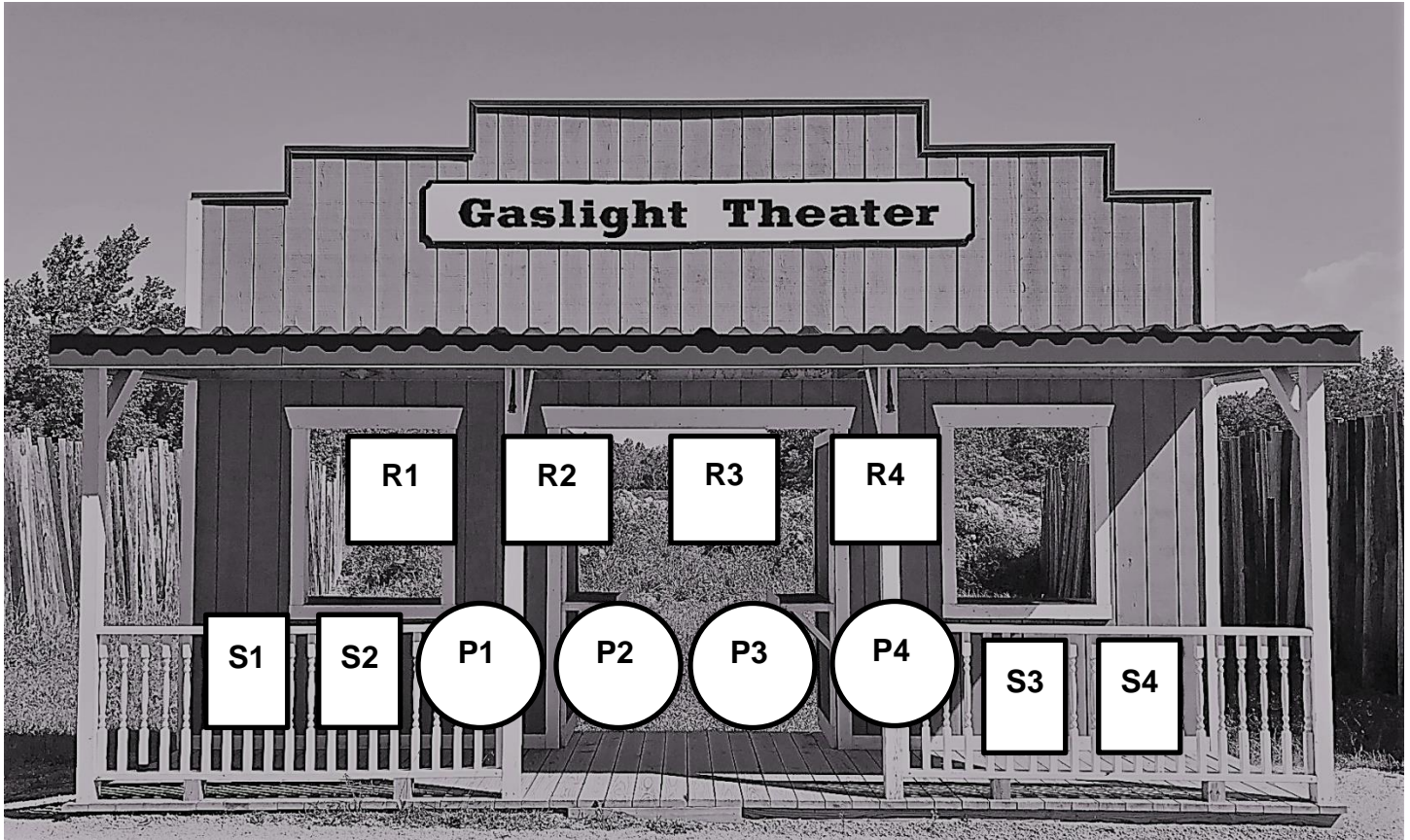


# QUIGLEY DOWN UNDER – (1990)

## Stage 1 – The Gaslight Theater

*“An experimental weapon with experimental ammunition . . . . . let’s experiment.”*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on either doorway shelf.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on either window shelf.

### **Starting Position**

Shooter starts at window where shotgun is staged, with arms crossed in front. Hands cannot be touching ammo.

