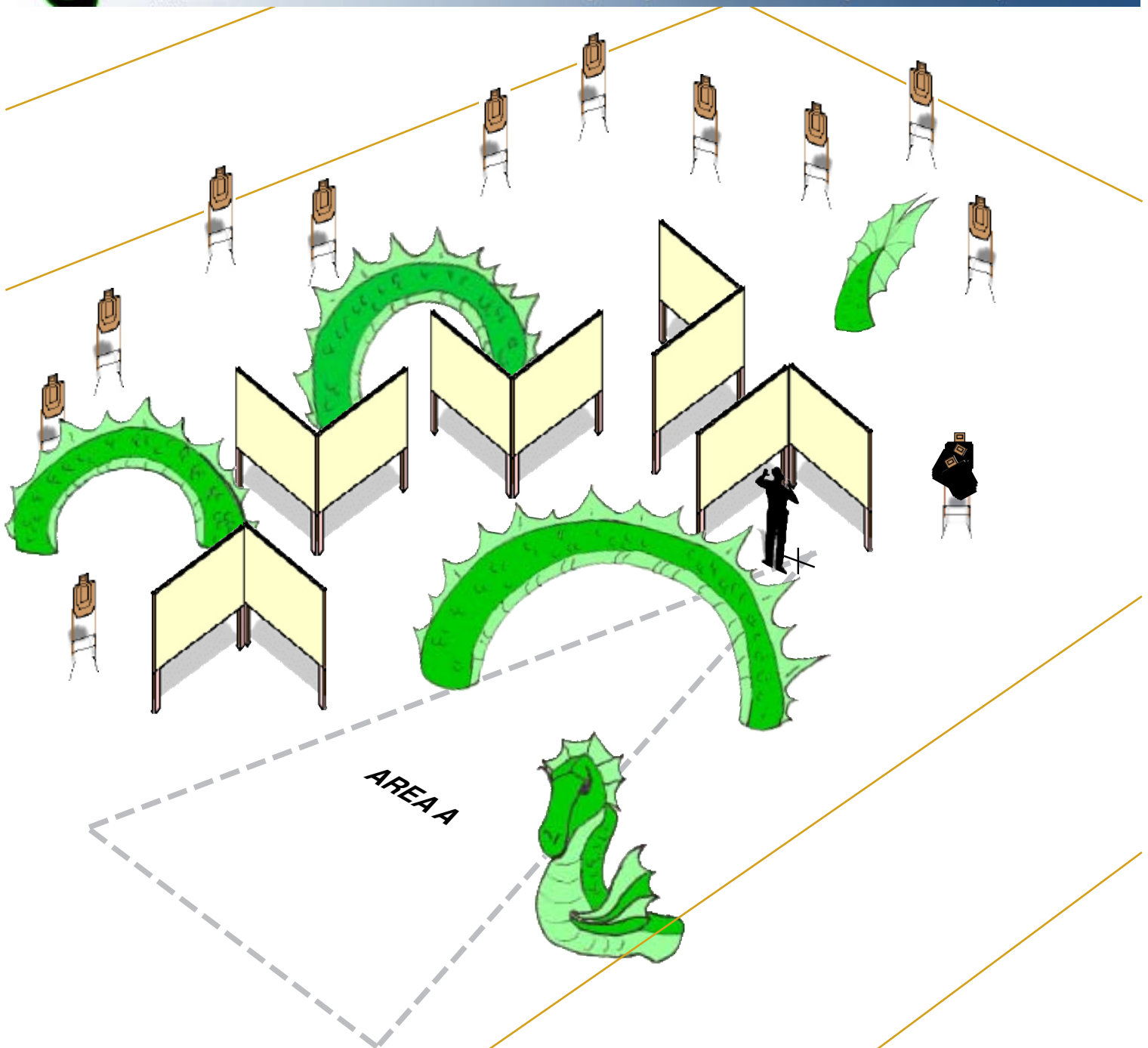




THE LOST
DOUBLE
TAP
OF ATLANTIS

SEA SERPENTS

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



Scoring: Comstock, 28 Rounds - 140 Points
Targets: 14 IPSC paper
Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing inside Area A, facing down range, Toes on X's of Fault line, Wrist above shoulders, Gun in holster, Extra ammo on Belt.

PROCEDURE:

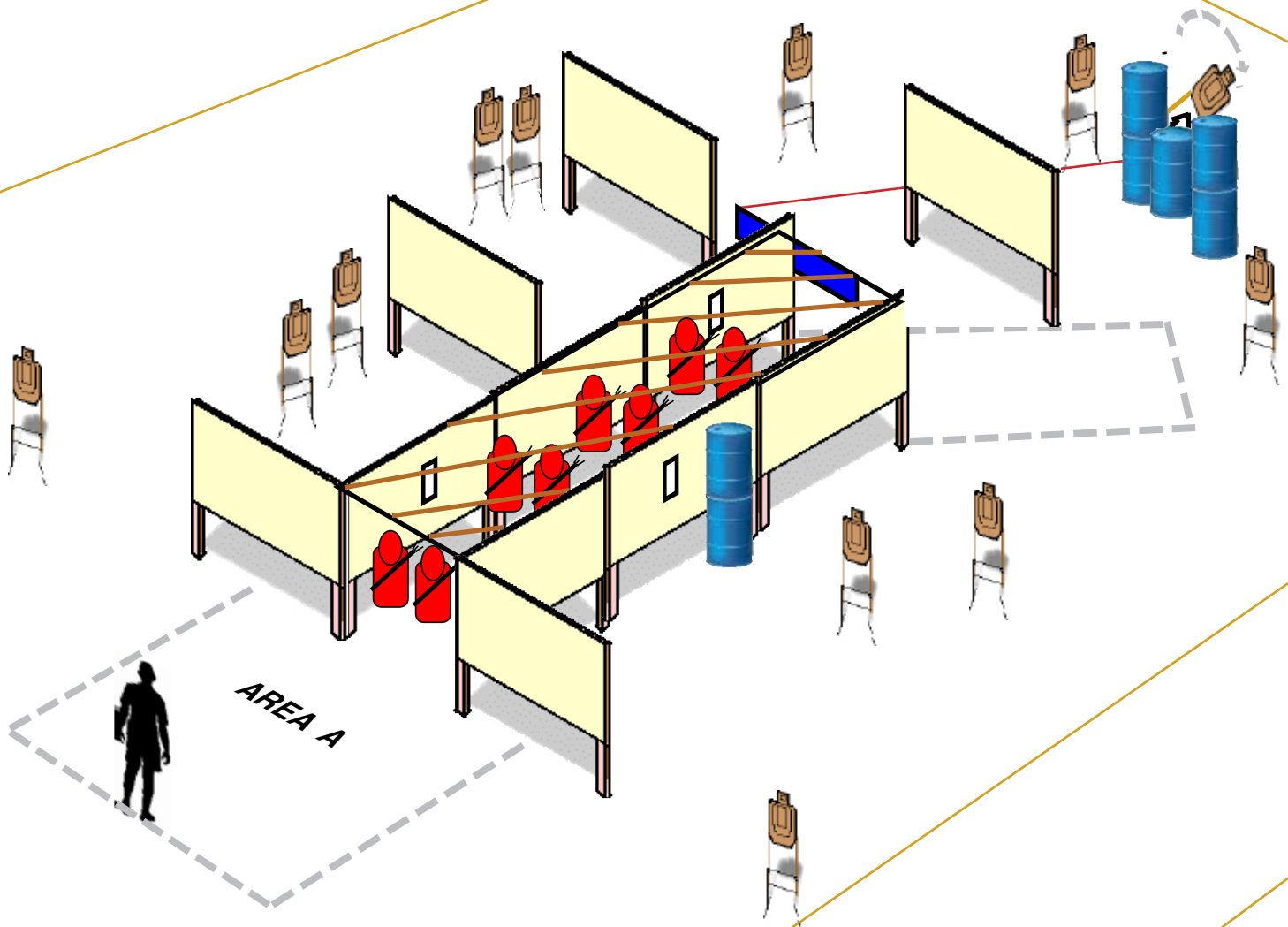
On Signal, engage targets as they become visible from Area A only. Must shoot around the walls and the 105 foot sea serpent.



