

Stage 7

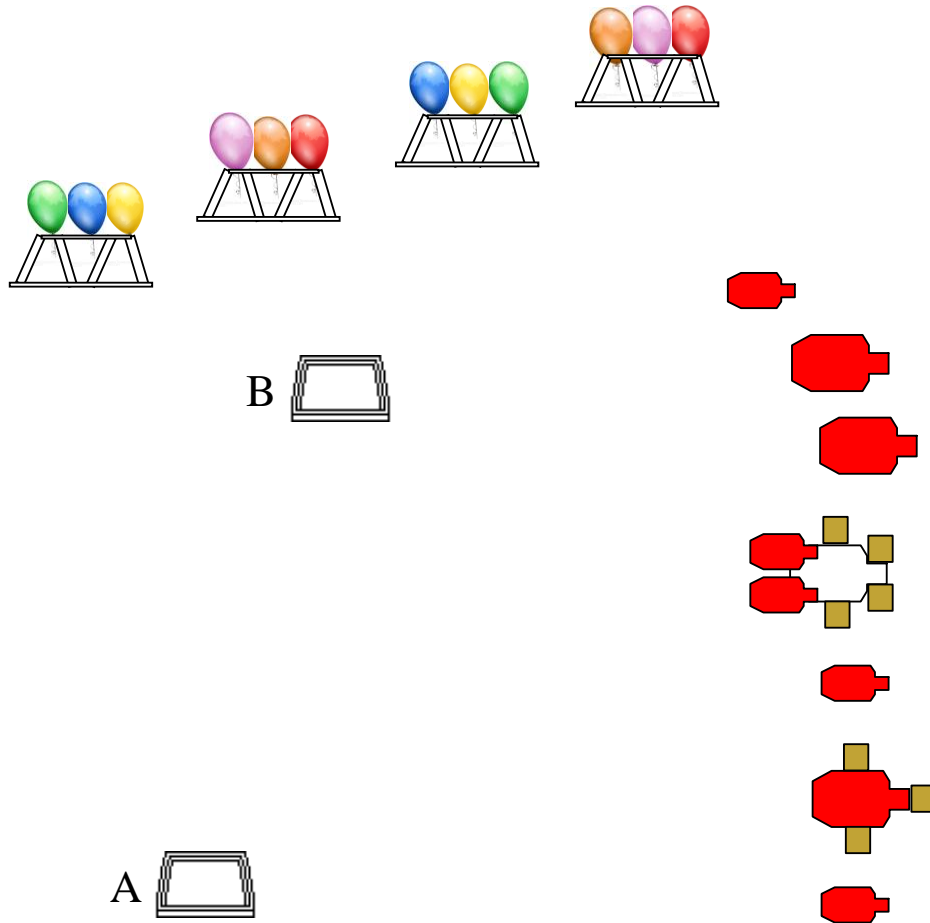
START POSITION: Rifle at low ready, Box A.

STAGE PROCEDURE

At signal, engage all Zombie and Infecteds, any order, stationary or while moving. Proceed to Box B, break 1 balloon per array. **NOTE:** Shots fired off hand standing shall be scored double bonus. Shots fired sitting or prone are regular kills.

SCORING

SCORING: Not limited
TARGETS: ZSA, plates
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:

