



Corpus Christi Gun Club
Established 1938

proudly announces

Clays By The Bay

An NSCA and TSCA Registered Sporting Clays shoot.

April 17, 2021

Main event

100 sporting targets-\$70.00 (\$10 back to class) includes lunch and all fees. European rotation starting at 9:00 am, all shooters must rotate in a counterclockwise direction. Last shooter on course by 2:00 pm for main event. All score cards must be turned in by 4:00 pm for main. Reshoots for main, targets only \$50.00 (reshoot cards in by 6:00 pm)

Side event-Super Sporting: 50 targets \$45.00 (\$5.00 back to class) must be on course by 3:00 pm, score cards must be turned in by 5:00 pm. Reshoots for super sporting, targets only \$25.00 (reshoot cards in by 6:00pm)

Five Stand side game: 50 targets: \$45.00, \$5.00 back to class, last squad start at 3:00 pm, scores in by 4:00 pm.

Registration starts 8:15 am.

Rental carts available on limited basis. Call or email prior to 5 pm on Tuesday 4-13 to guarantee cart reservation.

Personal carts welcome (no fee to bring own cart), for cart permit and info go to <https://www.corpuschristigunclub.com>

All shooters are field judges-no trappers

Preregistration: winscoreonline.com (all shooters preregistered by April 13 will be entered into a drawing for a paid entry for the main event)

QUESTIONS: Phone: 361-852-1212 or email managerccgc@gtek.biz

with reference Clays By The Bay

Website: <http://www.corpuschristigunclub.com/>

Facebook: <https://www.facebook.com/corpuschristigunclub>

AMMUNITION

AMMUNITION WILL BE AVAILABLE AT THE CLUBHOUSE. HAND LOADS WILL BE PERMITTED AND NSCA RULES WILL BE OBSERVED.

REFRESHMENTS

LUNCH WILL BE SERVED SATURDAY BETWEEN 11:30 AND 1:30. SHOOTERS MEAL IS FREE, NON-SHOOTERS \$10 EACH.

RV HOOKUPS: (water and electricity only / no dump site) AVAILABLE AT THE GUN CLUB. COST = \$25 / NIGHT. Three nights is \$75 and 4th night is free. CALL CCGC FOR AVAILABILITY, WE HAVE BOTH 50 AND 30 AMP

CCGC RESERVES THE RIGHT TO CHANGE THIS PROGRAM WITHOUT NOTICE, RECOURSE, OR PROTEST.