THE LOST
DOUBLE
TAP
OF ATLANTIS

THE ATLANTIAN GUARD

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



Scoring: Comstock, 24 Rounds - 120 Points
Targets: 12 IPSC
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in Area A, Facing UP range, Wrist above respective shoulders. Toes touching X's on rear fault line. Gun loaded in holster, Extra ammo on belt

Procedure:

On Signal engage targets as they become visible from Area A only.

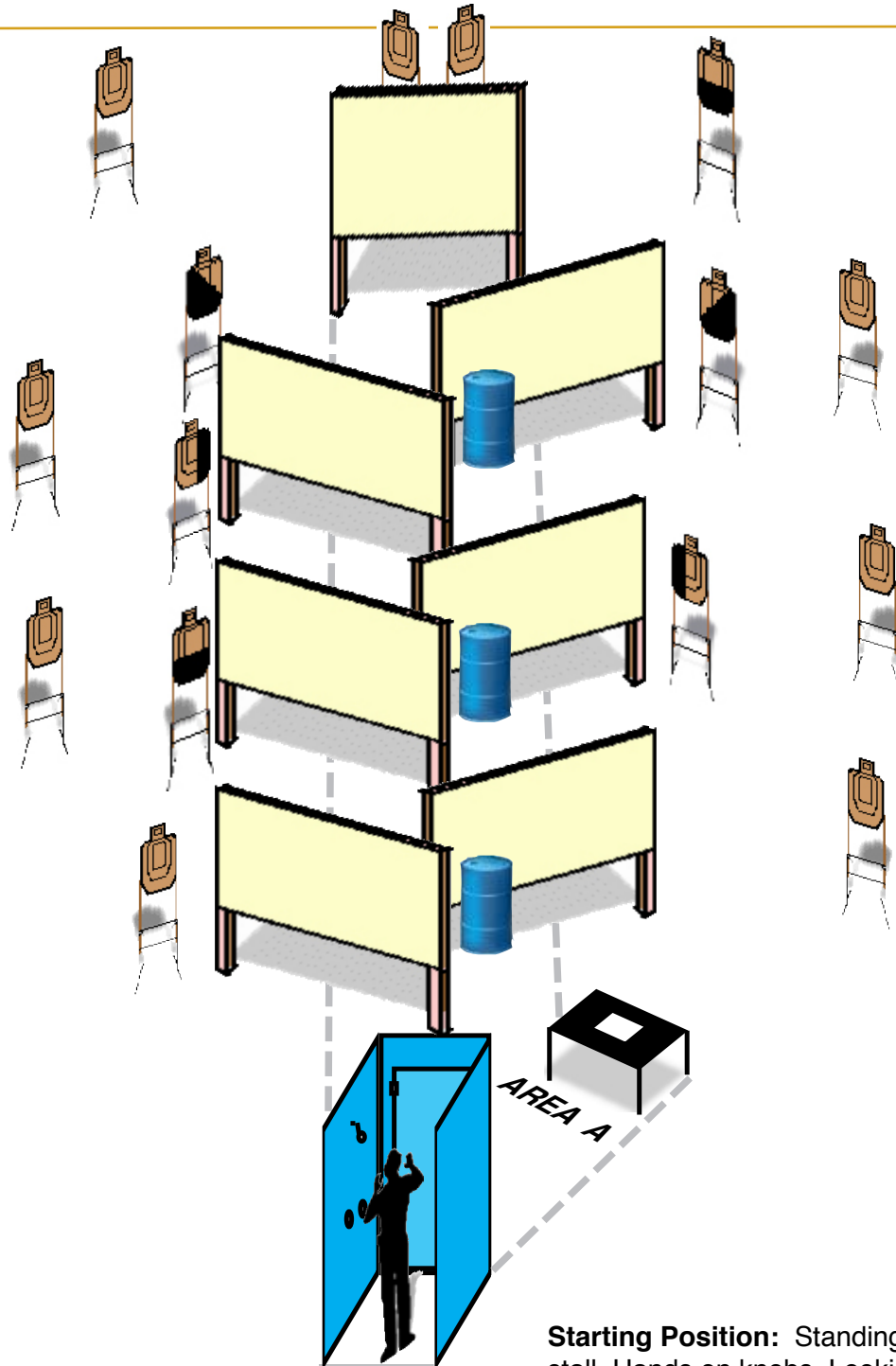
NOTE: The foam Atlantian guards hang from the center section. The gate at the end activates the swinger.



THE LOST
DOUBLE
TAP
OF ATLANTIS

SAND TRAP

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



Scoring: Comstock, 30Rounds - 150 Points
Targets: 15 IPSC,
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position: Standing in Roman shower stall, Hands on knobs, Looking up at shower nozzle, Gun un-loaded, Flat on table, First mag to be used on stage on table. All other ammo to be used on stage on barrels down range. No ammo on belt.

