

2022 SPT&S WINTER SKEET FUN SHOOT #2

Saturday, January 8, 2022



REGULAR EVENT - 50

EVENT - 50 (50 Targets)	SHOOTER NAME		#1	#2	#3	#4	TOTAL	PLACE	LEWIS	PAY-
	Last Name, First								Classes	OUTS
ANY GAUGE	1	WIPPERFURTH, GARY	24	23	/	/	47	1	CH	\$10.00
	2	GABRILSKA, CLARK	23	23	/	/	46	2	A	\$10.00
	3	FRIESEN, PAUL	22	23	/	/	45	3		
	4	ST. CLAIR, BOB	21	21	/	/	42	4	B	\$10.00
	5	VIERHELLER, CLARK	8	9	/	/	17	5		
	6	FRANKLIN, LUCAS	2	1	/	/	3	6		
									total	\$30.00

PURSE: \$5/entry x 6 shooters = \$30 total divided into 3 classes = \$10 per class

Payout Rules: CHs are awarded Class Purse. No class A is awarded (na) when there are two or more CHs. When two shooters tie, the Class Purse is split; when three or more shooters tie, the Class Purse is awarded to the longest reverse run.

DOUBLES EVENT - 50

DOUBLES EVENT (50 Targets)	SHOOTER NAME		#1	#2	#3	#4	TOTAL	PLACE	LEWIS	PAY-
	Last Name, First								Classes	OUTS
ANY GAUGE	1	WIPPERFURTH, GARY	24	22	/	/	46	1	CH	\$7.50
	2	FRIESEN, PAUL	20	23	/	/	43	2	A	\$7.50
	3	GABRILSKA, CLARK	21	20	/	/	41	3		
									total	\$15.00

PURSE: \$5/entry x 3 shooters = \$15 total divided into 2 classes = \$7.50 per class

UPLAND EVENT - 50

UPLAND EVENT (50 Targets)	SHOOTER NAME		#1	#2	#3	#4	TOTAL	PLACE	LEWIS	PAY-
	Last Name, First								Classes	OUTS
ANY GAUGE	1	FRIESEN, PAUL	20	22	/	/	42	1	CH	\$5.00
	2	GABRILSKA, CLARK	12	14	/	/	26	2	A	\$5.00
									total	\$10.00

PURSE: \$5/entry x 2 shooters = \$10 total divided into 2 classes = \$5.00 per class

20G EVENT - 50

20 GAUGE EVENT (50 Targets)	SHOOTER NAME		#1	#2	#3	#4	TOTAL	PLACE	LEWIS	PAY-
	Last Name, First								Classes	OUTS
ANY GAUGE	1	WIPPERFURTH, GARY	25	25	/	/	50	1	CH	\$7.50
	2	FRIESEN, PAUL	25	24	/	/	49	2	A	\$7.50
	3	ST. CLAIR, BOB	21	23	/	/	44	3		
									total	\$15.00

PURSE: \$5/entry x 3 shooters = \$15 total divided into 2 classes = \$7.50 per class

WEATHER:

Chilly but still perfect for a winter fun shoot. High Temp 28 degrees, light or no winds, sunny. Snow on the ground. Three new shooters to the Fun Shoot - Welcome!