



2021 Annual Match

FEATURING

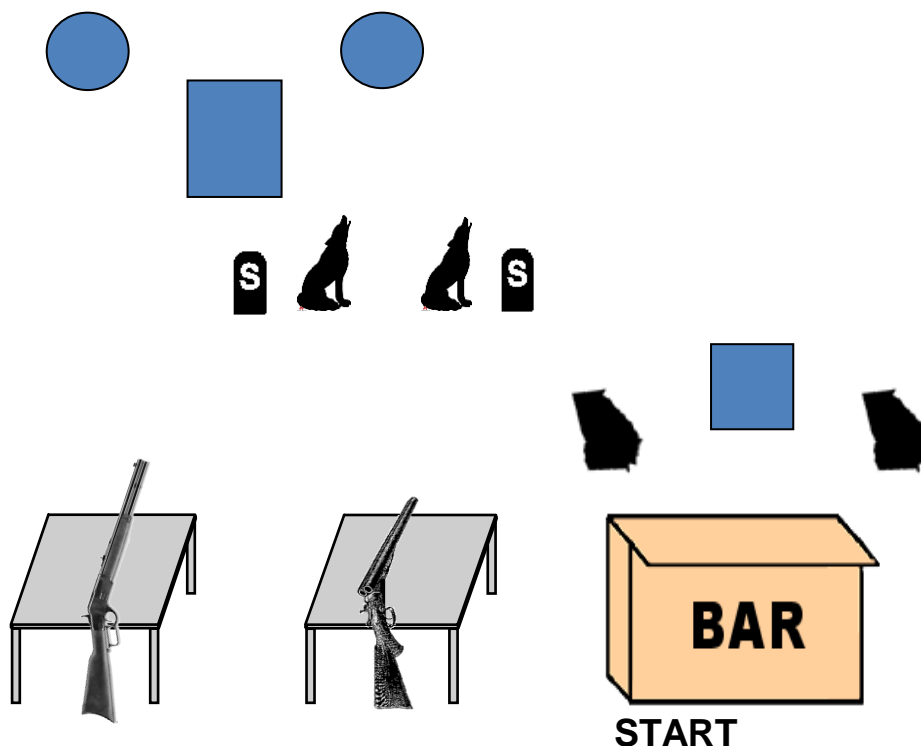
QUIGLEY

DOWN UNDER

Compliments of The Rainmaker

STAGE 1, BAY 4 DINGOES

Crazy Cora and the baby are alone in the wilderness as wild Dingoes hear the baby's cries and move in. Fearing the cries will bring more dingoes, Cora starts to hush the baby and then remembers her own baby and tells the baby to cry all he wants and they'll "both make some noise."



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on left table

Pistols holstered

Shotgun staged on the table at center stage

Start: Standing behind bar, hand(s) on pistol(s).

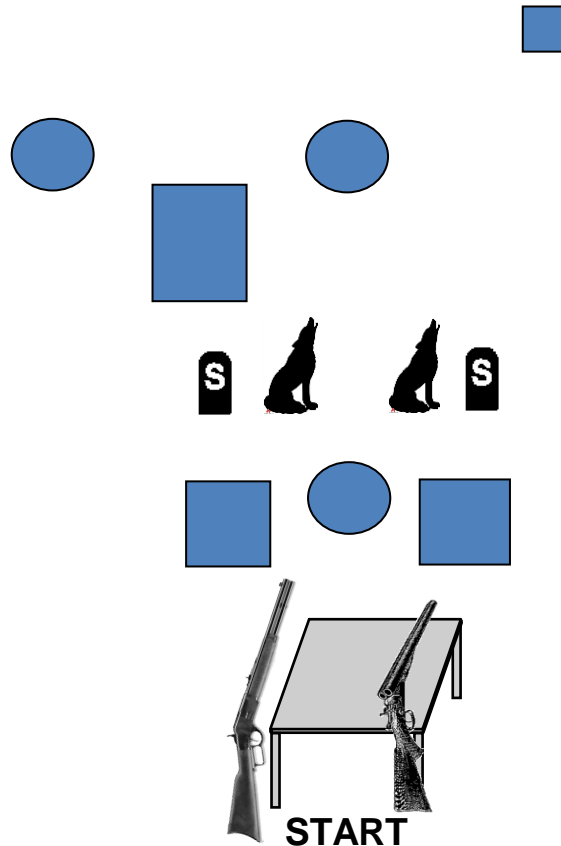
Procedure: Say "Let's both make some noise!" and wait for the beep.

