

Zombie Bug Match
October 29, 2011
All Shooters

Total Match Penalties (excluding BUG stages):
Target Points Down (PD) - 0
Hits on Non-Threats (NT) - 0
Procedural Errors (PE) - 0
Failures to Neutralize (FN) - 0

## Key to Penalties:

PD = Target Points Down. Each point down adds $1 / 2$ second to your score.
NT = Hit on Non Threat target. Each HNT adds 5 seconds to your score.
PE = Procedural Error. Each adds 3 seconds to your score.
FN = Failure to Neutralize (no hits in the 0 or -1 zone) Each adds 5 seconds to your score.

## Key to Abbreviations:

CDP = Custom Defensive Pistol, such as 1911. Must be .45 ACP with maximum magazine load of 8 rounds
ESP = Enhanced Service Pistol, single action or SA/DA such as H\&K P7 or CZ-75 or Springfield XD
SSP = Stock Service Pistol, double action or 'Safe Action' such as Glock or SIG
ESR = Enhanced Service Revolver, rimmed or rimless ammo, full moon clip, power factor of 165,000
SSR = Stock Service Revolver, rimmed case ammo, no full moon clips
BUG = Back-Up Gun, 32 or larger caliber with barrel length of 3.8 " or less such as Walther PPK or S\&W J-Frame, loaded with maximum of 5 rounds

