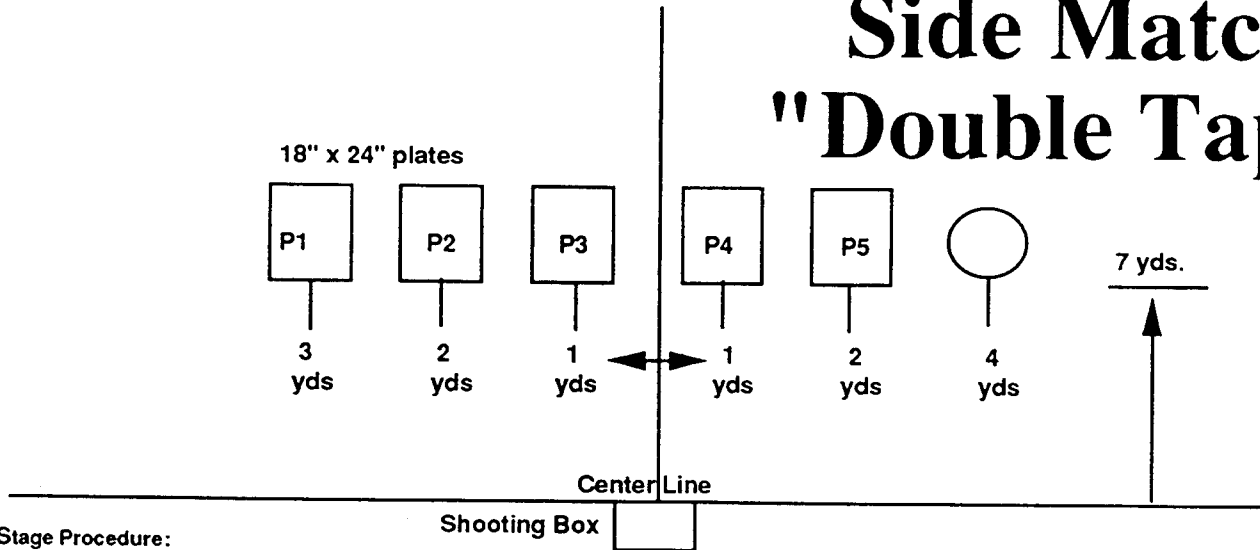


# Side Match "Double Taps"



## Stage Procedure:

Shooter stands facing uprange, hands in surrender position. Upon start signal shooter turns and engages P1-P5 with two rounds each and then engages the stop plate with one round. Plates may be engaged in any order, except the stop plate must be engaged last. **Failure to hit the stop plate will result in 30 seconds being added to your accrued time.** Shooter then repeats this string twice for a total of three strings.

Scoring: Time

Targets: 6 steel

Min. Rounds: 11 per string, 33 rounds stage total

Min. Distance: 7 yards

Max Distance: 7 yards

Start Signal: Audible

Stop Signal: Last shot

Start Position: Surrender position

**Penalties (all penalties are +5 sec. unless otherwise noted):**

Premature Starts    Foot Faults    Each mandatory plate not hit    Failure to engage target (each occurrence)    Procedural

Note: procedural and dropped shots on steel are scored after each string.

**Note: Props & vision barriers may be added. AND stages are subject to change due to range conditions, weather, acts of God, etc.**