

SHOWDOWN AT ZOMBIE CENTRAL STATION!

A Zombie Killer Series
Zombie Shooters United

www.ZombieShooterUnited.com

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STAGE DESCRIPTION:

This match will be a running and gunning course over varied terrain. It is my intent to move each shooter through the full course start to finish so we can run the match with fewer range staff on duty at any given time. Though we've never had much of a problem from bugs in the past, I'd recommend bug and tick repellent as well as rain gear if we get showers. You may wish to pack a lunch too.

Shooters must select a time slot on the website or contact us to select their time slot if they are mailing their registration check in. There are only four slots per hour. REGISTER EARLY!!!! I plan to run shooters through individually, from start to finish, through back-to-back consecutive stages as we did in the Fear and Loathing In The Dead Zone and the recent Karl Buchholtz match. Total time per shooter should be about ten minutes so we need each shooter to be on site an hour before their scheduled shoot time and get geared up and ready to go. There are no individual stage descriptions because the course is intended to be a surprise, and how well shooters deal with those surprises and analyze the course for clues will effect their performance.

All shooters must check in on match day to confirm their time slot. Otherwise, we will skip you and go to the next available shooter to keep the match moving. You won't go to the end of the line, but we can't wait around for you to show up so be ready when it's your turn or expect to wait until the guy that was ready finishes.

Take note of the match round count (25 shotgun, 50 pistol, 15 rifle) You may wish to bring extra for some target practice if the small trail above the Cowboy Range is available as it has been in the past. There will be no military surplus or armor piercing or tracer ammo allowed in any caliber. If a magnet sticks to the bullet...DON'T BRING IT!

For the match, please bring:
25 rounds of 00 buckshot for you shotgun,
50 rounds for your pistol
15 rounds for your rifle

(Note: Please limit your calibers to the usual 5.56, 7.62x39 or less powerful rounds.)

Shooters who have completed their course of fire will be expected to assist with the target resetting and the recovery of the targets at the end of the match prior to the awarding of prizes.

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As usual, the course will have both a time limit and an ammunition limit. Overall winner will be the highest score, with ties decided in favor of the shortest time and then the least ammunition expended against up to 36 total zombie targets. Good marksmanship skills will take you a long way, but good observation/investigative skills can win you the match. Participants are encouraged to review the storyline background material just prior to the match.

Prizes will be awarded randomly as door prizes for all registered shooters lucky enough to have their names drawn. Drawing will be held at lunch break. Check the match prize table for the most up to date information. The number of prizes awarded is keyed to the number of participants in the match. If you won a prize at the last match and didn't pick it up, make sure you see Odessa and get it this time.

Participants will need to have all their weapons and ammo ready at the start of the course, though they will not need to carry them through the whole course a sling or scabbard might prove useful. For a \$10 fee you may purchase a ZK buddy ticket for a friend who can accompany you through the stages to pick up your magazines, carry your extra guns, take video, etc. Wheeled carts may be used to stay organized topside, but you can't bring them with you on the course. In this case, you may wish to bring a chain or cable lock to secure the guns and ammo cans you are not using to the cart while you are firing the stages.

Parking will be around the entrance to the Cowboy Range. You are not permitted past the gate to the lower range until your turn to shoot.