### **Ready Line**

*“An experimental weapon with experimental ammunition . . . . . let’s experiment.”*

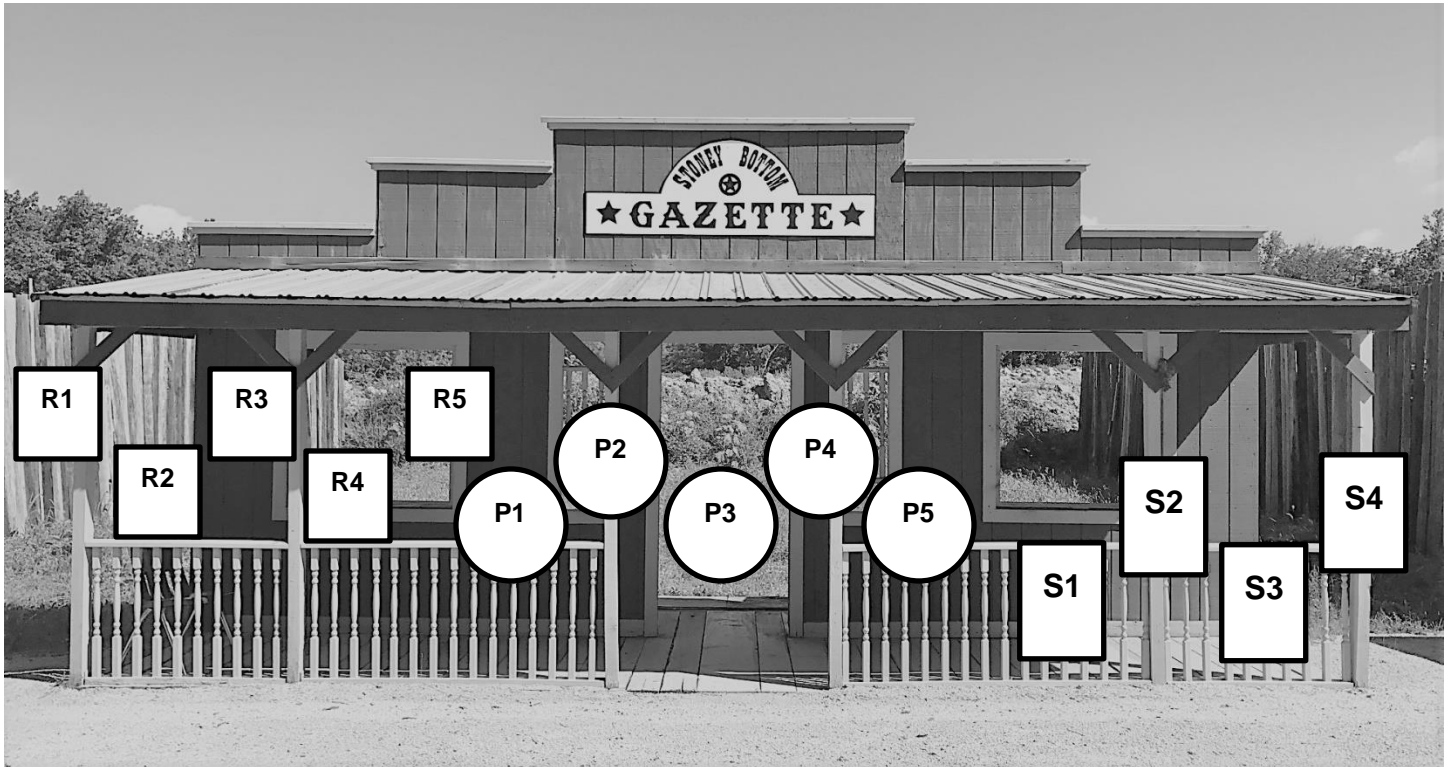
### **At The Beep**

Using shotgun, knock down two shotgun targets. Move to the other window and knock down two more shotgun targets. Make shotgun safe on window sill or doorway shelf. Using rifle through doorway, engage each outside target once, then double tap all four targets. NO TRIPLE TAPS. Make rifle safe. Using pistols, engage pistol targets in the same manner.

# QUIGLEY DOWN UNDER – (1990)

## Stage 2 – The Stoney Bottom Gazette

*“God created all men. Sam Colt made ‘em equal.”*



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on left window.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right window.

### **Starting Position**

Shooter starts at left window, with hands flat on window sill.