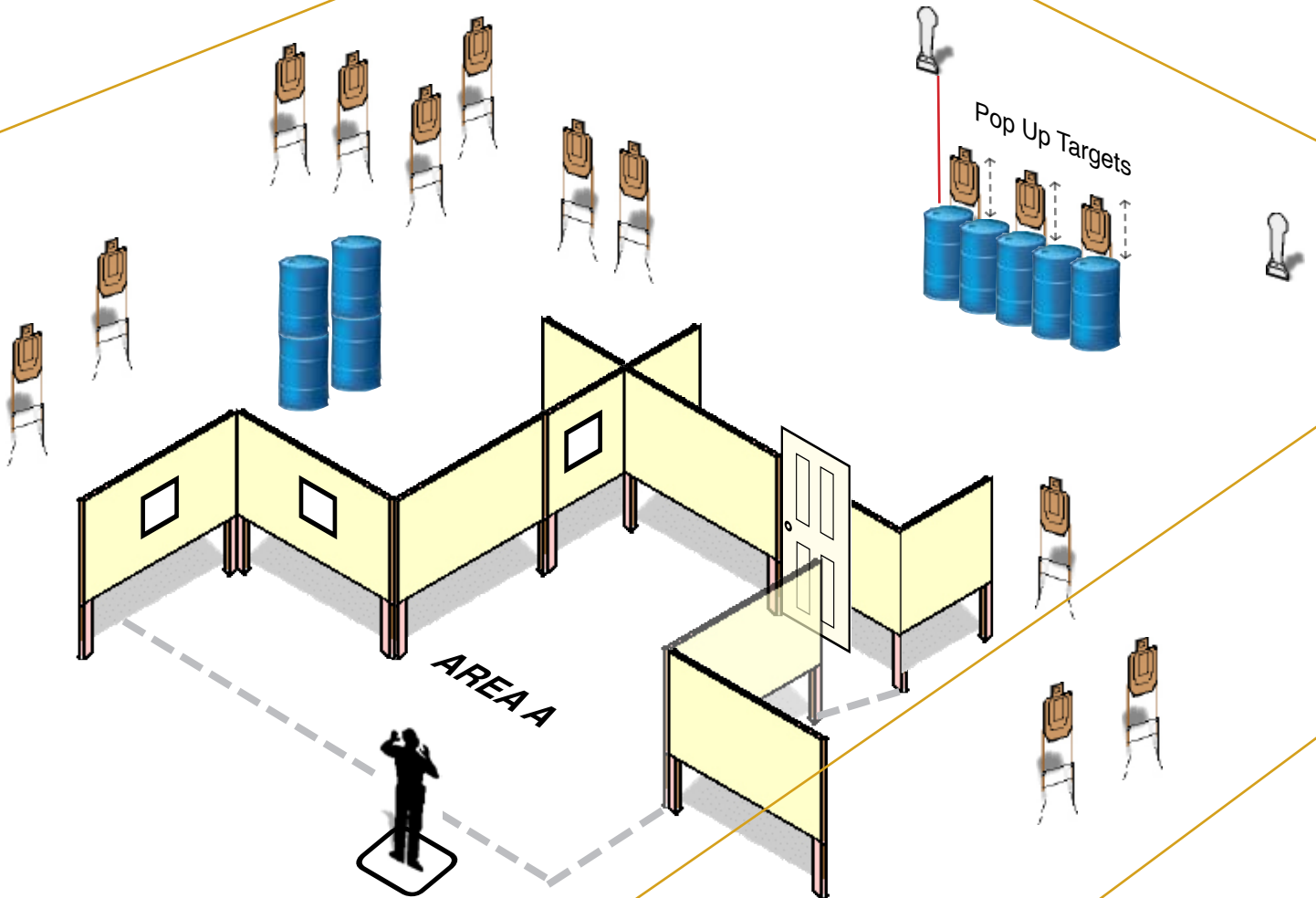
Procedure: On signal, retrieve gun and engage targets as they become visible from Area A Only!



THE LOST
DOUBLE
TAP
OF ATLANTIS

THE LOST EMPIRE

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



Scoring: Comstock, 30 Rounds - 150 Points
Targets: 14 IPSC paper / 2 Steel
Scored Hits: Best 2 Paper,
Steel must fall for score, KD=1A
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Kneeling in start box, Facing down range, one knee on the ground, fingers of both hands touching top of shoe, Door closed, Gun in Holster, Extra Ammo on Belt.

PROCEDURE:

On Signal, engage targets as they become visible from Area A only.

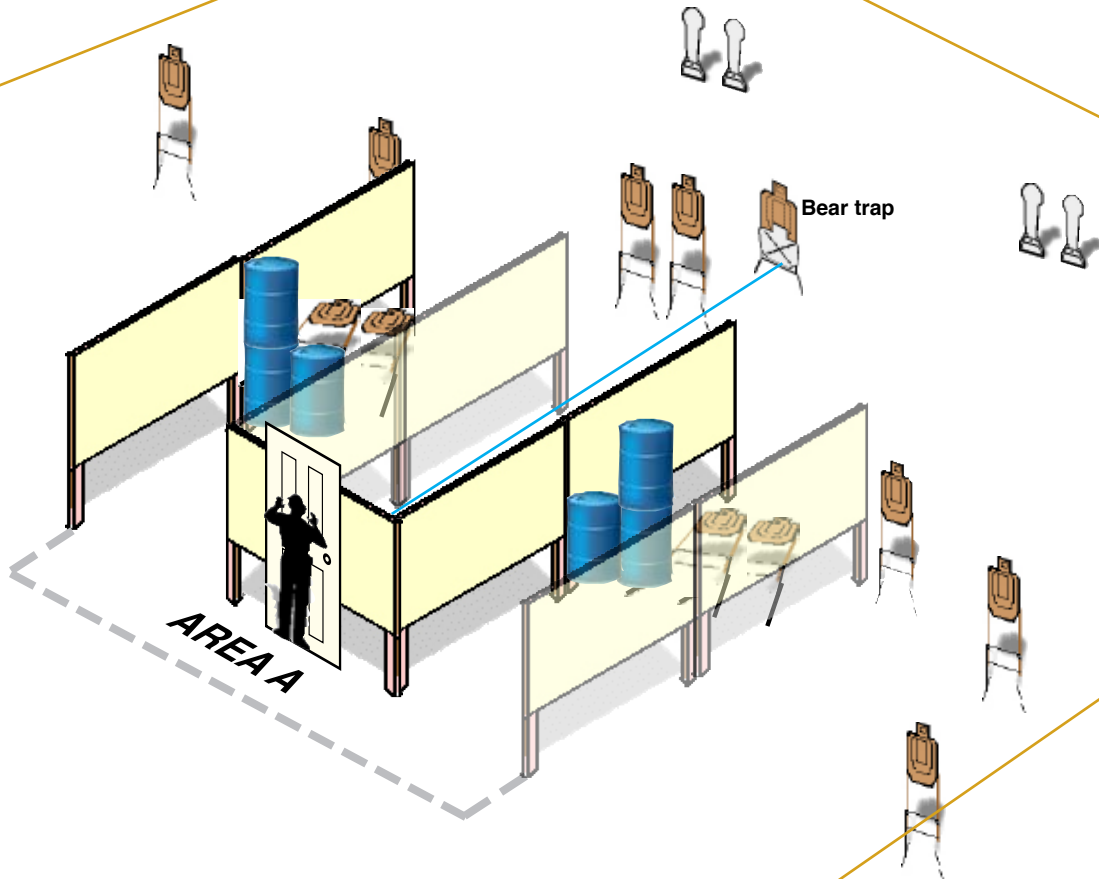
NOTE: Pop Up targets come up in secession and then settle down .They are disappearing



