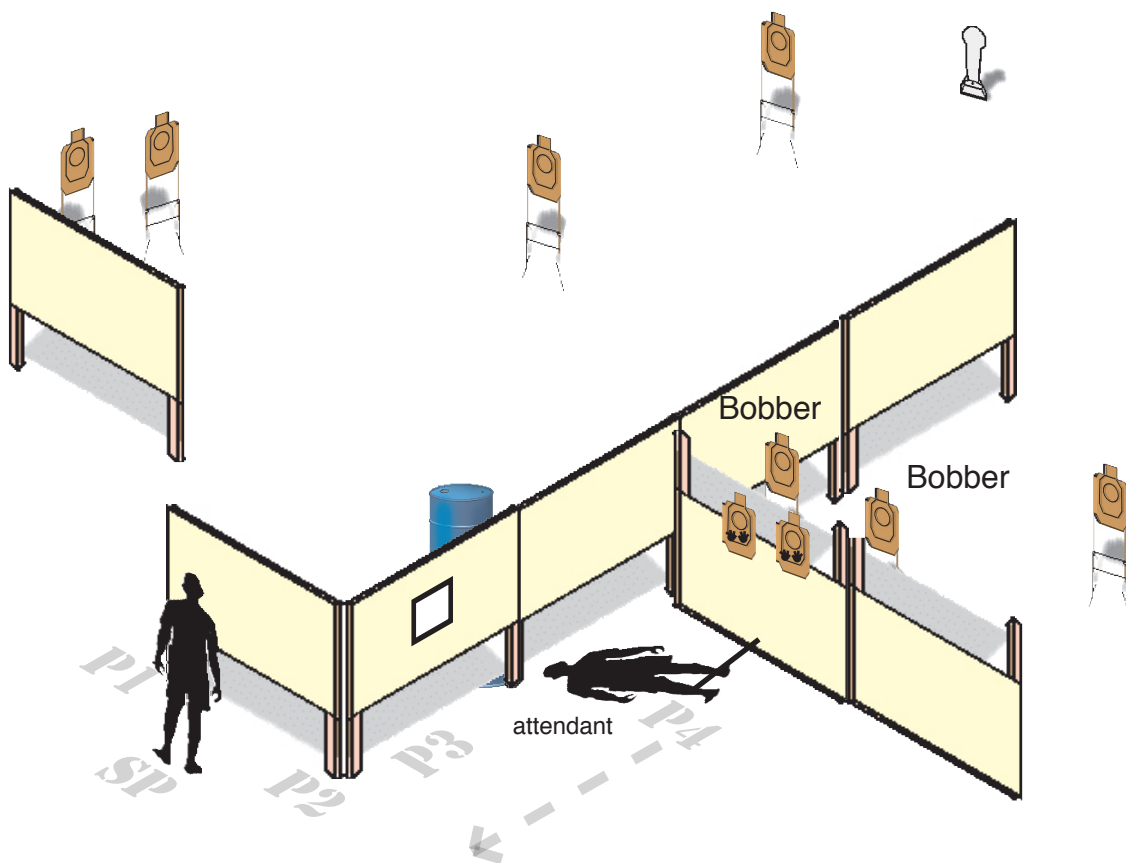


# STG 1 - WHAT A DRAG!

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 15

**Targets:** 7 paper targets, 1 Steel

**Start - Stop:** Audible -Last shot

Steel must fall for score

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are minding your own business, Pumping gas into your car when some gang members roll up, Rob and stab the attendant. You engage at that point. A couple of the bad guys jump behind the counter behind hostages and pop up and down trying to figure where you are as you drag the attendant to safety.

## **Starting Position:**

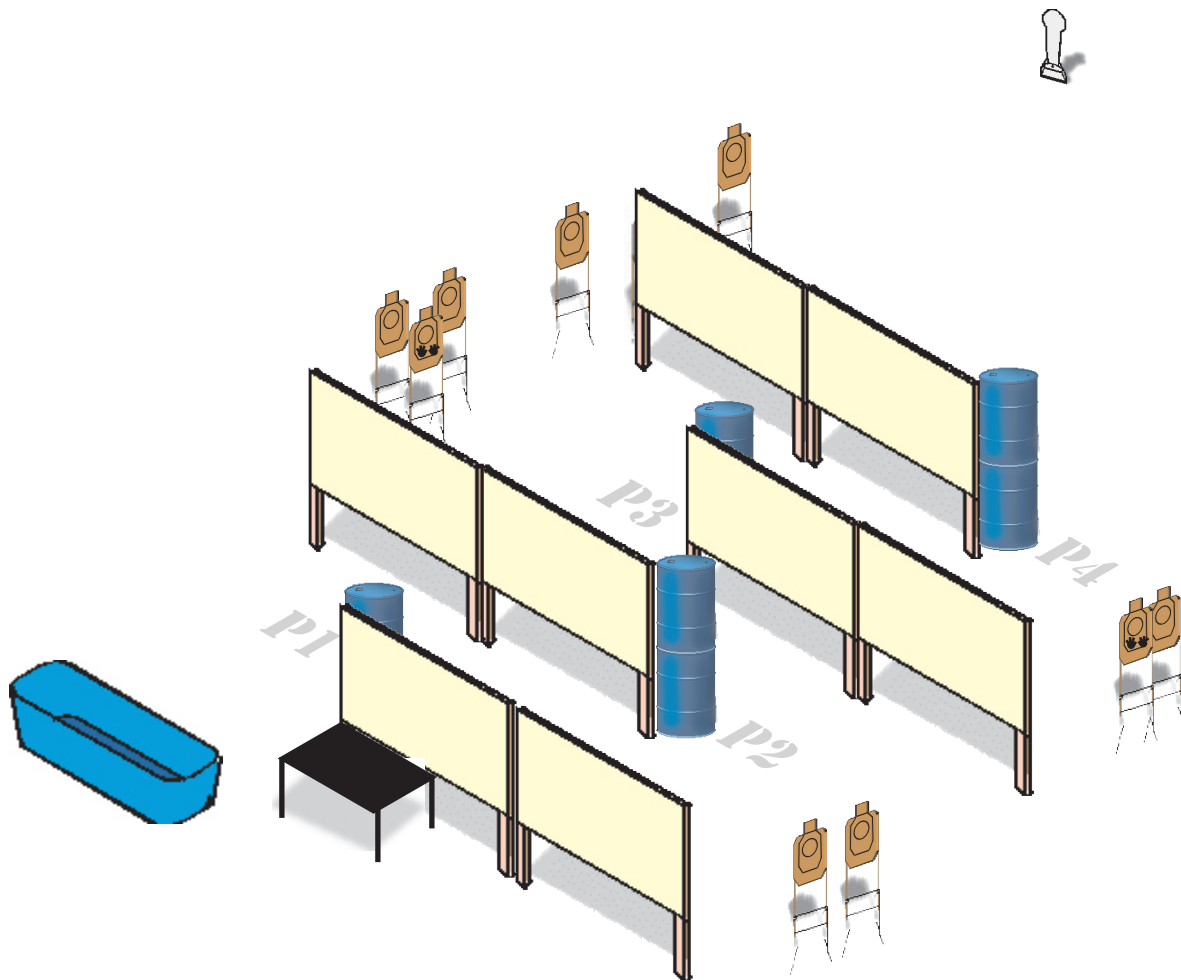
Standing facing down range at SP on foot marks. Strong hand holding the gas pump in the nozzle. Gun loaded to division capacity in holster, all extra ammo on belt, Concealment Garment required.