### **Ready Line**

*“God created all men. Sam Colt made ‘em equal.”*

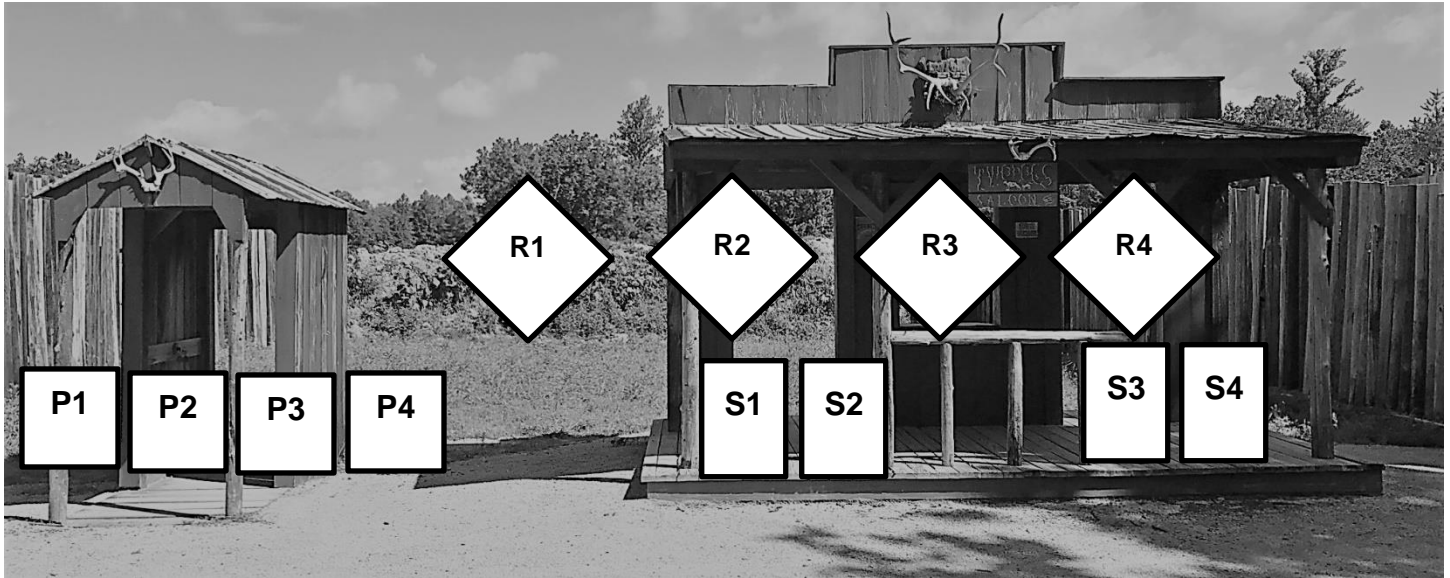
### **At The Beep**

Pick up rifle and engage rifle targets in two sweeps: one from the right, and one from the left (starting on either end). Don't forget to double tap the fifth target! Make rifle safe. Move to doorway and engage pistol targets in the same manner. Holster. Move to right window and using shotgun knock down all four shotgun targets.

# QUIGLEY DOWN UNDER – (1990)

## Stage 3 – The Saloon

*“No man knock’s me out of my own house!”*



### **Ammunition and Staging:**

Rifle – 10 rounds staged on window sill.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, in hand.

### **Starting Position**

Shooter starts at either doorway, shotgun shouldered, both hands on shotgun.