THE LOST
DOUBLE
TAP
OF ATLANTIS

MYSTICAL MYSTERY

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



Scoring: Comstock, 30 Rounds - 160 Points
Targets: 13 IPSC paper / 4 Steel
Scored Hits: Best 2 Paper,
Steel must fall for score, KD=1A
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in Area A, Facing UP range, Arms crossed across chest, Weak side foot raised to 90 degrees resting on door, Shoulder blades up against door, Door Closed, Gun in Holster, Extra ammo on belt.

PROCEDURE:

On Signal, engage targets as they become visible from Area A only.

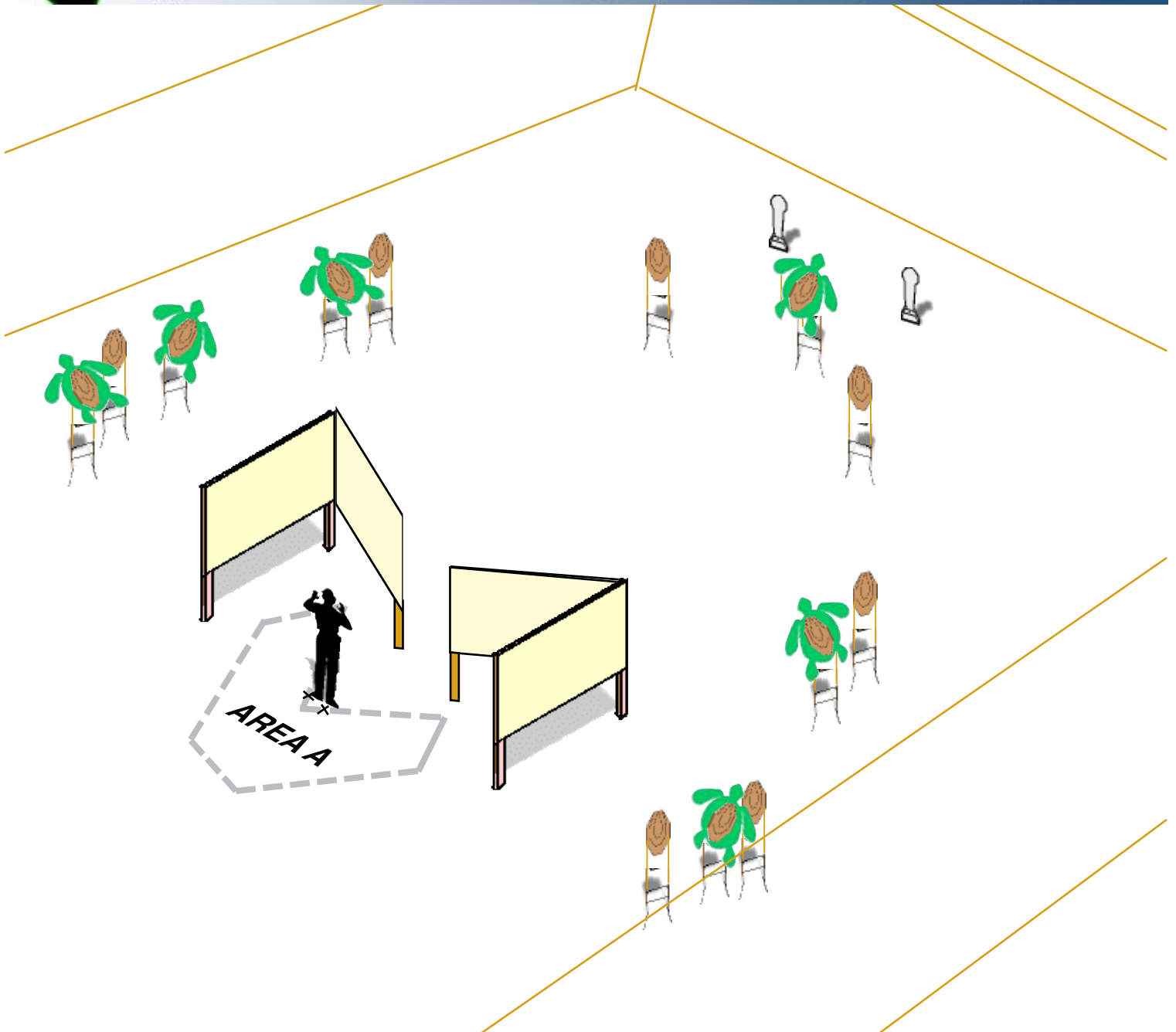
Note: Door activates Bear Trap target



THE LOST
DOUBLE
TAP
OF ATLANTIS

SAVE THE SEA TURTLES

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



Scoring: Comstock, 28 Rounds - 140 Points
Targets: 13 IPSC paper / 2 Steel
Scored Hits: Best 2 Paper,
Steel must fall for score, KD=1A
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in Area A, Palms on knees, toes touching X's on fault line, Facing down range, Gun in Holster, Extra ammo on belt.

