

5-Stand Fall League Schedule

Week #	Date	Team # vs. Team #											
1	9/12	1	2	3	4	5	6	7	8	9	10	11	12
2	9/19	4	5	6	2	12	3	9	11	1	7	10	8
3	9/26	9	3	1	10	11	4	5	12	8	2	6	7
4	10/10	7	12	5	8	9	2	10	4	11	6	1	3
5	10/17	11	8	9	7	1	5	6	3	10	12	2	4
6	10/24	10	6	11	1	3	8	12	2	7	4	9	5
7	10/31	5	7	4	12	2	10	1	9	6	8	3	11
8	11/7	12	9	10	5	7	11	4	6	2	3	8	1
9	11/14	6	1	2	11	8	12	3	5	4	9	7	10
10	11/21	3	10	8	9	4	1	2	7	5	11	12	6
11	11/28	8	4	7	3	6	9	11	10	12	1	5	2

*No League on weekend of 10/3 -Club Registered Trap Shoot

- 1 Good, Bad & Ugly/Steinmetz
- 2 KaPow/Guse
- 3 Fuller Shitshells/Fuller
- 4 Flying Saucers/Buhr
- 5 Clays of Glory/Briddell
- 6 Keller/Lavelle
- 7 Accidental Accuracy/Smith
- 8 Truck Them Birds/Brown
- 9 Yard Birds/Pohlman
- 10 Aspartame/Stewart
- 11 Bird Busters/Wilson
- 12 Shot Happens/K Gilbertson

League Rules

Teams may have up to 5 members (Make sure to include first/last name on score sheet each week).

\$20/shooter each week (Pay in Clubhouse at Shot Counter either before shooting if after noon or after shooting if you shoot between 11:00am & noon when Clubhouse is not open).

Up to 5 team members may pay/shoot for score each week; however, only the top 2 scores count as the team score for that week.

All paid shooters each week will be eligible for Lewis Class regardless if they are used for team score.

Team members do not have to shoot at the same time.

No Team Handicaps this league.

No Blind Scores this league.

League Shooting Hours: Saturday & Sunday between 11:00 am and 5:00pm.