ATB, with pistols as needed, engage P1 once then P2 four times then P3 once then P2 four times. With rifle, engage R1 - R3 same as pistols. With shotgun, engage shotgun targets in any order.

Note:

STAGE 2, BAY 4 QUITE CERTAIN

After Quigley meets Marston and tells him about his Sharps, Marston remarks "an experimental weapon with experimental ammunition". Then says "let's experiment", and has one of his men take a bucket out until Quigley signals for him to stop. Quigley waits a long while and then says "'bout there'll do". Marston and his men scoff at Quigley shooting this far and Marston asks "are you quite sure... that you wouldn't like the bucket a bit closer?" Quigley takes aim and hits the bucket three times then says "quite certain".



Ammo: Pistols 10, Rifle 10+1, Shotgun 4+

Staging: Rifle held in both hands
Pistols holstered
Shotgun staged on table

Start: Standing behind table, rifle held in both hands.

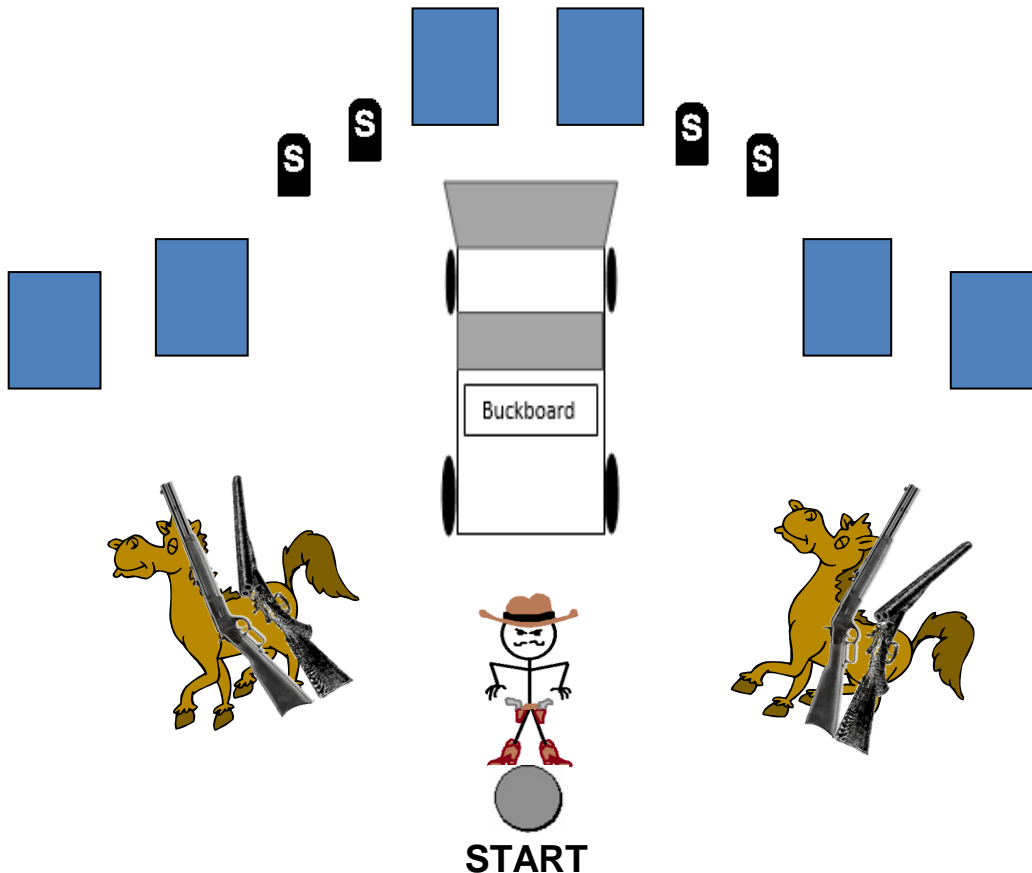
Procedure: Say "Quite certain!" and wait for the beep.

ATB, with rifle engage R1 - R3 with a Nevada Sweep, Double-Tapping R2, then with 11th round, engage the "bucket". Shotgun or pistols next. With pistols as needed, engage P1 - P3 the same as the rifle. With shotgun, engage shotgun targets in any order.

Note: 11th rifle round may be loaded any time after the beep.

STAGE 3, BAY 5 TOSSED OUT

Marston has invited Quigley to dinner and after some small talk, Quigley asks why he'll be paid so much for hunting Dingoes. Marston tells Quigley how similar their countries are, comparing the American Indian to the Australian Aborigine. Quigley soon realizes why he was really hired and throws Marston out the front windows of his own house.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on either horse
Pistols holstered
Shotgun staged on either horse

Start: Standing with one foot touching the Start stone, holding "Marston" with both hands.