PROCEDURE:

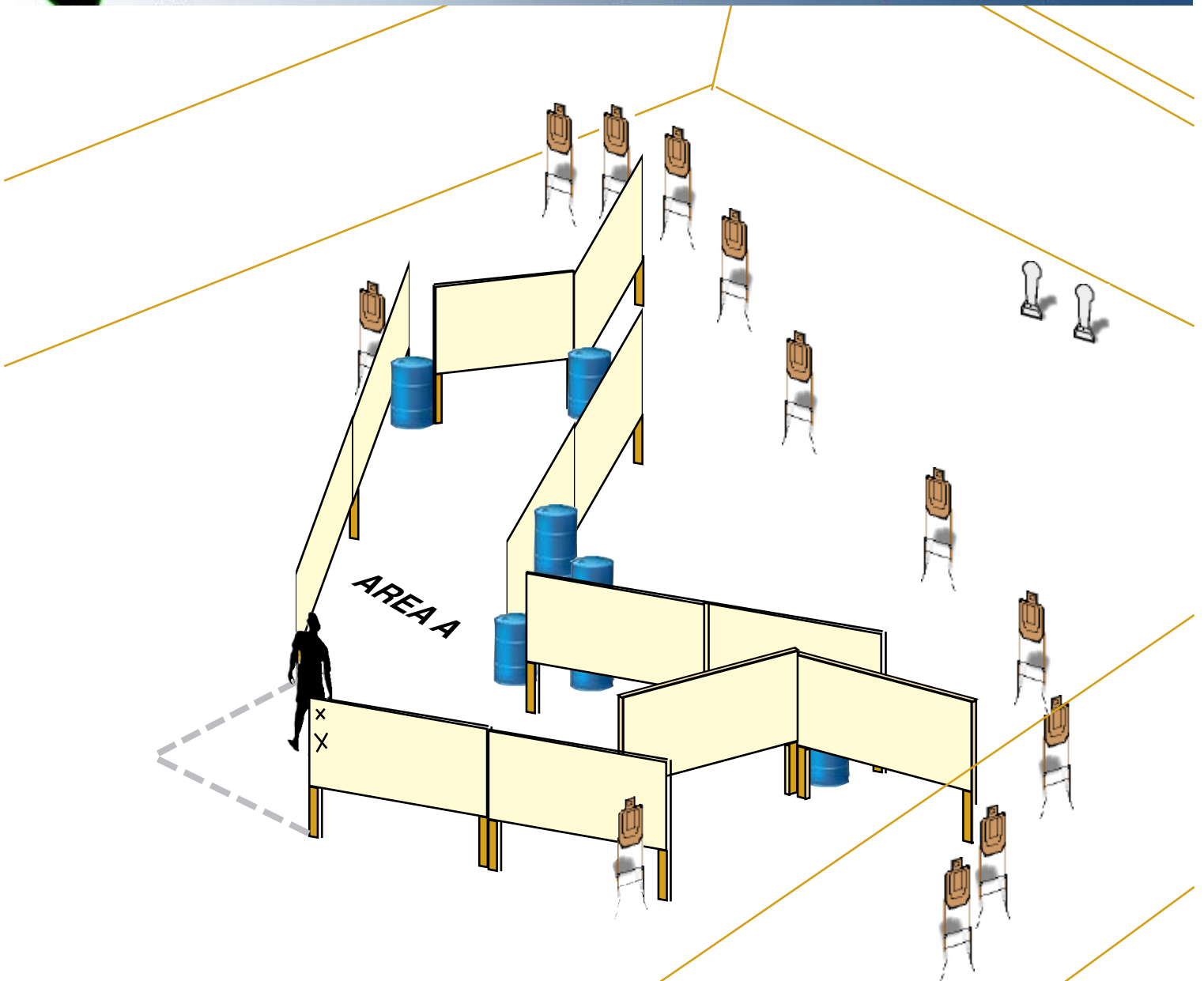
On Signal, Engage targets as they become visible from Area A only. Turtles are Hard cover



THE LOST
DOUBLE
TAP
OF ATLANTIS

NEPTUNE'S NEMESIS

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



Scoring: Comstock, 26 Rounds - 130 Points
Targets: 12 IPSC 2 CMP
Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in Area A, Palms on X's of either wall,
Gun loaded in holster, Extra ammo on belt.

PROCEDURE:

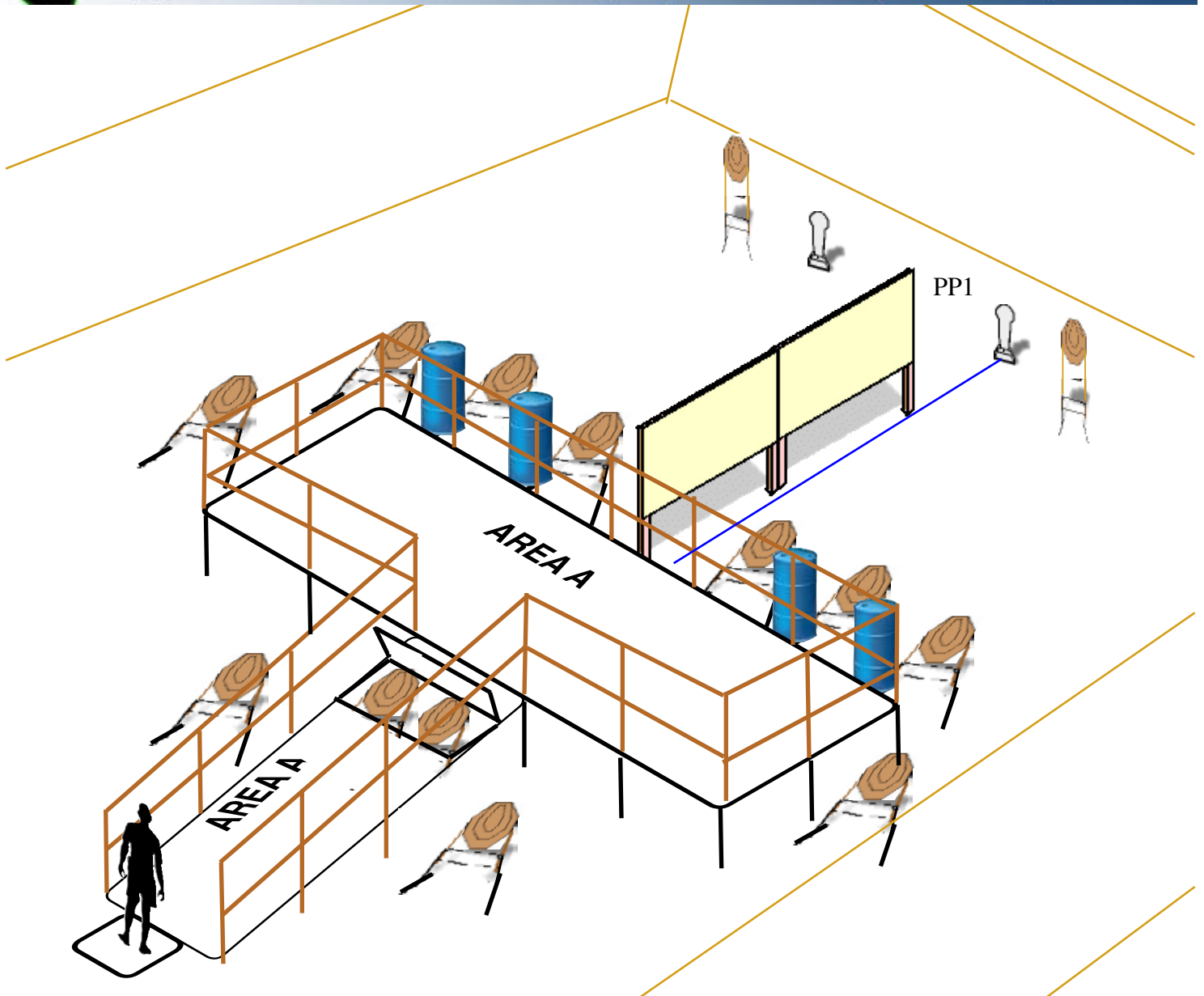
On Signal, Engage targets as you see them
from Area A Only.