## **PROCEDURE:**

On signal, engage targets in tactical priority from cover only. You only need to drag the attendant far enough to activate Bobbers. You need to be moving backwards the entire time you are engaging the bobbers.

# STG 2 - CLEANING UP

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 15

**Targets:** 7 paper targets, 1 steel

Steel must fall for score

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are taking a bath reading the Tactical Journal, when bad guys break into your house. You grab your gun off the sink vanity and clear the house room by room dispatching any one threatening you.

## Starting Position:

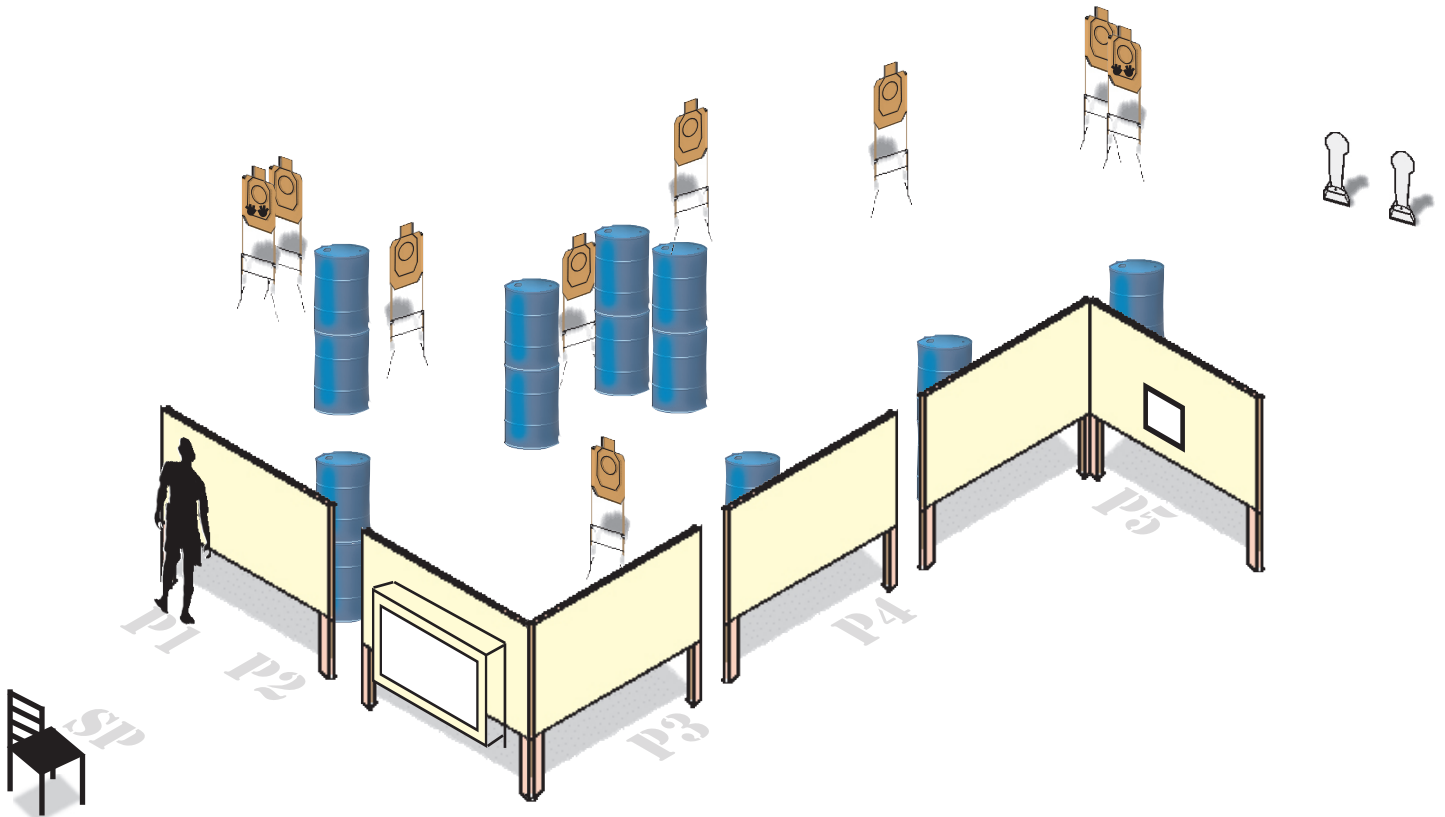
Sitting in bathtub, Holding magazine open with both hands touching the magazine at edges, like reading it, Gun is loaded lying flat on table, No propping gun, no part hanging off of table, muzzle pointing down range, All extra ammo table, Concealment garment optional

