**RO NOTES:**

