



**TARGETS:** 7 IPSC, 8 bases, 1 mover, 7 zombie, 6 tarps, table and barrel, swinger

**HITS SCORES:** Head A=8, Body A=5, B=4, C=3, D=1

Shooter starts standing behind table in Box 1 with gun on top of table. At the buzzer, Range Officer will pull the rope to activate mover and shooter will then pick up their pistol caliber subgun/rifle and engage the zombie target with a minimum 2 shots to the head only. Shots must be in the perforated scoring zone. Shooter then moves to Box 2 and will engage the targets that he sees as he moves forward toward the barrel. Shooter must shoot on the move between Box 2 and Box 3. Shooter will take the remaining targets at Box 3 and then move to box 4 where he will engage the 2 zombie targets. All paper targets must be neutralized. Course will be run twice. All zombies must have 2 head shots and 2 body shots except first zombie in box 1, which is 2 head shots only! (Course of fire is subject to change)

<b>METACON</b>	<b>Gun Club</b>
<b>Class III</b>	