## PROCEDURE:

On signal, retrieve gun / ammo and engage targets in tactical priority from cover only.

# STG 3 - THE TUBE

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 16

**Targets:** 7 paper targets, 2 steel

Steel must fall for score

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are watching football on TV when a Mob starts ransacking your neighborhood and doing great bodily harm to your neighbors and the animals.

**Starting Position:**

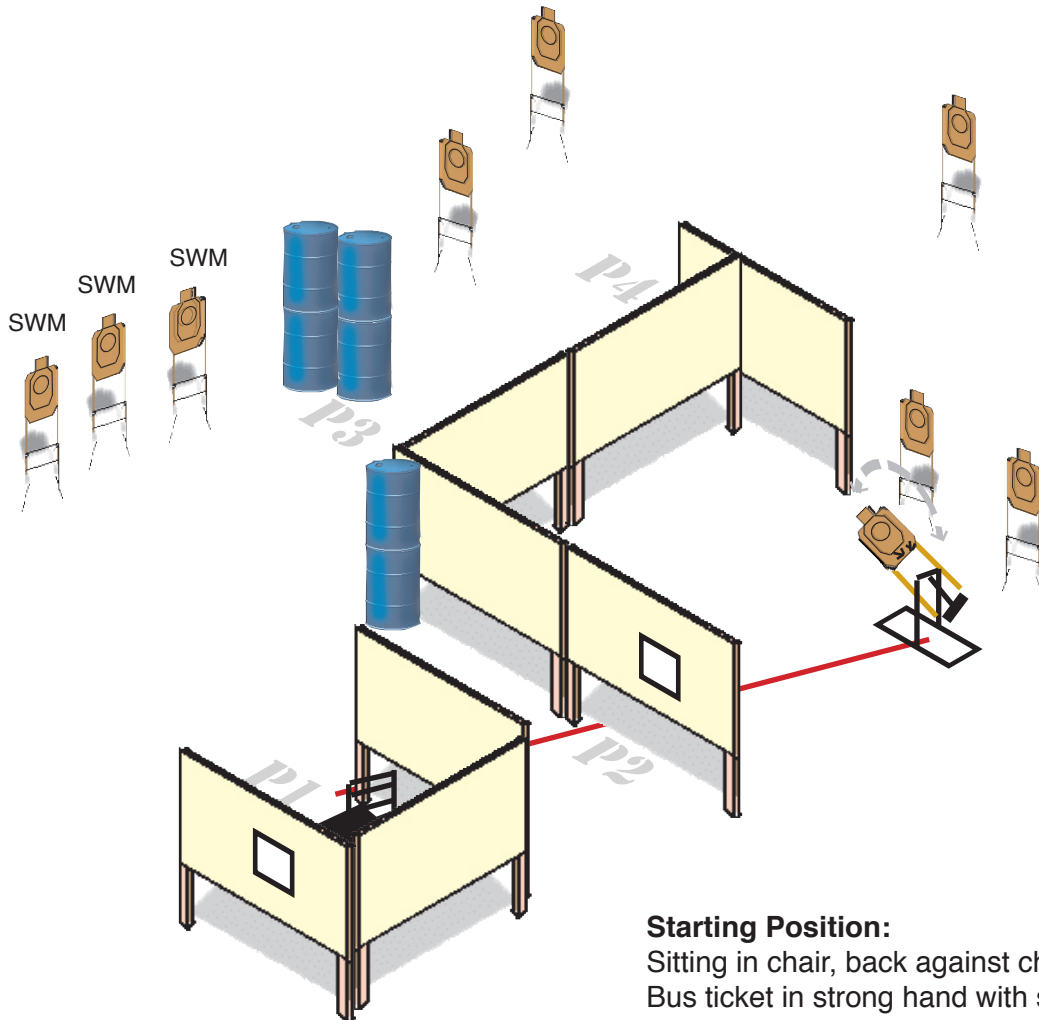
Sitting in chair, Back against chair back, Palms on knees, Looking at TV, Gun loaded to division capacity in holster, all extra ammo on belt, Concealment garment required.

**PROCEDURE:**

On signal, engage targets in tactical priority from cover only.

# STG 4 - WAITING ON A BUS

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,  
**Scored Rounds:** 16  
**Targets:** 8 paper targets  
**Start - Stop:** Audible -Last shot  
**Penalties:** As per latest edition of rule book  
**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are sitting at the bus station waiting for your bus out of the Hell hole town, When drunk bad guys start a riot at the station.

