

Classes and Permissible Weapons for the Goddard Regulators Zombie Outbreaks.

Apprentice: This class is for Shooters ages 11, 12, and 13. They may use any category allowed firearm in any allowed caliber. This class requires enough magazines to dispense at least 20 rounds. Apprentice Shooters may shoot in the adult classes if they prefer.

Junior: This class is for Shooters ages 10 and younger. They may use any category allowed firearm in any allowed caliber. This class requires enough magazines to dispense at least 20 rounds. Shooters ages 10 and younger must shoot in the Junior class.

Assaulter: This class consists of pistol caliber carbines. Examples include AR15 9mm, Kel-Tec Sub 2000, H&K MP5, Beretta Storm, Hi-Point Carbine, Marlin 1894, CZ Scorpion, 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 the shooter carries enough ammunition on their person to complete the stage. This class requires enough magazines to dispense at least 20 rounds. Back-up handgun will be allowed. (This class will include "Pistols" shot shouldered with an arm brace)"

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. This class requires enough magazines to dispense at least 20 rounds. New York reloads (back-up gun) will be allowed. Pistols with an arm brace in this category shall not be shouldered.

Executioner: This class consists of center-fire handguns. Examples of these include, but are not limited to: Glock, S&W revolvers, Springfield XD, 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 (aka back-up gun) will be allowed. Pistols with an arm brace in this category shall not be shouldered.

Rick Grimes: This class will consist of wheel-guns only (including back-up guns), .32 through .45 caliber, non-magnum loads. For this class New York reloads, Speed-Loaders, Speed-strips, and Moon Clips are fully allowed and encouraged. Examples of weapons for this class include: S&W models 10, 686, 329, Ruger SP101, G100, Redhawk, Taurus 82, Judge (in 45LC). As always at the Goddard Regulators, we recommend back-up guns.

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 CMMB/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. (Including "Pistols" shot shouldered with an arm brace)"

Apocalypse: Open class. This class allows you to use weapons from different classes for every scenario. (Kinda like Golf.) All allowed firearms not listed in the other classes.

ADDITIONAL INFORMATION:

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 (aka 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 ammo to be used in competition per our agreement with Jasper County Zoning. (Examples are .223, 7.62x39, .308, 30-06)

(All classes are subject to change by the Goddard Territorial Justice Committee, LLC.)