

Dallas Gun Club Lewisville, TX

March 12, 2022

#### **EVENTS**

EVENT 1: 12 Gauge (100 Targets) EVENT 2: Doubles (50 Pairs) EVENT 3: HOA (Events 1 & 2)

### ENTRY FEES (Events 1 & 2):

\$55.00 PER 100 TARGETS PLUS DAILY FEES \$0.00 Returned to class

#### **EVENT 3 - HOA**

#### **\$10.00 ENTRY FEE**

Shot concurrently with EVENTS 1 & 2 based on 2gun average (not lower than your lowest gun class) No medals, all money returned to class

#### **DEPOSITS**

No deposit is required for this shoot!

# **Tournament Registration**

https://shooter.myskeet.com

## **Tournament Sponsor**



#### **ROTATIONS**

 Event
 1
 2

 12Ga
 9:30AM
 11:00AM

 DBLS
 1:00PM
 2:30PM

#### **PAYOUTS**

This shoot has NO added money and the only payouts will be from the Optional Purses and HOA entries.

#### **CLASS PAYOUT PLACES**

No class money is being returned in events 1 & 2

### **SHOOT-OFFS**

All shoot-offs will use stations 3-4-5 format Fair Pair in the Air rules apply.

#### **OPTIONAL CLASS PURSE**

Entry Fee: \$10.00 per event

No medals, all money returned to class Offered in Events 1, 2, & 3

#### **OPTIONAL CONCURRENTS PURSE**

Entry Fee: \$10.00 per event

No medals, all money returned to class Offered in Events 1, 2, & 3

#### **OKLAHOMA OPTIONS**

Entry Fee: \$15.00 per Gun

No medals, all money returned to class Offered in Events 1 & 2

#### **Lewis Class OPTIONS**

Entry Fee: \$20.00 per event

No medals, all money returned to class Offered in Events 1, 2, & 3

### **Handicaps OPTIONS**

Entry Fee: \$10.00 per event

No medals, all money returned to class Offered in Events 1, 2, & 3

| A A A A A      | 1  |
|----------------|----|
| <b>AAA</b> 0 1 |    |
| <b>AA</b> 1 2  | 3  |
| <b>A</b> 2 3   | 5  |
| <b>B</b> 3 5   | 8  |
| <b>C</b> 4 7 1 | 11 |
| <b>D</b> 5 9 1 | 13 |
| <b>E</b> 6     | 15 |

#### **CONCURRENT EVENTS**

Most concurrent events are available at no fee, no purse is available. It will be the shooter's responsibility to properly declare your entry at registration: CHECK YOUR FORM!!!

Entries later found to be in the wrong concurrent, due to shooters error, will be removed from ALL concurrent events.