## Starting Position:

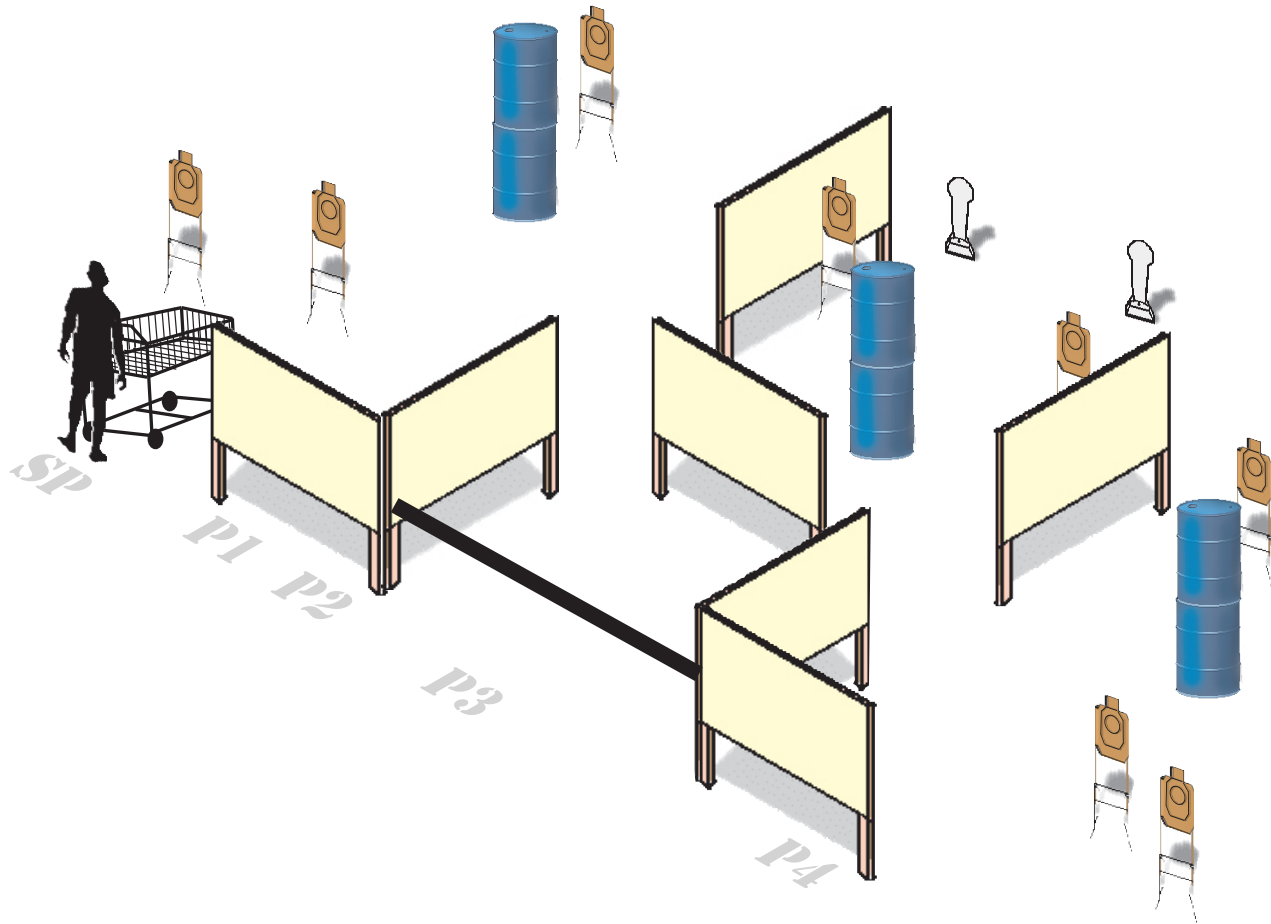
Sitting in chair, back against chair back Holding Bus ticket in strong hand with string attached Gun loaded to division capacity in holster, all extra ammo on belt, Concealment garment required.

## PROCEDURE:

On Signal, hand ticket to clerk in window which activates the swinging Non threat target. Swinging target must be moving before engaging any targets. Engage targets in tactical priority. From P1 you will shoot the S.W.M (Shoot While Moving) targets while moving to cover at P2.

# STG 5-WALLY WORLD ENCOUNTER

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers

Scored Rounds: 16

**Targets:** 7 paper targets, 2 steel

Steel must fall for score

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are shopping for food and fun at Wally World. When a group of escaped crazed psychos from the mental institution randomly starts shooting folks. You step in to end the chaos.

**Starting Position:**

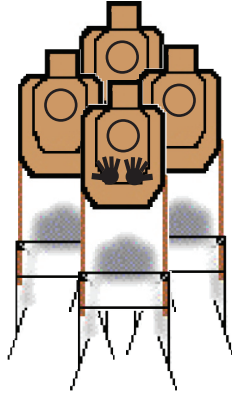
Standing Facing down range both hands on shopping cart at SP, Feet on foot Marks, Gun loaded to division capacity in holster all extra ammo on belt, Concealment Garment required.

**PROCEDURE:**

On signal, engage targets in tactical priority from cover only.

