

STAGE 1 Bay A: The Walking Dead-Attack at the Bar

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: A couple of bad guys attack Rick, Hershel and Glenn in a bar. Rick shots them.

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 with two shots, then two shots on T2. Follow with one head shot each in any order.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 5 and 8

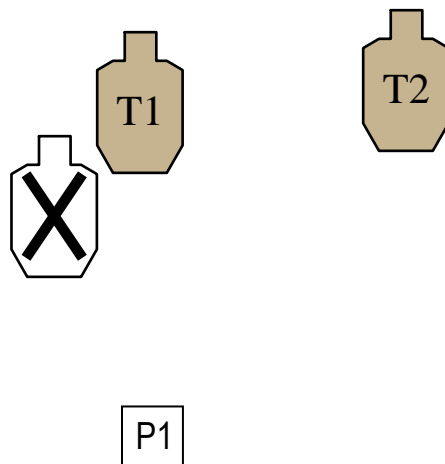
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: Best 3 shot on paper including one head shot.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 2 Bay A: The Walking Dead-Big Spot

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: While you (Tyreese) and others are scavenging a “Big Spot” store when walkers start falling through the roof. Get out of the store.

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T4 with one head shot each while retreating.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 4

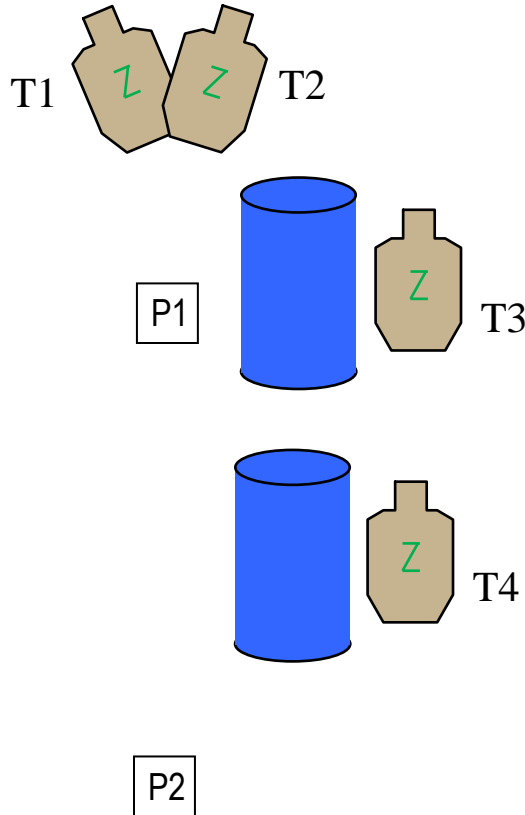
SCORING: Vickers Count

ROUND COUNT: Minimum 4 rounds.

SCORED HITS: One head shot on each paper.

SPECIAL NOTES: All shots must be taken on the move.

SAFETY ISSUES: T3 and T4 cannot be shot until the shooter is aimed down range.



STAGE 3 Bay A: The Walking Dead–The Escape

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Rick escapes from the tank taking walker head shot as he goes.

STAGE PROCEDURE: Standing at P1, hands in at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T2 with one head shot each with strong hand only. Then engage T3-T7 with one shot head each strong hand as you see them while moving through the targets.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 3 to 10

