## Golden Gun Club ATA Registered Shoot

Registration and Practice Trap will open at 8:00am Shooting will begin at 9:00am

Daily Fees: ATA \$3.00 CSTA \$4.50

Shooters are responsible for and **must** declare their special categories at the time of classification in any registered tournament if they wish to compete as a category shooter. Special categories will follow ATA rules.

Reloads will be permitted per ATA rules. Optional monies use the Percentage System, Ties divide unless otherwise stated. No purse or option money may be entered or withdrawn after squad #1 completes its first sub-event.

Golden Gun Club reserves the authority to reject, refund or disqualify any contestant whom in its judgment interferes with or disturbs the harmony of this shoot in any manner.

Management reserves the absolute right at any time prior to or during this Tournament to change or modify this program in whole or in part. The ATA rules will govern this shoot and the scores will be included in the Official Records.





# **Get Your Targets Shoot**

### Sunday, June 13th 2021

Shooting Starts at 9:00am Registration and Practice opens at 8:00am

#### Event 1 100 Singles

A – B – C – D classes Veteran – Lady – Junior Categories **Targets \$31.00** Lewis \$10.00

Trophies awarded to Winner in each Singles Class & Category on 100 Targets with 3 or more shooters.

#### **Singles Classification**

- A 95% & Over
- **B** 92% & under 95%
- **C** 89% & under 92%
- **D** Under 89%

#### Event 2

## 100 Handicap

19-21.5, 22-24.5, 25-27 Yardage Groups Veteran – Lady – Junior Categories Targets \$31.00

Lewis \$10.00

Trophies awarded to Winner in each Yardage Group & Category on 100 Targets with 3 or more shooters.

# Event 3 50 Pair Doubles

A – B – C – D classes Veteran – Lady – Junior Categories **Targets \$31.00** Lewis \$10.00

Trophies awarded to Winner in each Doubles Class & Category on 100 Targets with 3 or more shooters.

#### **Doubles Classification**

A – 90% & Over
B – 85% & under 90%
C – 78% & under 85%
D – Under 78%



TRAP & SKEET