# STG 6 - MR. GOOD BAR

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Limited Vickers, 12 Rounds

**Targets:** 3 Targets,

**Scored Hits:** Best 4 Paper

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

## **Starting Position:**

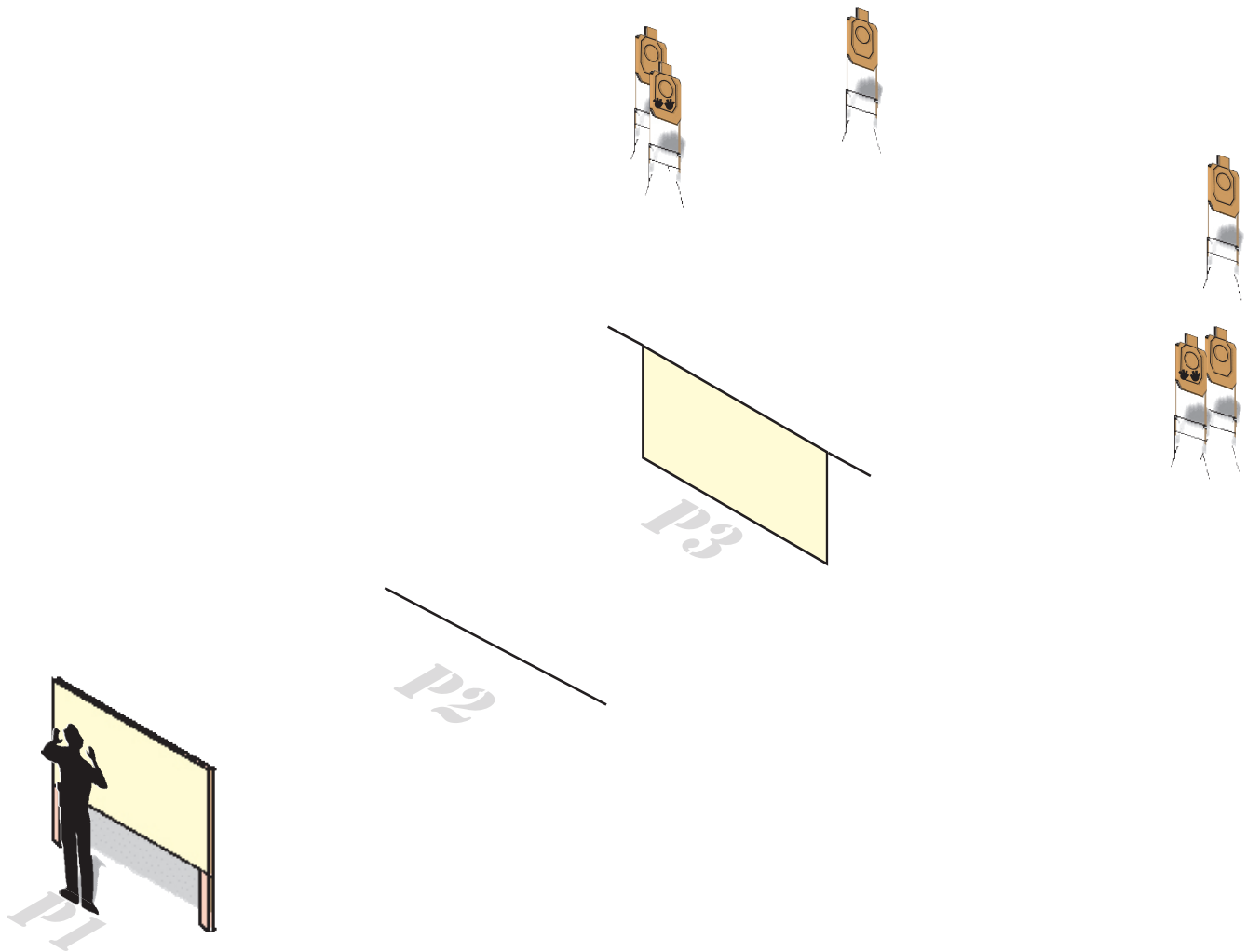
You are standing at P1 on foot marks, Facing UP range, strong hand in air (above your shoulder, mostly extended) like signaling for waiter, Butt touching edge of table at mark. Gun load to division capacity, Laying flat (no propping) on table with trigger guard centered over mark on the Table, pointing down range, all extra ammo on the table. Concealment Optional.

## **PROCEDURE:**

On Signal, turn pick up your gun and from behind the table, Engage each target with two rounds each only. Make a mandatory tactical reload from a mag on the table and Re-engage each target with two round each only. Must stowed mag on person, not on table.

# STG 7 - WHAT'S THE STANDARD?

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** All Strings, Limited Vickers,

**Scored Rounds:** 16

**Targets:** 4 paper targets,

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

## **Starting Position:**

All start positions are standing in center of walls or behind line on foot Marks, Facing down range, Wrist above shoulders, Gun Loaded to division capacity in Holster, all extra ammo on Belt, Concealment Garment required.

