

ZOMBIE SHOOTERS UNITED

"Shoot Zombies, Not Paper!"

Fear & Loathing in the Dead Zone ZOMBIE SHOOT 10/25/14

Match Analysis

Here are the astonishing facts! 954 zombies were killed in our last match. 2166 rounds were ammo were expended. That's impressive. I got a lot of feedback to the effect that this was the best match we've ever done and I am humbled and flattered by this. It would not have been possible without the continuous support of Knob Creek Range and our magnificent volunteers. Dale Winchester and John Thompsett helped me get the match set up in record time on Friday and worked unflaggingly Saturday to move all the shooters through efficiently along with our tireless RO Lonnie Leake and photographer Wes Brehm. The targetry was handled in the most efficient manner yet by veteran volunteer John Chenault, Nick Saylor, Wesley Krajnak who also brought along his friend Kyle. The two boys shared the scoring duties for the match and were able to immediately identify the winners at match conclusion. Joining us for the first time on the field as volunteers were Spencer "Carbine" Singer, and Mackenzie. As usual, our shooters pitched in to help reset after they shoot which helped to keep the match moving.

I continue to be impressed with the attention to detail our shooter's self-styled ZK uniforms. (ex. ZK Thomas's shoulder patch.) Check out the upcoming photo albums to be posted on facebook and our webpage. I also appreciate the interesting guns that are making it to the match like the scorpion pistol, Chiappa Rhino, and various bullpup shotguns and rifles. ZK Cress is the post apocalyptic Samuel Hawken of bullpups. Keep up the good work. It makes the match more fun.

We had a few brand new shooters this match. To the Holtzclaws, ZK Sanders, Stanton, Zetelski and the Clarks, a hearty welcome to ZSU. We are glad to have you. Please help spread the contagion by "liking" the facebook page and sharing our postings. We have generous sponsors in Brownells, Ka-Bar Knives, XS Sight Systems, Hi-Point, Chiappa, Sierra Bullets, Duracoat and Birchwood Casey. When you share, they appreciate it too. I know you guys love the great prizes.

The "one & done" continuous-stage type match format showed its limitations on this match. We really would have been hard pressed to get any more shooters through the course than we did. I think shooters liked the scheduled shoot times best and I will endeavor to make that a part of all future matches. We will revisit this match format again, but experience shows that running all three stages at once allows a lot more shooters to participate since three shooters are working their way through the stages at the same time.

Because we shot the course as a continuous stage, I don't have times for each element to point out the outstanding shooters. The score sheet shows the following:

- 27 shooters got all 12 of the shotgun targets, the only perfect stages being shot by ZK Sanders, G. Reynolds and J. Kiwacka who did it with one round per target.
- 13 shooters got all 6 rifle targets, the best stage being shot by ZK Bagola who did it with only 9 shots.
- 15 shooters got all 18 pistol targets with the best stages being shot by ZK Kiwacka and D. Parrack who did it with only 27 rounds.

There were two bonus points to be earned in this match. Only ZK Doc Boyd managed to get one of them by finding the box of medicines that sat underneath the bus immediately below the rear door. Everyone was reminded of the mission on the blindfolded drive down to the course. Some asked probing questions that led me to believe they would be the ones to discover the fate of their missing patrol truck and locate the precious medicines they had to deliver to the rendezvous point. Apparently it is possible to love zombie killing too much because as soon as the blindfold came off, all thoughts seemed to be on slaying the undead. One shooter even placed his empty magazine on the box of medicines and failed to notice it. Likewise, quite a few shooters noticed the note from Pierre explaining the patrol truck/absinthe trade of the previous night, but nobody took the time to read this clue and an easy point was lost. In the future, I will try to engineer the matches in better ways to allow the shooters more time to naturally discover the clues. In retrospect, it would have been better to allow the shooters to return to the bus to look around while the targets were reset. Had I thought of it, I'd have had the RO ask them a question (Where's the medicine?) at the conclusion of the course at where they would have rendezvoused with Sgt. Vesley. Each of these matches is unique and presents significant set-up and design challenges that unfortunately we don't get to test until show time. We do our best.

Mark your calendars and get pre-registered as early as possible. I have worked up the match schedule up for next year and the dates are as follows:

- APRIL 18, 2015 (Saturday after the machine gun shoot.)
- JUNE 13, 2015
- AUGUST 15, 2015
- OCTOBER 17, 2015 (Saturday after the machine gun shoot.)

I would like to revisit a night match in 2015 but we now know that we can't do it in conjunction with a day match because the range staff is too worn out. It has to be a dedicated match. The question is when and possibly where? I am open to suggestions on this. A night match is pistol and shotgun only and usually 20 targets.

We need a bunch of decent old cars. Who has something on the way to the junkyard we can borrow for next year?

Finally, please update your ZK memberships if they are due. It is a lot of work tabulating the rankings. The ranking for this match will be e-mailed to all ZKs shortly, but it won't post to the webpage for two months to give the shooters ranked in the August match a chance to bask in some well earned glory. Then it will be the October match shooters turn online.