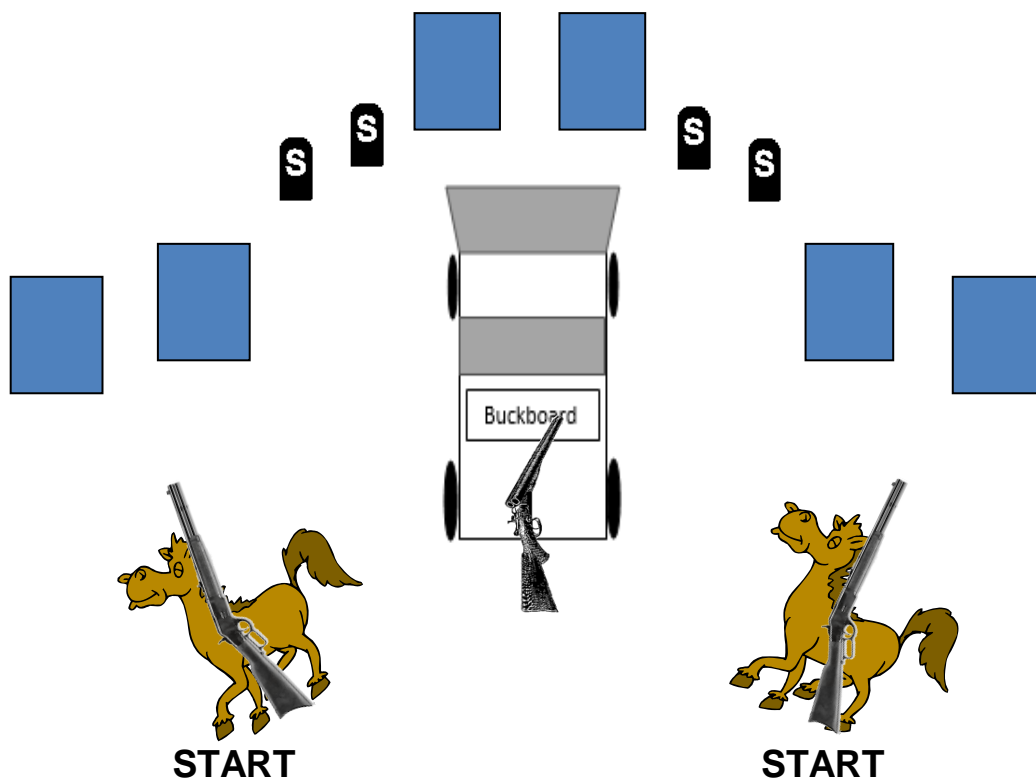
Procedure: When ready and on signal from T.O., throw "Marston" to the side and wait for beep.

ATB, move to rifle and engage RP1 - RP6 with one (1) on each outside (near) Rectangle and three (3) on each center (far) Rectangle. Anywhere between horse and back of buckboard, with shotgun, engage shotgun targets in any order. With pistols as needed from behind buckboard, engage RP1 - RP6 the same as rifle.

Note:

STAGE 4, BAY 5 YOU FORGOT THE GOLD

After a beating at the hands of Marston's men, Quigley, along with Cora, are taken out into the wilderness to be left for dead. As two men are leaving them, Quigley groans, "you forgot the gold". Realizing that Marston had paid Quigley in gold, one comes back to retrieve it. Quigley asks for water in exchange for the gold. The man tells him, "I can have the gold anyway." Quigley responds with a hidden knife.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle staged on either horse
Pistols holstered
Shotgun staged on the back of the buckboard

Start: Standing behind either horse, hands at low surrender.

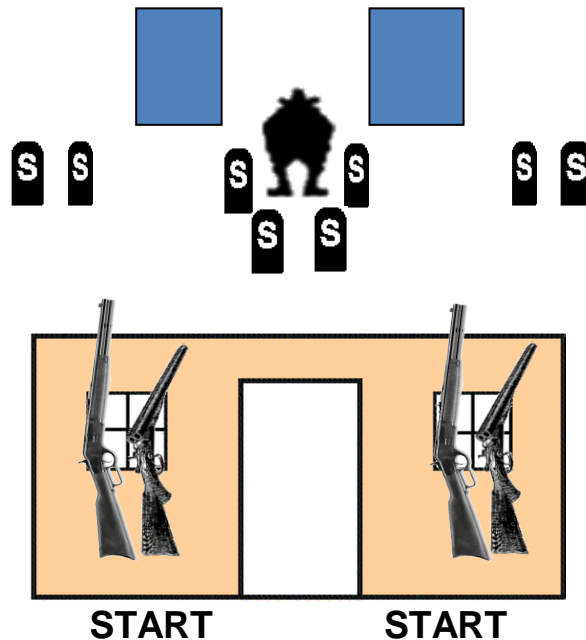
Procedure: Say “That’s what I thought you’d say!” and wait for the beep.