## **Procedures:**

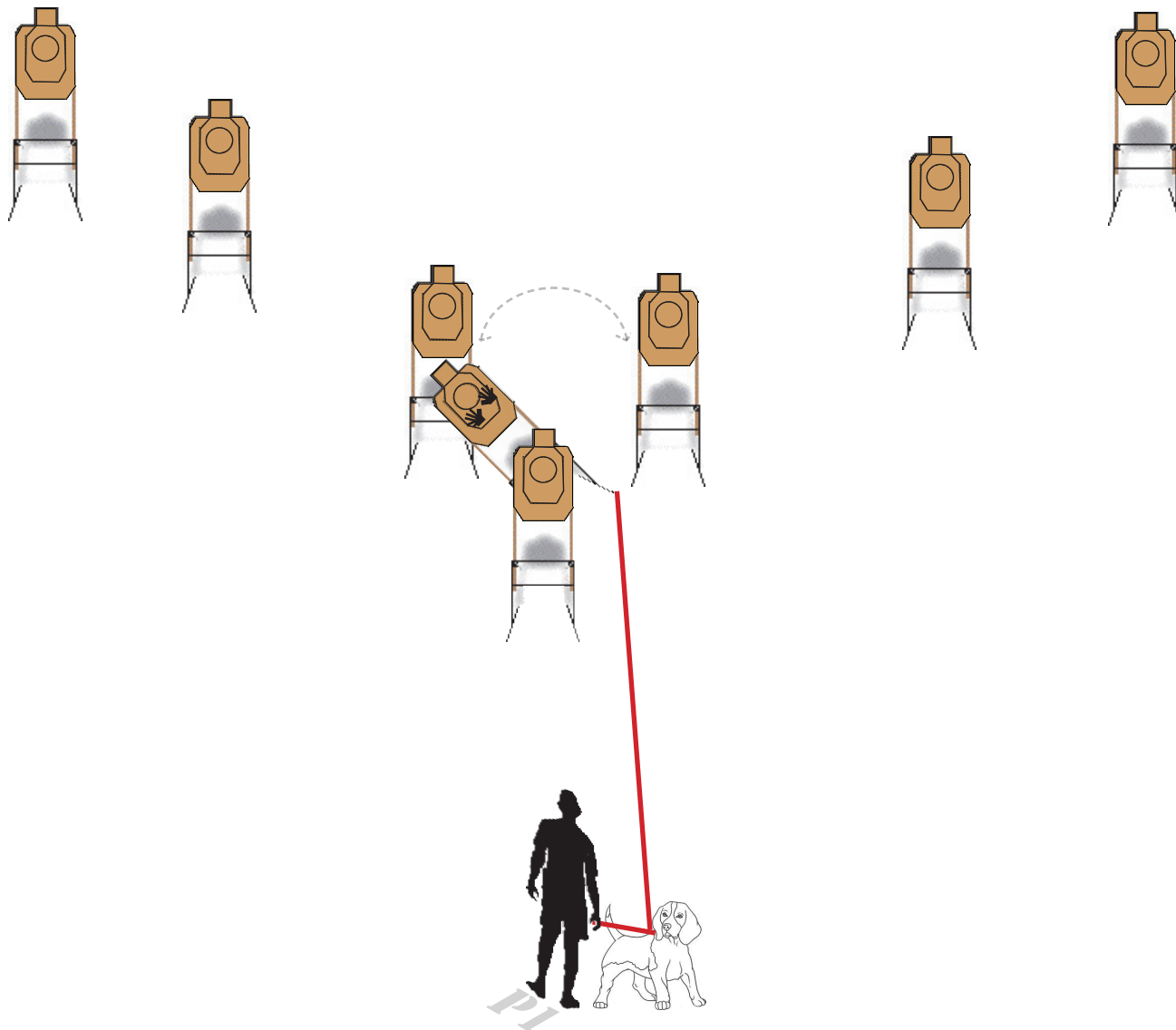
**String 1:** From P1 Engage each target with one round each in tactical priority from either side of cover or both sides.

**String 2:** From P2 Engage each target from behind Line with one round each in tactical priority.

**String 3:** From P3 Engage each target with one round each from around side of cover, below protruding stick, in tactical priority, make a mandatory tactical reload and reengage each target with one round each to the head in tactical priority.

# STG 8 - DOG WALKER

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 14

**Targets:** 7 paper targets,

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are minding your own business Walking your dog, when some gang members start taunting your dog and threaten to kill you and him.

## **Starting Position:**

Standing on foot marks, facing downrange holding leash in strong hand, Gun loaded to division capacity in holster, all extra ammo on belt, Concealment garment required. There is no cover available on the Stage.

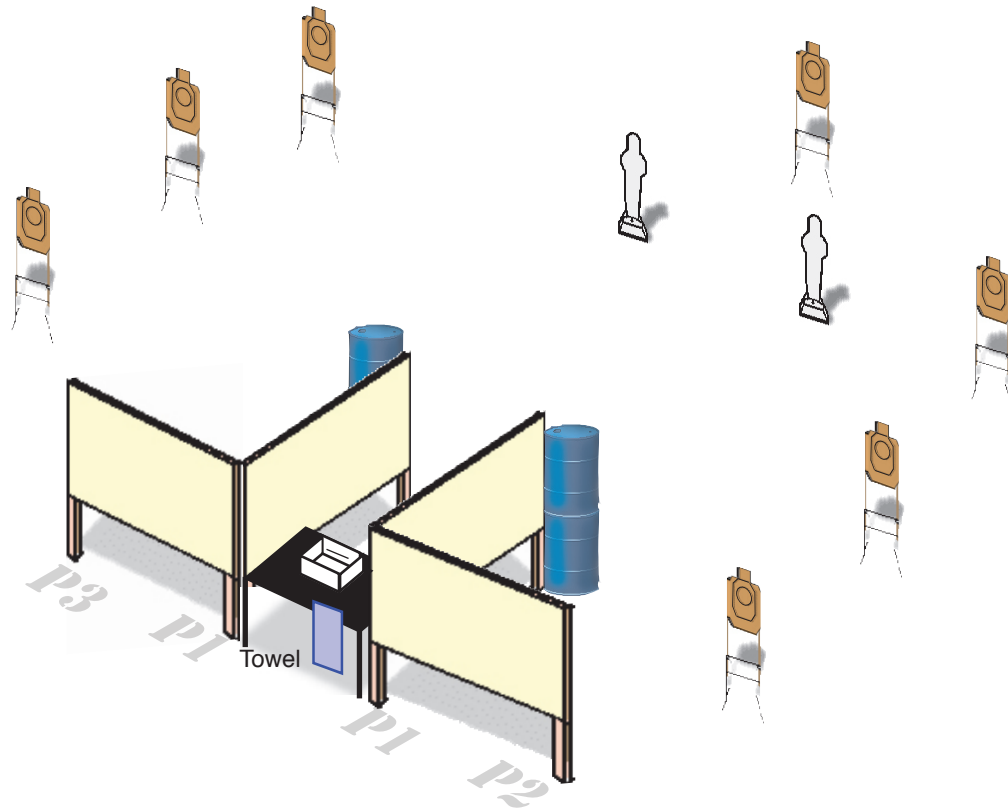
## **PROCEDURE:**

On Signal, pull dog back to heel him, which activates the swinging Non threat target. Swinging target must be moving before engaging targets. Engage targets in tactical priority



