# Sth Annual Daue Uice Memorial Sporting Clays Shoot 

## $=(((\underset{y}{(0)}))$ CLAYSCAMPS 4 KIDS TC

Presented by Clays Camps 4 Kids TC to benefit Shriners Children's Camps, U of M Masonic Children's Hospital and the U of M Masonic Institute for the Developing Brain

April 27, 2024
Registration 8:30am
Shoot 10:00am
Lunch starts at 12:30

MN Horse and Hunt Club 2920 East 220th St.
Prior Lake, MN 55372
www.horseandhunt.com


CAMP EXPLORE SOUTH DAKOTA

Early registration by April 17th. Register on our website clayscampskkidstc.org, or for registration and sponsorship info email at info@clayscamps4kidstc.org

Early registration puts you in a drawing for a shotgun!
Shoot with Lunch: Early Bird Price (Please bring your own shells) ..... \$65
Shoot with Lunch (After April 17th. Please bring your own shells), ..... \$75
Lunch only ..... \$25
Gun raffle tickets. ..... $\$ 5$ each or 5 for $\$ 20$

## Multiple Sponsorship Levels

All sponsors will be entered into a drawing for multiple guns giveways.
For every $\$ 3,500$ in sponsorships, we will add another gun.

## Special competition just for Masonic lodges, details on back!

Watch for info on Facebook: Clays for Camps and Kids Twin Cities Checks can be made out to CC4KTC and mailed to:
Clays Camps 4 Kids TC, PO Box \#7, East Bethel, MN 55005 CC4KTC is a 501-C-3 Charitable Organization


## CLAYSCAMPS 4 KIDS TC

## Masonic Lodge Competition



Each lodge that wishes to compete will add another $\$ 25$ / team. The shoot will add another $\$ 250$ to the prize pot.

The Lodge team that has the Highest bird count wins the whole prize pot, to donate to their charity. It must go to a charity, not the lodge itself. Plus they will receive a trophy for lodge bragging rights!

The lodge must declare its team at sign up time. Members may shoot with another squad but then post their scores on the Lodges score sheet. All shooters must be a current member of the Lodge they are signed up with. Unless a team is short and we have shooters who need to join a team.

5 shooters maximum per team. We will use the top 4 scores on the team for scoring. In case of a tie we will pick a station prior to starting as a tie breaker. Highest team total on that station breaks the tie.