THE LOST
DOUBLE
TAP
OF ATLANTIS

SIRENS' COVE

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



Scoring: Comstock, 30 Rounds - 150 Points

Targets: 14 IPSC, 2 CMP

Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score

Start - Stop: Audible -Last shot

Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in Start box, facing UP range, Hands naturally at your sides, Gun loaded in holster, Extra ammo on belt.

PROCEDURE:

On Signal, engage targets as you see them from Area A Only. Must drop Trap Door by knocking down PP1 only. Platform is elevated and ramp slopes up.

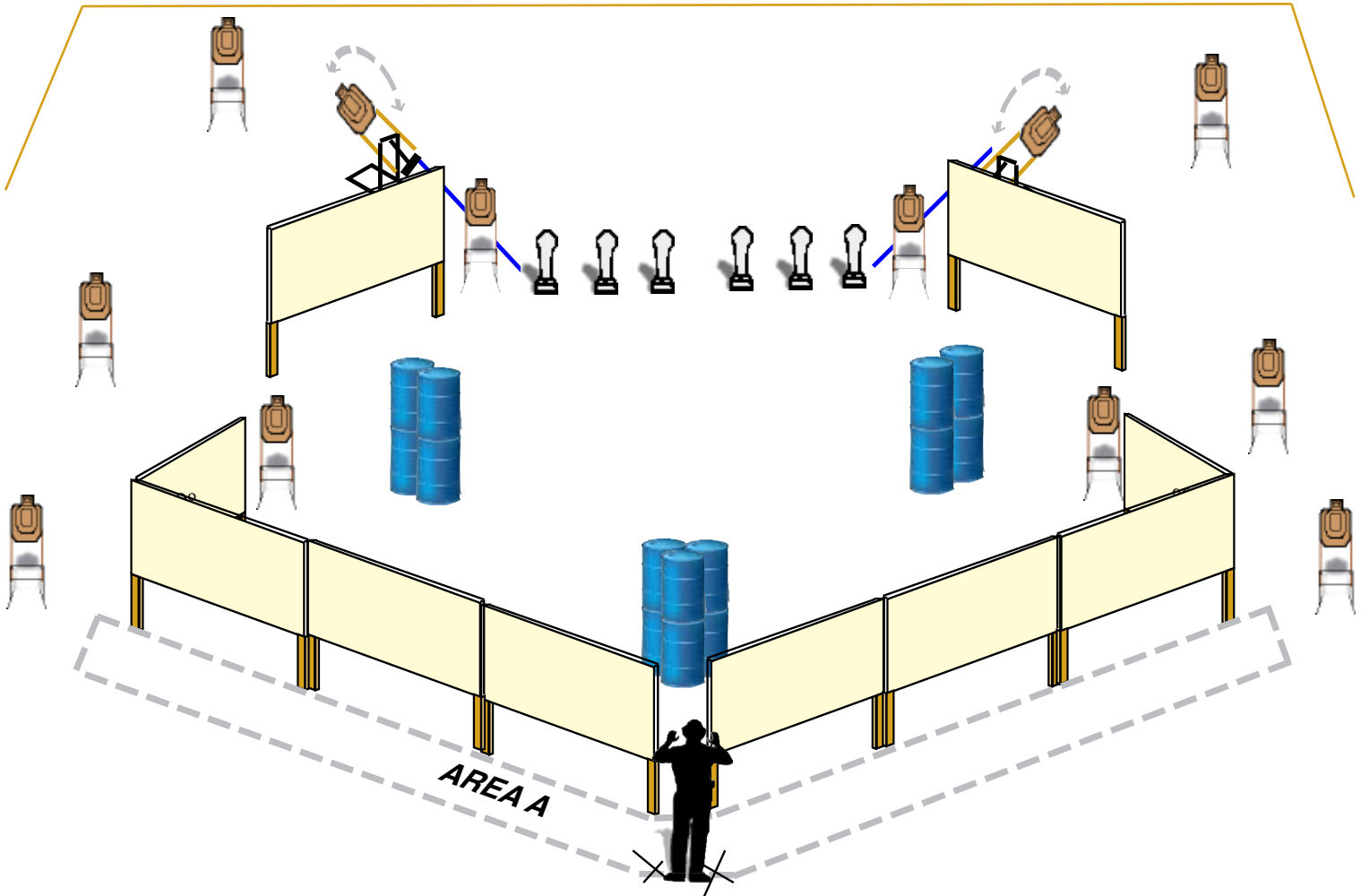
Note:PP1 Drops Trap door so you may pass over it. Area A is only on the ramp or platform



THE LOST
DOUBLE
TAP
OF ATLANTIS

PAGAN GODS

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



Scoring: Comstock, 28 Rounds - 140 Points
Targets: 12 IPSC 6 steel
Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing inside Area A, Heels on X's, Wrist above shoulders, Gun in holster, Extra ammo on belt.