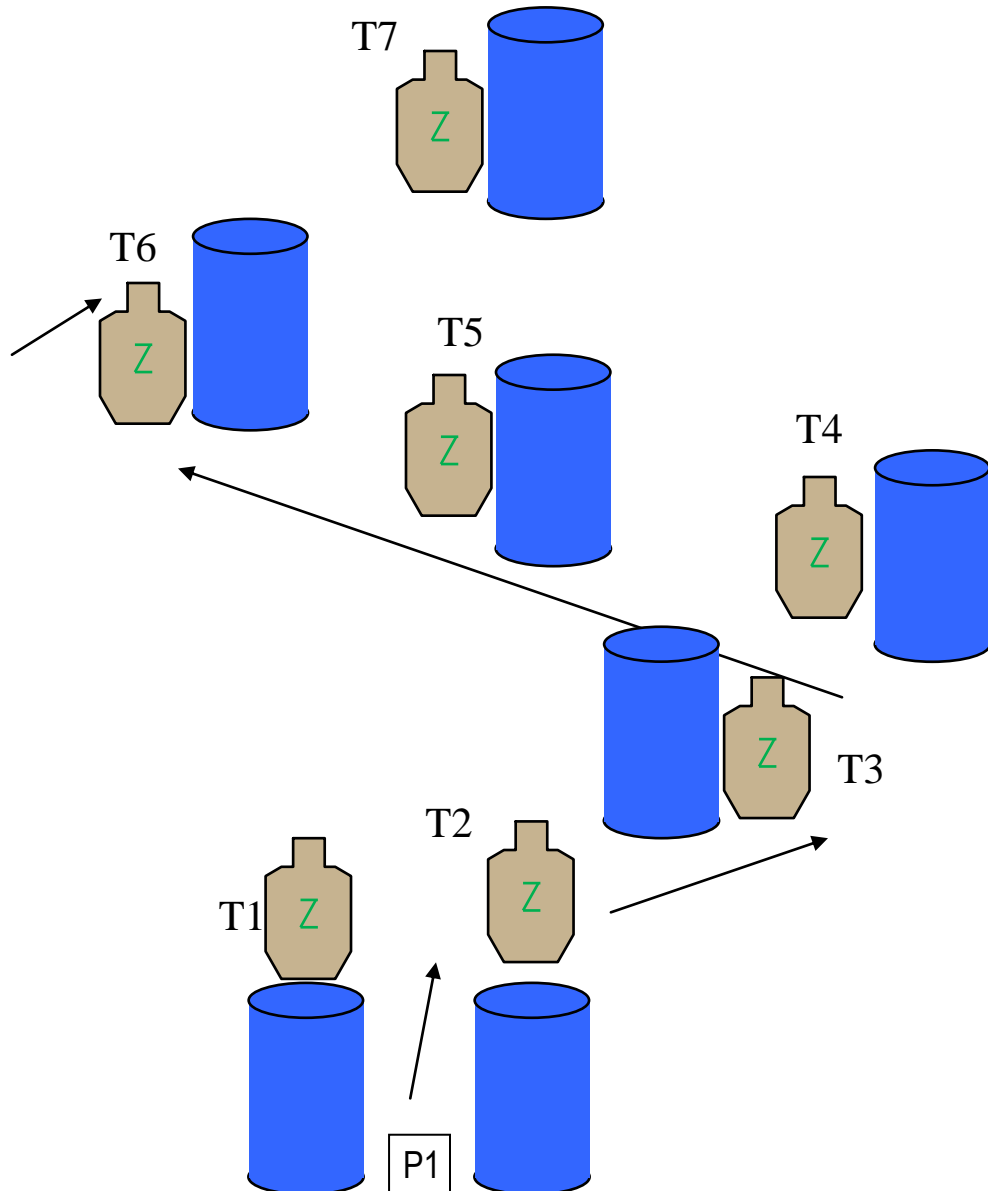
SCORING: Vickers Count

ROUND COUNT: Minimum 7 rounds.

SCORED HITS: One head shot on all paper.

SPECIAL NOTES:

SAFETY ISSUES: Once a shooter has passed a target they will not be allow to make up a shot.