# STG 9 - DISH PAN HANDS

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers

**Scored Rounds:** 16

**Targets:** 7 paper targets, 2 steel

Steel must fall for score

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are washing your hands in a hotel bathroom when a gang does a take down of the lobby as guests are checking in. You engage the bad guys when they start shooting folks as a show of power

## **Starting Position:**

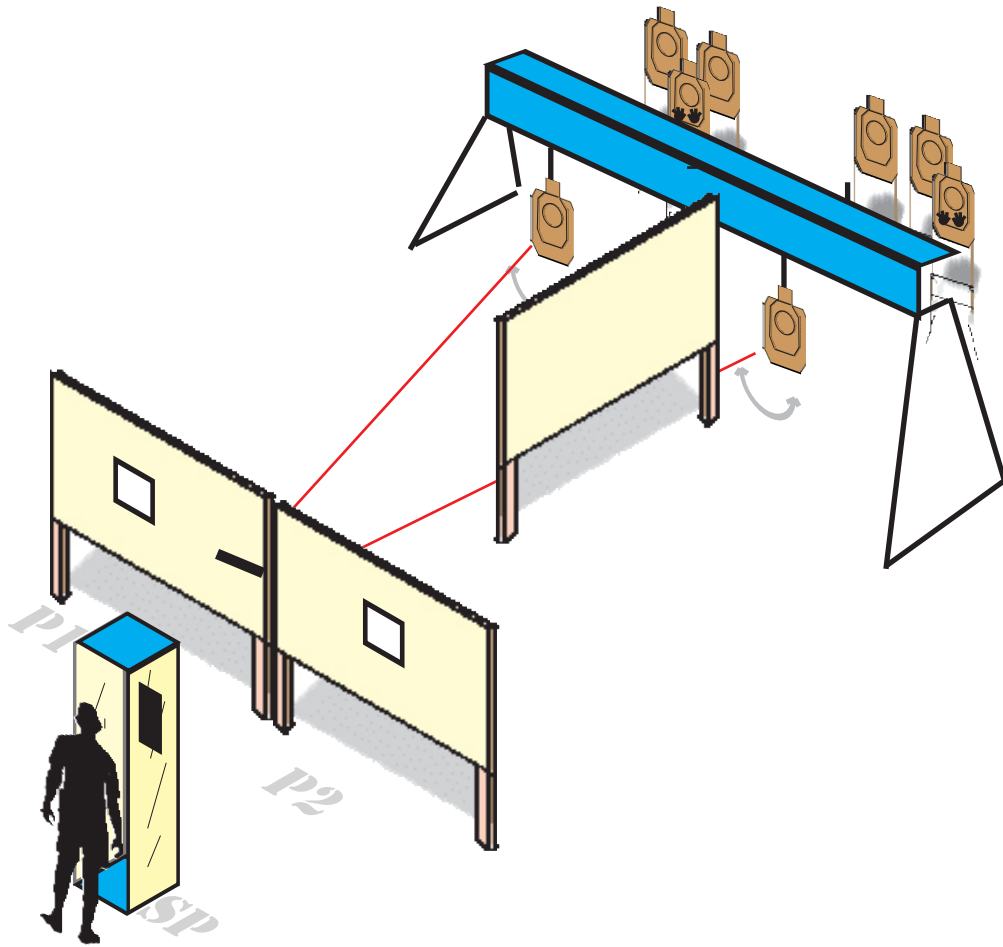
Standing, facing down range, palms flat on bottom of sink, water up to wrists. Gun loaded to division capacity in holster, all extra ammo on belt, Concealment Garment required.

## **PROCEDURE:**

On signal remove hands from sink, Can dry them on the towel or anything else available or grip your gun with wet hands. Engage targets in tactical priority from cover only. P1, P2 and P3 are interchangeable per side.

# STG 10 -WHAT'S YOUR HANG UP?

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 12

**Targets:** 6 paper targets,

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You're on the corner in a phone booth cause your cell phone battery is dead. Several goons are inside your local market in two different rooms and plan harm to your neighbors. Two of the Goons are wearing Body Arm and move around a lot. You decide it is better to shoot through the windows and use the building as cover

## **Starting Position:**

Holding the phone receiver in your strong hand, up against your ear muff or ear. Weak hand on the number button of the phone body. Gun loaded to division capacity in holster, all extra ammo on belt, Concealment Garment required.

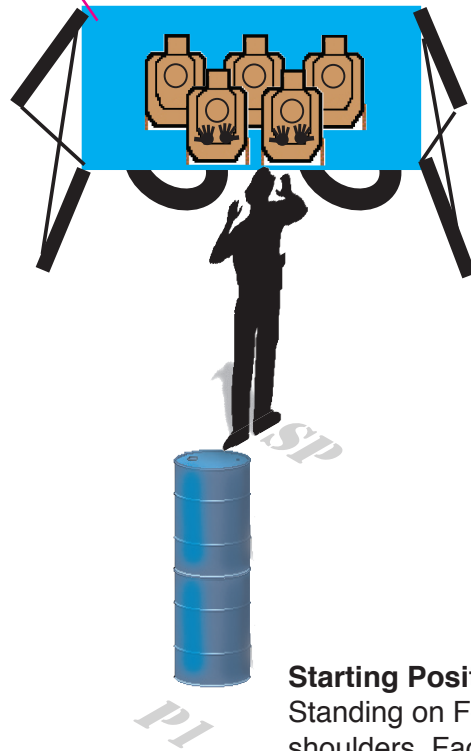
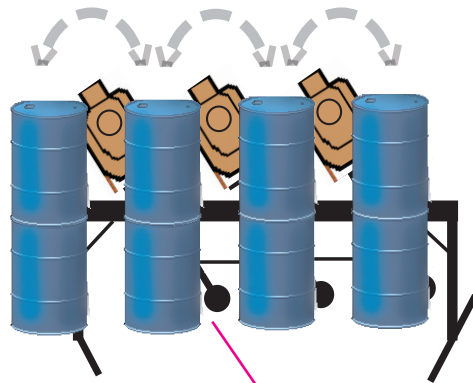
## **PROCEDURE:**

On signal, engage targets in tactical priority from cover only.