PROCEDURE:

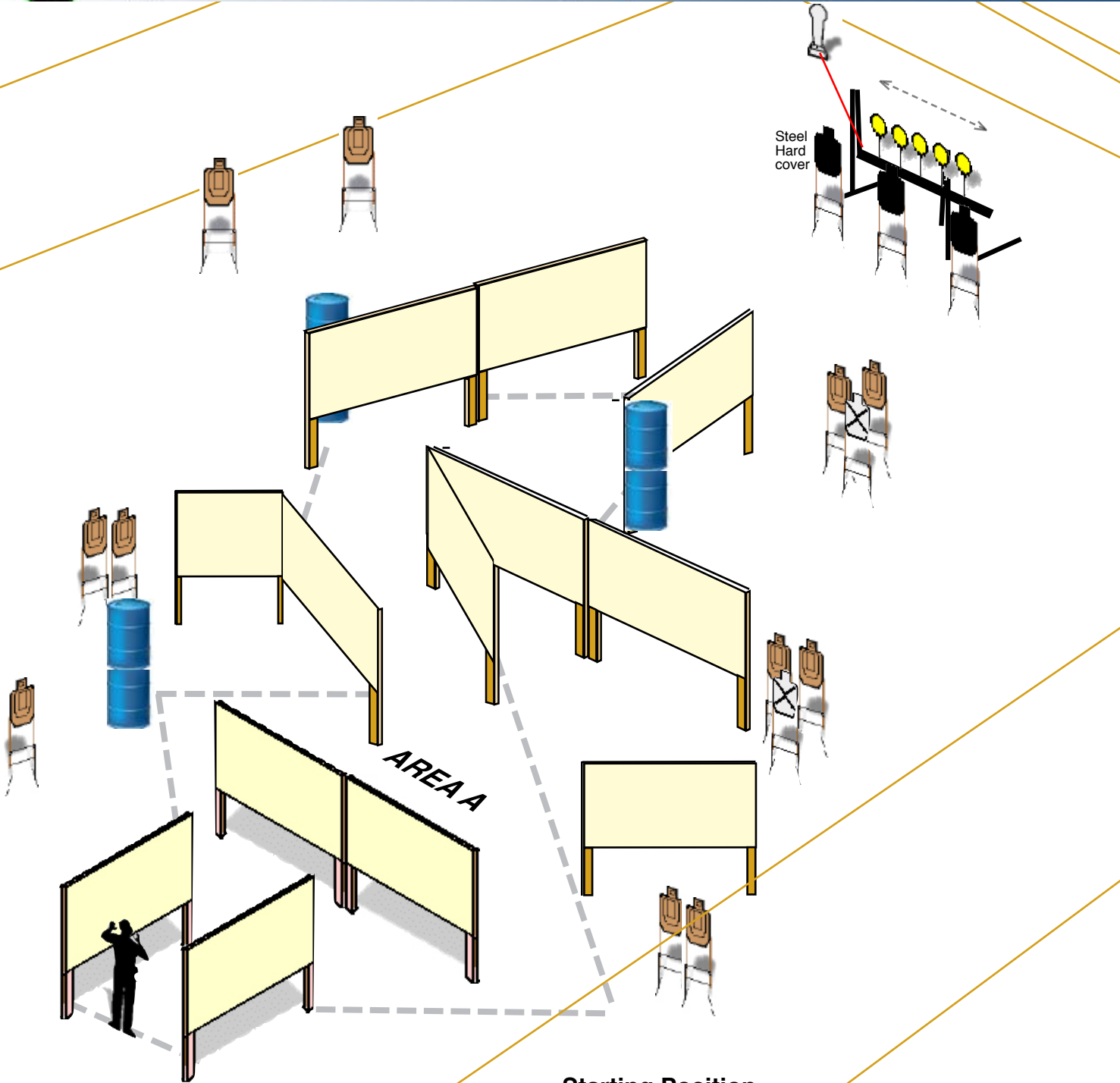
On Signal, Engage targets as you see them from Area A Only.



THE LOST
DOUBLE
TAP
OF ATLANTIS

SEA HORSE SWAY

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



Scoring: Comstock, 28 Rounds - 140 Points
Targets: 11 IPSC Paper, 6 Steel
Scored Hits: Best 2 Paper, KD=1A
 Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing IN Area A, heels on X's, Hands straight out in front of you at shoulder height, Elbows locked, gun in holster, Extra ammo on belt.

PROCEDURE:

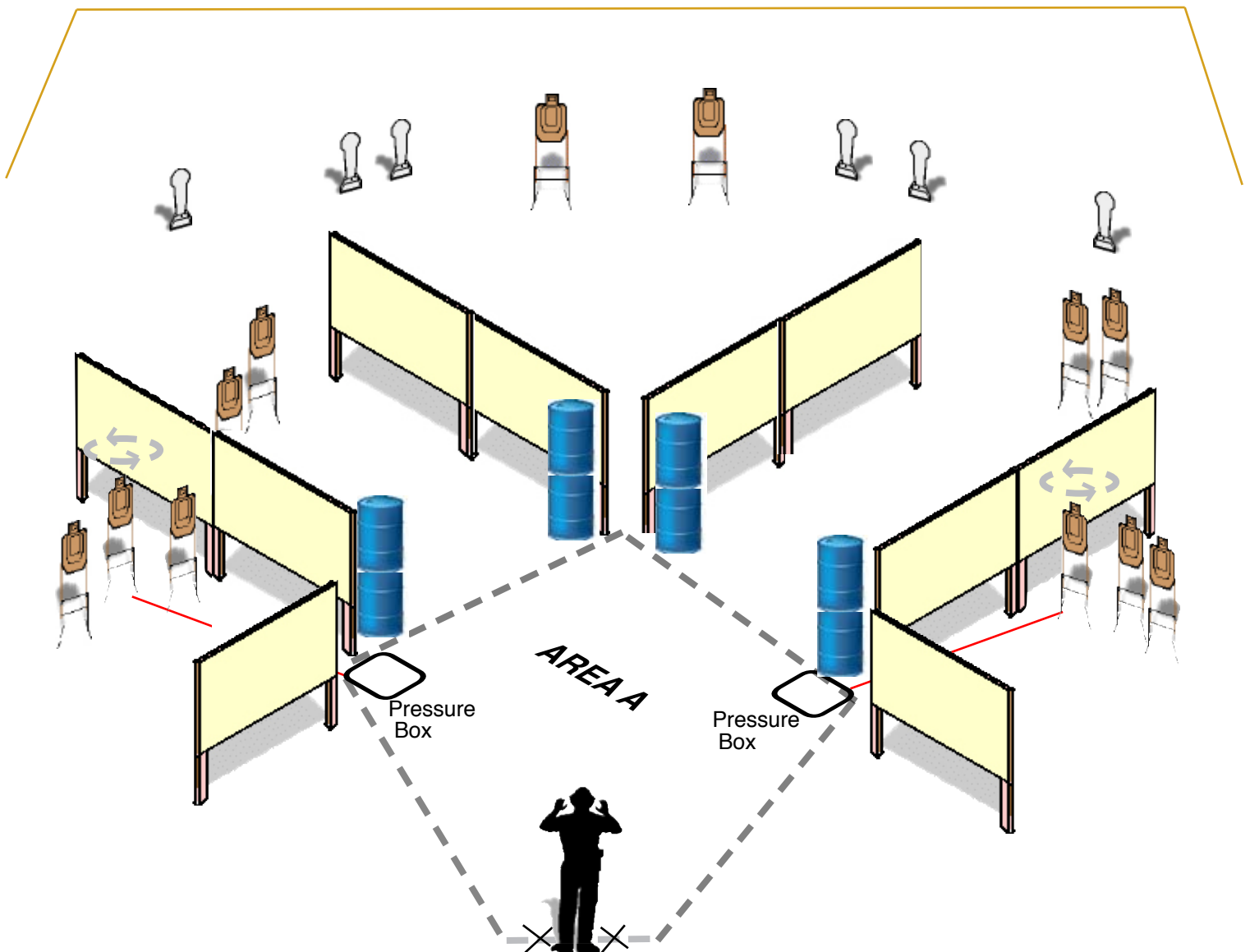
On Signal, engage targets as you see from Area A Only.
 Note: Plates on "The Double Tap Swinger" Move / swing back and forth



