

**39th Annual Harry Bruhn
Shoot**

**In Honor of the Founder of
the Cedar Falls Gun Club**



**CEDAR FALLS
GUN CLUB**

Sunday, July 17th

**Program Begins at 10 am
Registration begins at 9 am**

6138 W. Cedar Wapsie Road * P.O. Box 264 * Cedar Falls, Iowa 50613 * 319-987-2141

ATA Daily Fee \$3.00

ISTA Daily Fee \$3.00

Tax \$0.42

Total \$6.42

EVENT #1: 100 16-YARD TARGETS

\$35.00

Target \$9.53 Tax \$0.67 Service Fee \$23.37 Tax \$1.63 Prize \$5.00 Total \$35.00

Classes: (A 95% & Over) (B 91% & under 95%) (C under 91%)

Prizes: \$5.00 from each entry to each Class Purse; split 60%/40% High Gun

Each Class shoots for its own money

Option 16's Lewis: 3 Classes 60%/40% High Gun \$5.00

EVENT #2: 100 HANDICAP TARGETS \$35.00

Target \$9.53 Tax \$0.67 Service Fee \$23.37 Tax \$1.63 Prize \$5.00 Total \$35.00

Yardage Groups: (19-21.5 Yards) (22-24.5 Yards) (25-27 Yards)

Prize: Harry Bruhn Belt Buckle to Handicap Champion

Prizes: \$5.00 from each entry to each Class Purse; split 60%/40% High Gun

Each Group shoots for its own money

Option Handicap Lewis: 3 Classes 60%/40% High Gun \$5.00

Option 200 (16s & Handicap Combined) Lewis: 3 Classes 60%/40%- High Gun \$10.00

EVENT #3: 50 PAIR DOUBLES \$35.00

Target \$9.53 Tax \$0.67 Service Fee \$23.37 Tax \$1.63 Prize \$5.00 Total \$35.00

Classes: (A 89% & Over) (B 83% & Under 89%) (C Under 83%)

Prizes: \$5.00 from each entry to each Class Purse; split 60%/40% High Gun

Each Class shoots for its own money

Option Doubles Lewis: 3 Classes 60%/40% High Gun \$5.00

Event Notes

ENTRY TO AN EVENT CLOSSES WHEN THE LAST SQUAD FOR THAT EVENT BEGINS SHOOTING

ONLY TARGET MONIES WILL BE REFUNDED ONCE AN EVENT BEGINS

SHOOT PROGRAM MAY BE ALTERED AT ANY TIME

ALL PRIZE AND OPTION MONEY WILL BE MAILED

GUN CLUB IS NOT RESPONSIBLE IN CASE OF THEFT, FIRE, OR ACCIDENTS

FOOD & DRINK AVAILABLE FOR PURCHASE

MANAGEMENT RESERVES THE RIGHT TO BALANCE AND BANK SQUADS

Current ATA averages via average card or smart phone must be presentable to Classifier during registration. If neither of the above, Shooter will be assigned A Class