STAGE 4 Bay B: The Walking Dead-Daryl

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: Daryl picks off walkers as Carol makes her escape

STAGE PROCEDURE: Sitting on the “motorcycle” at P1 , facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T4 with one head shot each in tactical priority.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 5 and 10

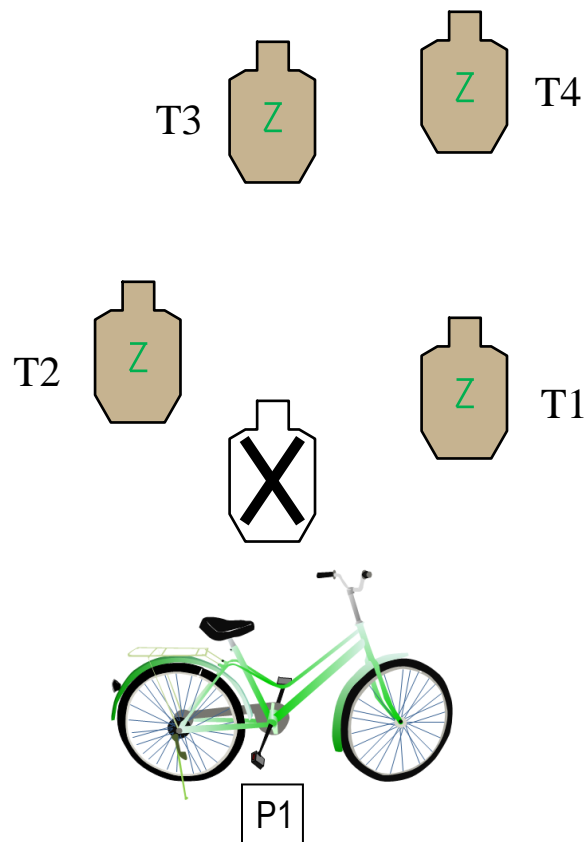
SCORING: Vickers Count

ROUND COUNT: Minimum 4 rounds.

SCORED HITS: One head shot on each paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 5 Bay B: The Walking Dead-Zombie Shane

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: Shane comes back as a walker Carl has to shoot him to save his dad Rick.

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1 with one head shot.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 12

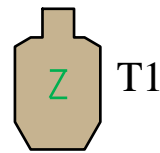
SCORING: Vickers Count

ROUND COUNT: Minimum 1 rounds.

SCORED HITS: One head shot on paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 6 Bay B: The Walking Dead-Rick's Last Stand

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Rick is in Atlanta and is surrounded by walkers. His only way out is to enter a tank through the escape hatch. Fend off the walkers so you can enter the tank.

STAGE PROCEDURE: Prone at P1, hands in front of you. Weapon loaded to division capacity and aimed at T1. At the audible start signal engage T1-T6 with one shot each to the head.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 5 to 10

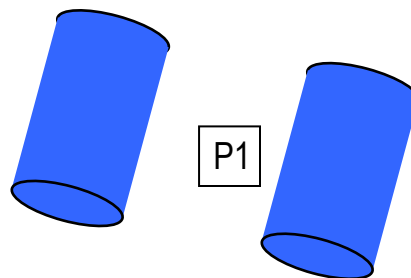
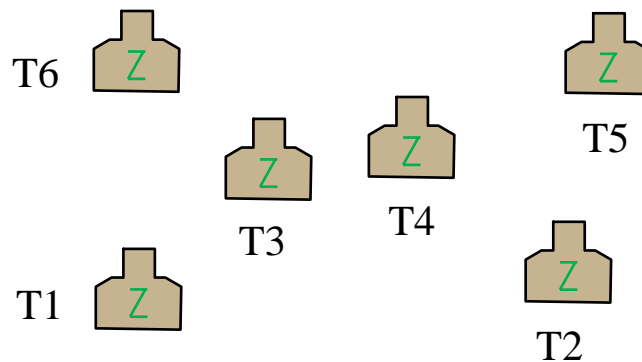
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: One head shot on all paper.

SPECIAL NOTES:

SAFETY ISSUES: The S.O. will hold the weapon when the shooter gets into position, and will hold the weapon till the shooter stands then the shooter will clear the weapon.



STAGE 7 Bay C: Zombie Apocalypse-Standard

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: Standard

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T3 with one head shot each.