**NOTE:** Swinging Targets are backed by steel plates and are truly Impenetrable.

# STG - 11 HIDE AND SEEK

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers

**Scored Rounds:** 12

**Targets:** 6 paper targets,

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** While standing at your desk, several disgruntled former employees come in to rob the company you work for and they take the CEO and the President hostage. Fortunately, you have a gun stashed in your desk for such an occasion.

## **Starting Position:**

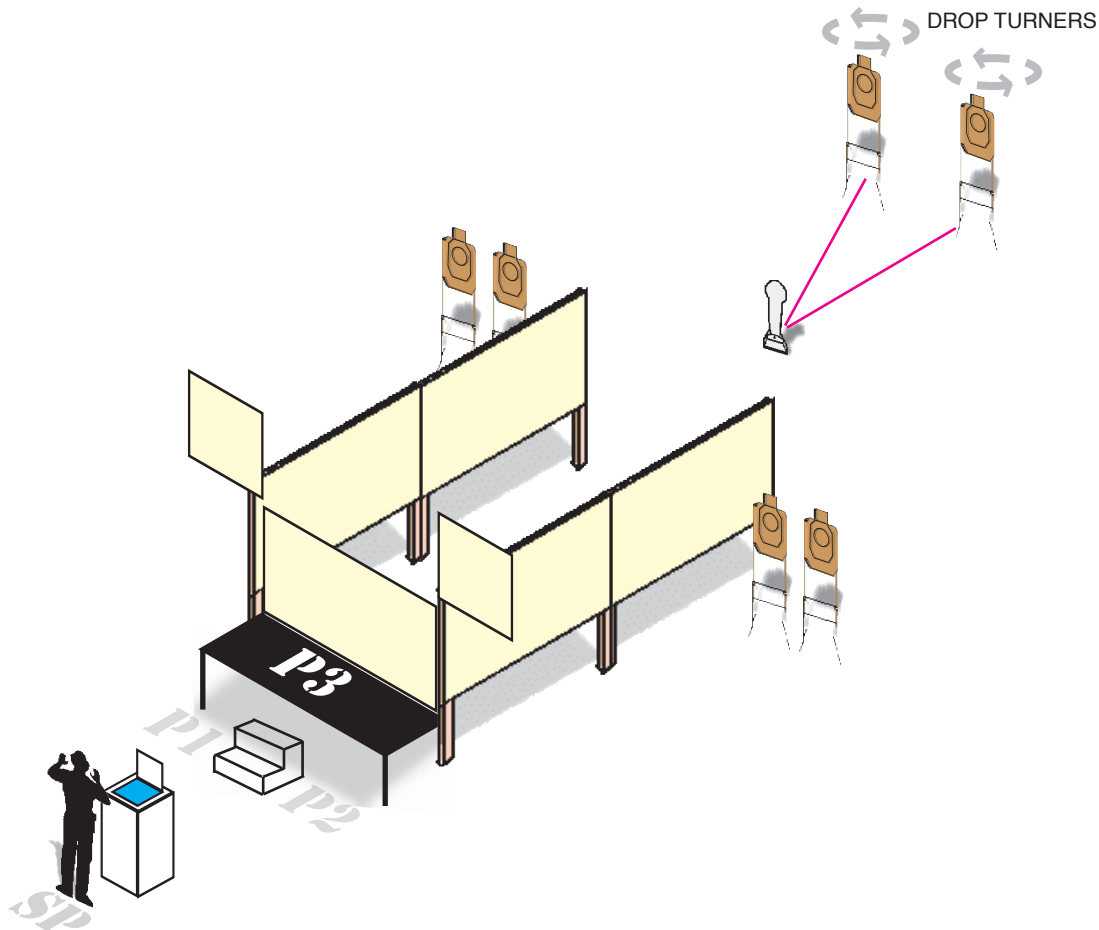
Standing on Foot Marks, Wrist Above your shoulders, Facing down range, Gun UNloaded (No rnd in chamber, Mag inserted) lying flat on table, (No propping) trigger guard centered over mark. muzzle pointing down range, all extra Ammo on belt. Concealment Garment required.

## **PROCEDURE:**

On signal, retrieve gun, turn over table and as you are retreating to the cover of the Barrels behind you, Engage table targets in tactical SEQUENCE. Then engage the CAN-CAN Swinger targets in Tactical Priority from cover of the barrels.

# STG 12 - ROLLING IN THE DEEP

Designed By: Robert Porter / Set By: The Double Tap Ranch Hands



**Scoring:** Vickers,

**Scored Rounds:** 13

**Targets:** 6 paper targets, 1 steel

Steel must fall for score

**Start - Stop:** Audible -Last shot

**Penalties:** As per latest edition of rule book

**Muzzle Safe Point:** 180 degrees to the back berm

**Scenario:** You are at the laundry Mat when a scuffle over a dryer ensues. A few minutes later one of the guy's "friends" show up to back the him up. When they are fixing to kill the other guy, you intervene.

## **Starting Position:**

Standing at SP, feet on the marks facing down range strong hand on the main knob of washer panel, Gun loaded to division capacity in holster all extra ammo on belt Concealment Garment required.

## **PROCEDURE:**

On Signal, engage targets in tactical priority from cover only.