THE LOST
DOUBLE
TAP
OF ATLANTIS

OCTOPUS TENTICLES

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



Scoring: Comstock, 30 Rounds - 150 Points
Targets: 12 IPSC paper / 4 steel
Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing outside Area A, toes on marks, Both hands gripping Neptune's Spear, Spear resting on either shoulder, gun in holster, Extra ammo on belt.

PROCEDURE:

On Signal, engage targets as you see from Area A Only.

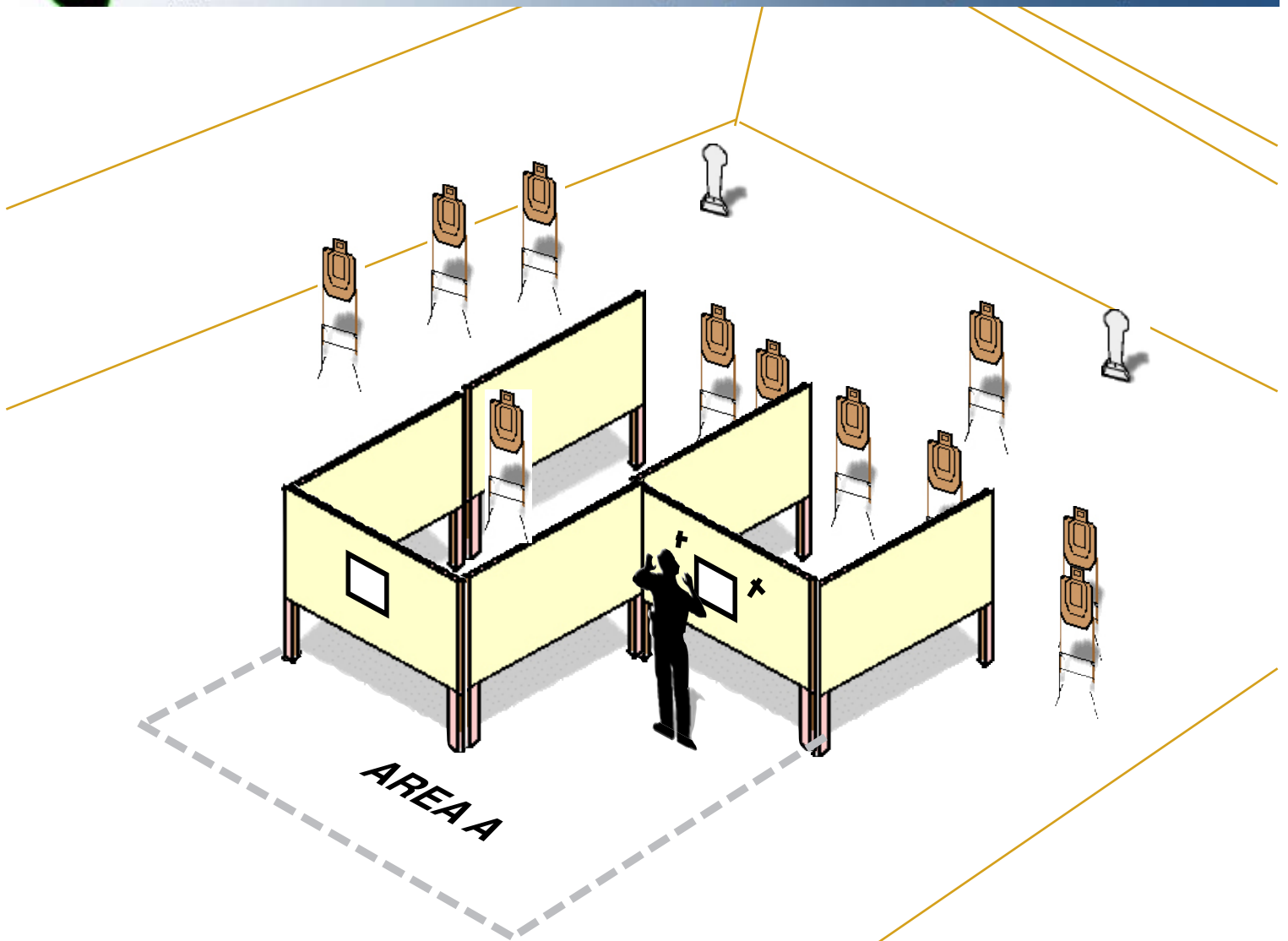
NOTE: Pressure Boxes activate Drop Turners.



THE LOST
DOUBLE
TAP
OF ATLANTIS

MANTA RAY

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



Scoring: Comstock, 26 Rounds - 130 Points
Targets: 12 IPSC paper / 2 steel
Scored Hits: Best 2 Paper, KD=1A
Steel must fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing in area A, Facing up range, Wrist above shoulders, Toes on start block either side. Windows closed, Gun in holster, Ammo on belt.

PROCEDURE:

On Signal, engage targets as you see from Area A Only.

NOTE: The Popper on the Left opens the window on the right, The Popper on the right opens the window on the left.