CONCEALMENT: No

TARGET DISTANCE IN YARDS: 7

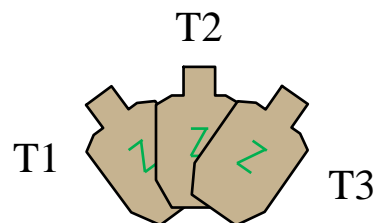
SCORING: Vickers Count

ROUND COUNT: Minimum 3 rounds.

SCORED HITS: One head shot on each paper.

SPECIAL NOTES:

SAFETY ISSUES:



P1

STAGE 8 Bay C: The Walking Dead-Hershel's Barn

Orig. Designer: Jay Hile/WSSC-PAS

SCENARIO: Shane has opened a barn full of walkers. Shane, Andrea, Glenn, Daryl and you (T-Dog) have to put them down.

STAGE PROCEDURE: Standing at P1, facing down-range, hands at your side. Weapon loaded to division capacity and holstered. At the audible start signal draw and engage T1-T6 with one head shot.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 7 to 12

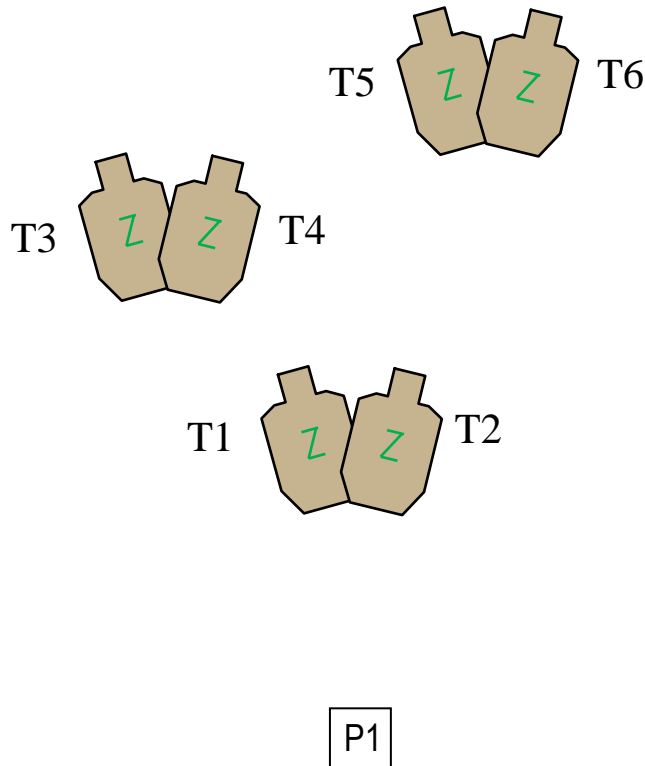
SCORING: Vickers Count

ROUND COUNT: Minimum 6 rounds.

SCORED HITS: One head shot on all paper.

SPECIAL NOTES:

SAFETY ISSUES:



STAGE 9 Bay C: The Walking Dead-Roadblock

Orig. Designer: Mike Basden/WSSC-PAS

SCENARIO: Rick and Shane chasing some criminal types. At the end of the car chase the men come out of the car shooting. You must put them down.

STAGE PROCEDURE: Standing at P1, facing down-range , holding a shotgun load with two rounds with both hands. Weapon loaded to division capacity and holstered. At the audible start signal engage S1-S2 with the shotgun while advancing to P2. At P2 deposit the shotgun in the barrel, draw and engage T1 with two shots. Engage S3 to activate T2. Then engage T2 with two shots.

CONCEALMENT: Yes

TARGET DISTANCE IN YARDS: 10 to 15

SCORING: Vickers Count/Limited Vickers

ROUND COUNT: Minimum 7 rounds.

SCORED HITS: Best two shots on paper and all steel down.

SPECIAL NOTES: Treat the shotgun as if it were your own.

SAFETY ISSUES: The S.O. will clear the shotgun prior to call the range safe.

