

Classes and permissible weapons for the Goddard Regulators Zombie Shoot.

Scout: This class consists of .22 or .17 caliber rim-fire, detachable magazine feed rifles, examples of these include: Ruger 10/22, Remington 597, AR15 rifle with CMMG/Ceiner type 22lr conversion or dedicated 22lr upper, S&W 15-22. Minimum of 2 magazines. This class requires enough magazines to dispense at least 20 rounds (so if you need more than two, be prepared).

Max Brooks: This class is for the US M1 30cal. Carbine. This class will require a sidearm for engaging steel targets. A minimum of 2 magazines will be required for this class.

Assaulter: This class consists of pistol caliber carbines. Examples include AR15 9mm, Kel-Tec Sub2000, H&K MP5, Berretta Storm, Hi-Point Carbine, FN P90, Marlin 1894, and the Winchester 1873. Though the course of fire for this class will be more suited to the detachable magazine fed guns, lever action or pump action rifles will be allowed, provided that the shooter carries enough ammunition on their person to complete the stage. A minimum of 2 magazines will be required for this class. (P90 users will be required to have a side/arm for use on steel targets)

Defender: This class consists of .22 or .17 caliber rim-fire handguns, while revolvers will be allowed the course of fire will be more suited to the detachable magazine fed guns. Examples of this class include: Ruger Mark I,II,or III, Browning Buckmark, Glock with Advantage Arms

22 Conversions. A minimum of 2 magazines will be required for this class. This class requires enough magazines to dispense at least 20 rounds (so if you need more than two, be prepared). New York reloads (back-up gun) will be allowed.

Executioner: This class consists of center-fire handguns. Examples of these include, but are not limited to: Glock, S&W revolvers, Springfield XD, Desert Eagle, CZ52, Makarov, Ruger Super Redhawk. For allowable calibers refer to the “Allowable Ammunition” Page. A minimum of one reload is required for this class. This class requires enough magazines or speed-loaders to dispense at least 20 rounds. New York reloads (ala back-up gun) will be allowed.

Apocalypse: open class: this class allows you to use weapons from different classes for every scenario (kinda like Golf)

Additional info:

Sidearms/Back-up guns: We here at the Goddard Regulators understand the need for back-up guns and their use is encouraged. If your primary weapon goes down (ala out of ammo, malfunction, etc.) the shooter is encouraged to switch to their back-up sidearm to finish the stage (I.E. to kill every Zombie). That said, if it is the intent to do this switch often we ask that the shooter sign-up for the Apocalypse Class.

Center-fire Rifles: The Goddard Regulators range does not allow high-power rifle ammo to be used in competition per our agreement with Jasper County Zoning. (Examples are .223, 7.62x39, .308, 30-06)