### **Ready Line**

*“No man knock’s me out of my own house!”*

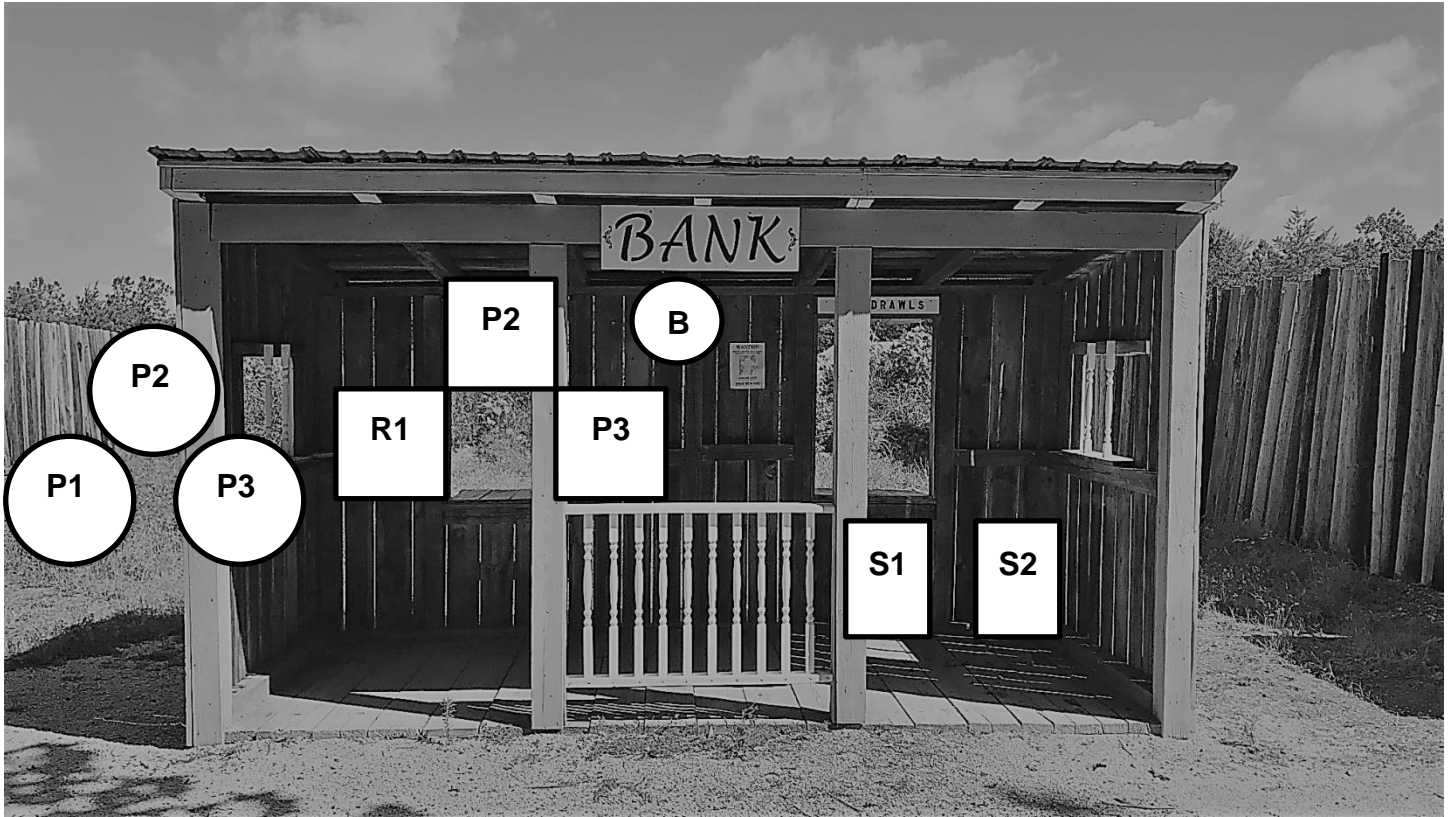
### **At The Beep**

Knock down two shotgun targets. Move to other doorway, and knock down two remaining targets. Make shotgun safe in window. Pick up rifle and engage rifle targets in the following manner (starting on either end): R1, R2, R3, R4, R2, R3, R1, R2, R3, R4. Make rifle safe in window. Move to outhouse, and engage pistol targets in the same manner.

# QUIGLEY DOWN UNDER – (1990)

## Stage 4 – The Bank

*“Don’t worry . . . on a new job it’s quite common for things not to go well at first.”*



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on left window sill.

Pistols – 5 rounds each, holstered.

Shotgun – 2+ rounds, staged on right window sill.

### **Starting Position**

Shooter starts outside bank in Texas surrender position.