ATB, pistols or rifle first. With pistols as needed, engage P1 and P2 with two (2) on each, then one (1) on each, then two (2) on each, alternating. With rifle, engage R1 and R2 with same directions as pistols. Move to back of buckboard and with shotgun, engage shotgun targets in any order.

Note: Pistols and rifle are engaged from opposite horses. If starting with rifle, order is rifle/pistols/shotgun. If rifle is restaged on horse, ensure it is facing the side berm.

Stage 5, Bay 6 Misfits

While taking Quigley back to Marston's Station, Marston's men run into Major Ashley-Pitt and his English soldiers. The Major asks who Quigley is and is told "he's the Yank Marston's brought out". The Major proceeds to call Americans "uncouth misfits who have been run out of their own barbaric country." Quigley retorts, "We already run the misfits out of our country. We sent 'em back to England!"



Ammo: Pistols 10, Rifle 10, Shotgun 6+

Staging: Rifle staged in either window tray
Pistols holstered
Shotgun staged in either window tray

Start: Standing at either window, hands on window frame (sides).

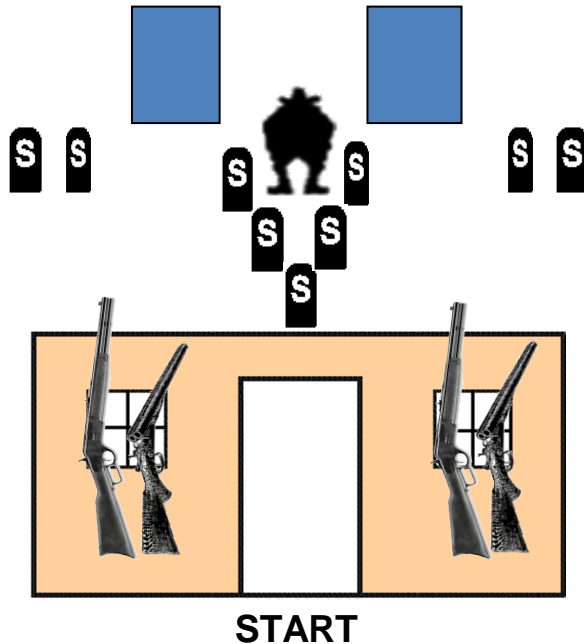
Procedure: Say "We already run the misfits outta our country..." and wait for the beep.

ATB, with rifle, engage the Cowboy with five (5) then alternate on the Rectangles for five (5). With shotgun, engage two (2) SG targets from window then four (4) from doorway. With pistols as needed, repeat rifle instructions.

Note:

STAGE 6, BAY 6 GRIMMELMAN'S

Quigley has left Cora and the Aborigine baby in the wilderness to go for supplies. Coming into the coastal town of Michatanga, he meets German shopkeeper and gunsmith, Mr. Grimmelman. Quigley sends Grimmelman's son, Klaus out to fetch his horse and Marston's men grab him. Coming out to check on Klaus, Quigley knows trouble has found him again and yells to the Grimmelmans to get back inside.



Ammo: Pistols 10, Rifle 10, Shotgun 4+

Staging: Rifle in either window tray
Pistols holstered
Shotgun in either window tray

Start: Standing in doorway, hands on doorposts.

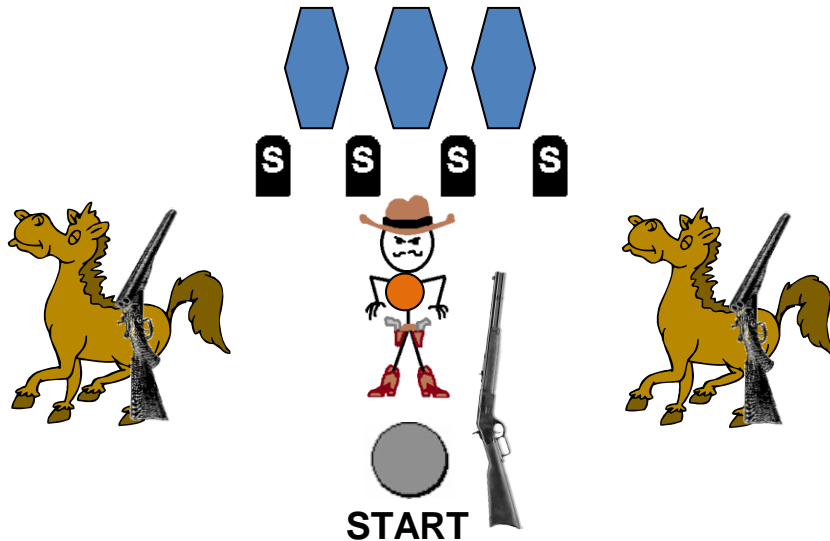
Procedure: Say “**Get back inside!**” and wait for the beep.

