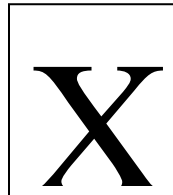
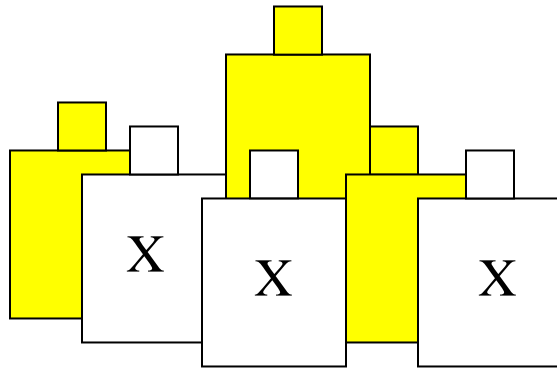


SCREAMING BYSTANDERS



At the buzzer, from the low ready, engage the three bad guys with two rounds each in tactical sequence. Each gets one round first, starting with the closest target, then follow up with the second round. Six rounds max.

During this scenario you will have “screaming bystanders” all around you (your good buddies, of course).

Scoring will be time and points down on the targets. Scenario as shown is not to scale.