

# Rotting Service

**RULES:** IDPA RULES

**COURSE DESIGNER:** Jerome Turner

**START POSITION:** seated at table, palms on table, gun loaded, on the table, pointed in a safe direction.

**SCENARIO:** You stop for needed food only to find your servers are a pair of Super Zombies that require a lot of damage to dispatch. You are charged as you run for the exit. Fight your way free.

**SCORING:** Vickers

**ROUND COUNT:** 12

**TARGETS:** 05

**DISTANCE:** varies

**PROCEDURE:** While seated, engage T1 and T2, tactical sequence, with two to the body one to the head. Rise and activate the mover as you run to the door. Engage T3 and T4, two to the head as they run at you, then T5, two to the head, from cover.

**SCORED HITS:** T1 and T2, best 3, 2 body, one head. the rest best two in upper zero zone

**START/STOP:**

**PENALTIES:** standard

**CONCEALMENT:** Yes

**NOTES:** T3 and T4 are the moving targets

Bay 12