ATB, with pistols as needed, engage the five center knockdowns until down and any remaining pistol rounds on the Cowboy. With rifle engage R1 and R2 with five (5) on each. With shotgun, engage the two near shotgun targets then move to other window and engage two remaining shotgun targets.

Note: Pistol misses on knockdowns will not be scored as misses unless left up. Misses on Cowboy will not be scored as misses.

STAGE 7, BAY 6 HOW BRAVE ARE YA?

After shooting two of Marston's men with one shot, Quigley is pursued up into the hills by the rest of them. He kills one and has wounded Dobkin and tells him to give up or he'll "bounce the next one clean through ya". He then asks "how brave are ya?". Dobkin surrenders and Quigley tells him, "that ain't real brave, but it is smart."



Ammo: Pistols 10, Rifle 10 Shotgun 2+

Staging: Rifle held in both hands
Pistols holstered
Shotgun staged on either horse

Start: Standing with one foot touching the Start stone, rifle held in both hands.

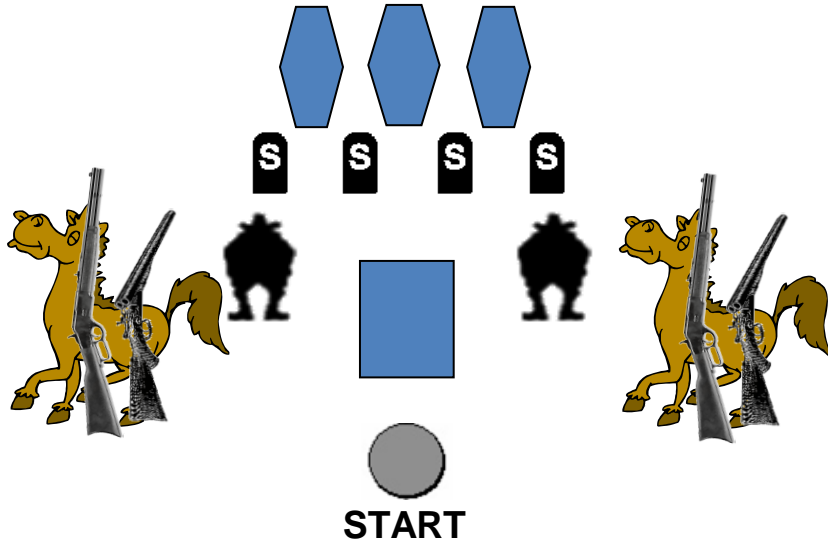
Procedure: When ready, say "that it ain't real brave, but it is smart".

ATB, with rifle engage the Coffins with a Double-Tap Nevada Sweep, starting through the Clay. With shotgun engage **two** shotgun targets and if needed, a third if the Clay has not been broken. With pistols as needed, engage the Coffins with a continuous Double-Tap Nevada Sweep, from either direction.

Note: Rifle miss on the Clay will not be a miss but it must be made up with an extra shotgun KD.

STAGE 8, BAY 8 THIS AIN'T DODGE CITY

Taking another beating at the hands of Marston's men, Quigley is brought in for Marston to show him *his* prowess with a gun, as he believes Quigley is "not too familiar with Colonel Colt's revolver". Quigley is given a pistol and Marston says, "Some men are born in the wrong century, I believe I was born on the wrong continent." Quigley tells him, "this ain't Dodge City and you ain't Bill Hickok."



Ammo: Pistols 10, Rifle 10 Shotgun 4+

Staging: Rifle staged on either horse
Pistols holstered
Shotgun staged on either horse

Start: Standing with one foot touching the Start stone, hand(s) on pistol(s).

Procedure: When ready, say "This ain't Dodge City...and you ain't Bill Hickok".

ATB, with pistols as needed, engage P1 - P3 with a (5 round) Nevada Sweep, repeat. With rifle, engage R1 - R3 with a Nevada Sweep, starting on any. With shotgun, engage shotgun targets in any order.

Note: You may start your pistol Nevada Sweeps on any of the three targets.