



## Saturday, December 21, 2019

Includes Western/Southwestern Zone-Wide Lewis Class Options!  
Registration starts at 8:00am; Program at 9:00am  
Program 13 of 13 for the "Race for the Buckle"

A.T.A. Daily Fee- .....	1.50
N.S.T.A. Daily Fee- .....	1.50
Western/Southwestern Zone Daily Administrative Fee.....	1.00
<b>Event 1- 50 16yd.....</b>	<b>13.50</b>
Junior Entry- (under 18 years of age).....	9.50
Optional Lewis Class (3).....	10.00
Western/Southwestern Zone-Wide Lewis Class (4) .....	5.00
Western/Southwestern Zone-Wide High-Over-All Lewis Class (4).....	1.50



### **GREAT BREAKFAST (8am) & LUNCH AVAILABLE- JOHN MULL'S ROAD KILL GRILL II**

<b>Event 2- Big 50 Fiocchi Handicap.....</b>	<b>13.50</b>
Junior Entry- .....	9.50
Optional Purse Divided 50-30-20%.....	15.00
Optional 25s (2- \$5 on each, Div. 60-40%).....	10.00
Optional Lewis Class (3).....	10.00
Western/Southwestern Zone-Wide Lewis Class (4) .....	5.00
Optional Long Run from the front (starts with first target).....	2.00
Optional 50 Straight Progressive Jackpot.....	2.00*

\* Progressive Jackpot; now **\$502**; 50 Straight pays up to 90%, all ties divide

**5 rounds each to High Jr & Sub-Jr in Event 2 Handicap sponsored by Shooting Complex**

**Six Boxes of Fiocchi to Handicap Winner; 4 boxes to Runner-up (Hi-gun, ties divide)**

<b>Event 3- 50 Doubles (25 Pair).....</b>	<b>13.50</b>
Junior Entry- .....	9.50
Optional Lewis Class (3).....	10.00
Western/Southwestern Zone-Wide Lewis Class (4) .....	5.00

### **High-Over-All (Events 1, 2 & 3; 150 targets)**

**Six boxes of Fiocchi to H-O-A Winner; 4 boxes to Runner-up (Hi-gun, ties divide)**

**All payouts will be made approximately 45 minutes after the completion of Event 3  
Any optional with less than 6 entries will be refunded**



Nevada's **5-Star**  
Outdoor Shooting Facility

**Full hook-up RV spaces available for \$25 per night; lockers \$6 per night!**

**Complimentary pre-registration & pre-squad at:**

[Steve.Carmichael@ClarkCountyNV.gov](mailto:Steve.Carmichael@ClarkCountyNV.gov)