### **Ready Line**

*“Don’t worry . . . on a new job it’s quite common for things not to go well at first.”*

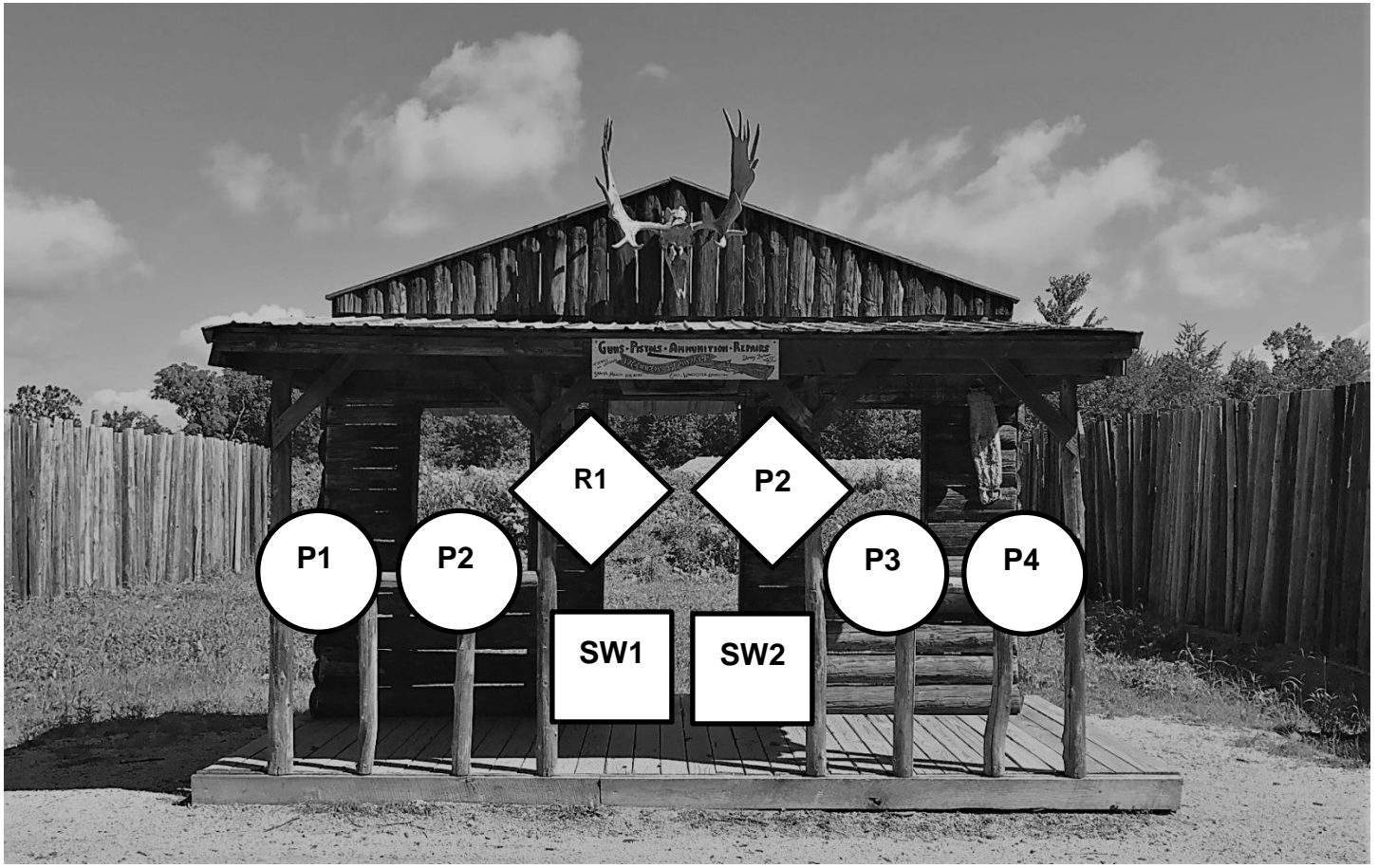
### **At The Beep**

Using pistols, double tap center target, then sweep all three targets from either end. Repeat. Holster. Move to left window and using rifle, engage rifle targets in the same manner. Reload one round and shoot bonus target for 5 seconds off your total time. A miss on the bonus target does not count as a miss, but target must be engaged. Make rifle safe. Move to right window and knock down both shotgun targets.

# QUIGLEY DOWN UNDER – (1990)

## Stage 5 – The Hardware Store

*“I don’t know where we’re going, but there’s no sense in being late.”*



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on either window shelf, or in hand.

Pistols – 5 rounds each, holstered, or in hand.

Shotgun – 5 rounds, staged on opposite window shelf from rifle, or in hand.

### **Starting Position**

Shooter starts at any shooting position, with gun of choice in hand, pointed at target.

