2011 ZSA CLASSIFIER
48 ROUNDS - "MAKE 'EM COUNT"

NAME/MEMB# | DIVISION | DATE

Limited shots: 1 procedural assessed for each extra shot fired, and you will lose the hit.
Just shoot 12 with a reload and you will be fine. 6 procedurals will be assessed if no reload is done.

STAGE 1: Engage 6 Zombies with 1 round each freestyle, then engage 6 Zombies with 1 round each - strong hand ONLY - any order. Perform 1 reload between the first and last shot.

TIME: _____

	1	2	3	4	5	6	7	8	9	10	11	12
ZK:	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
SW:	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
WAM:	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
PROC:	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

STAGE 2: Engage 2 Infecteds with 3 rounds each freestyle, and engage 2 Infecteds with 3 round each - strong hand ONLY - any order. Perform 1 reload between the first and last shot. (Each Infected needs a total of 6 hits on paper, at least 4 Good and 2 Not Good for 2 Kills.)

TIME: _____

	1	2	3	4	5	6	7	8	9	10	11	12
ZK:	☐	☐	☐	☐								
CAW:	☐	☐	☐	☐								
PROC:	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Stage 3: Engage 6 Zombies with 1 round each freestyle, and 2 Infecteds with 3 rounds each freestyle - any order. Perform 1 reload between the first and last shot.

TIME: _____

	1	2	3	4	5	6	7	8
ZK:	☐	☐	☐	☐	☐	☐	☐	☐
SW:	☐	☐	☐	☐	☐	☐		
WAM:	☐	☐	☐	☐	☐	☐		
CAW:	☐	☐						
PROC:	☐	☐	☐	☐	☐	☐	☐	☐

Stage 4: Engage 6 Zombies with 1 round each and 2 Infecteds with 3 rounds each, all strong hand ONLY - any order. Perform one reload between the first and last shot.

TIME: _____

	1	2	3	4	5	6	7	8
ZK:	☐	☐	☐	☐	☐	☐	☐	☐
SW:	☐	☐	☐	☐	☐	☐		
WAM:	☐	☐	☐	☐	☐	☐		
CAW:	☐	☐						
PROC:	☐	☐	☐	☐	☐	☐	☐	☐