



Tac Pro Shooting Center

2nd Amendment Winter

Date: Saturday, December 17, 2016

Time: 8:15 a.m. – Registration

8:30 a.m. – 8:45 a.m. – Set Up/Range Brief

9:00 a.m. – Start Time

Entry Fee: \$50 members, \$65 non-members

Description: There will be five relays. You will be shooting off of a raised dirt berm. You will need to bring your own bench to shoot from if you want to shoot from a bench. If you are sharing a bench with someone, you must inform us on the entry form BEFORE the match so we can allocate shooting stations and relays. We will be shooting from 400 yards at clay pigeons and poker chips. You will be allowed 10 rounds per relay and 10 minutes to shoot each relay. You will need 50 rounds to complete the shoot. The shooter with the most points at the end of the day wins.

Restrictions: No rail guns or return to battery guns. No caliber over .338. No one piece rests or vices. No wind flags. No spotting for your buddy while they are shooting their rounds. Muzzle brakes are allowed. There is no weight limit. You can shoot as many guns as you like. No alcohol allowed on the range at any time. There are no sight restrictions. All family members and non-shooters are welcome and encouraged. Lunch available for \$5.00.

Entries: Slots are limited to 60 shooters. Entry will be offered to members primarily and then opened to everyone. Please send your entries in early. As of two weeks before the match, entries will be non-transferable and non-refundable.

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

EMAIL ADDRESS _____

TELEPHONE _____

TPSC 2nd Amendment Winter Shoot Out 2016

ENTRY FEE: \$50 MEMBERS, \$65 NON-MEMBERS make checks payable to *Tac Pro Shooting Center*

MAIL ENTRY FORMS TO: Tac Pro Shooting Center, 35100 N. St. Hwy 108, Mingus, TX 76463-6405

CC# _____ Exp _____ CVC _____ Billing Zip _____

**Please note a 5% processing fee will be charged on all credit/debit card transactions*

TAC PRO is the registered trademark of and is used under license from Tactical Products Corporation