### **Ready Line**

*“I don’t know where we’re going, but there’s no sense in being late.”*

### **At The Beep**

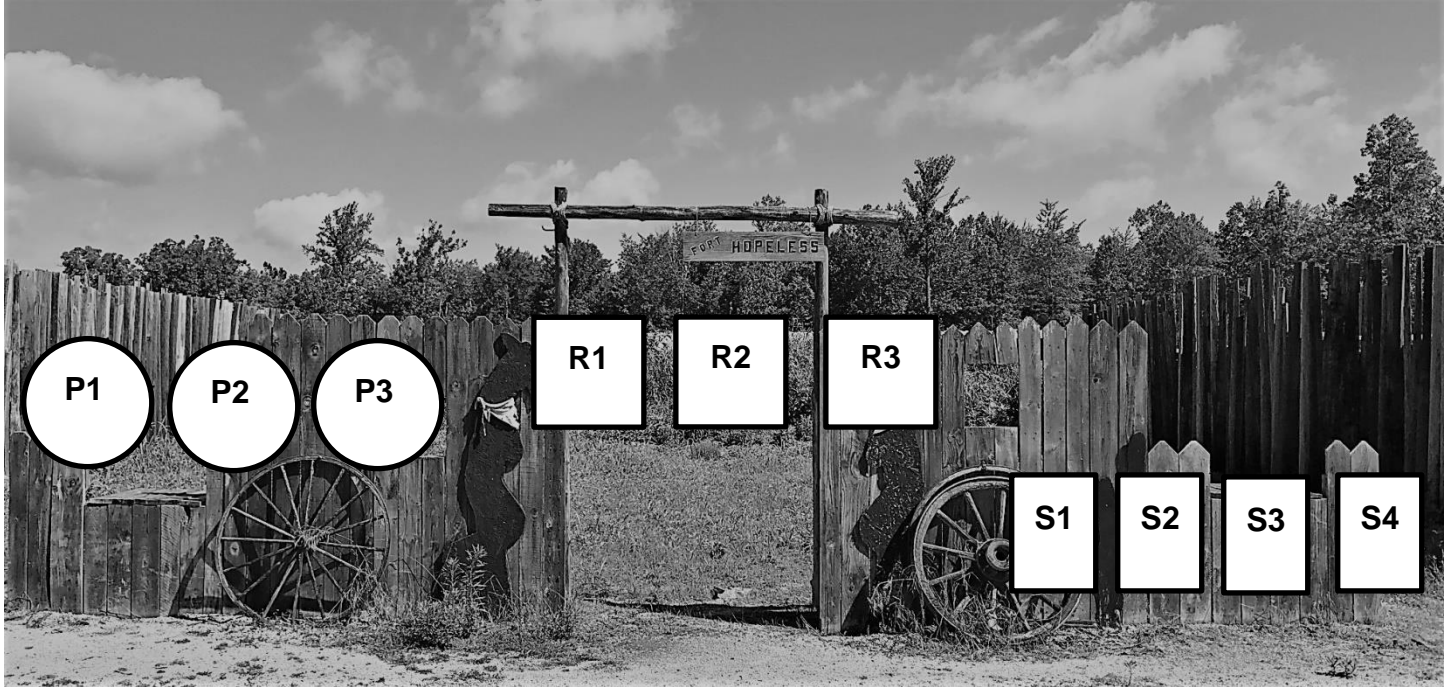
Guns in any order; don’t end with the rifle. Engage one pair of pistol targets through each window with a “Military Sweep” (left, left, left right left). Engage rifle targets with two military sweeps through any opening. Engage shotgun swinging targets through doorway in a military sweep (left left left right left).



# QUIGLEY DOWN UNDER – (1990)

## Stage 6 – Fort Hopeless

*This ain't Dodge City and you ain't Bill Hickok.*



### **Ammunition and Staging:**

Rifle – 10 rounds, staged on center table.

Pistols – 5 rounds each, holstered.

Shotgun – 4+ rounds, staged on right shelf.

### **Starting Position**

Shooter starts at left shelf in SASS default position.

### **Ready Line**

*This ain't Dodge City and you ain't Bill Hickok.*

### **At The Beep**

Sweep three pistol targets from the same direction three times, then place the last shot on the center target (ex: P1,P2,P3,P1,P2,P3,P1,P2,P3,P2). Holster. Move to the table, pick up rifle and engage rifle targets in the same manner. Make rifle safe. From the right shelf, use shotgun to knock down all four targets.