

2009

NSSA League & Sweepstakes

The League & Sweepstakes officially begins January 1, 2009 through September 1, 2009. A sweepstakes drawing will be held shortly after the conclusion of the league.

PRIZES:

WORLD SHOOT QUALITY MEDALS *CLUB PLAQUES*
GUNS *SHOOTING ACCESSORIES* * AMMUNITION*

All NSSA affiliated clubs are eligible to participate in the NSSA League and Sweepstakes. The League is open to NSSA members and non-members. NSSA members may register their targets (any of the 4 gauges & Doubles) if they wish.

IMPORTANT INFORMATION:

- ◆ Teams consist of 3, 4, or 5 shooters, **all shooting the same gauge**, and may be mixed to include NSSA members and non-members, registered and non-registered shooters.
- ◆ Should a team be comprised of mixed gauges, this team **will not** be eligible for team awards, but for individual competition only.
- ◆ Clubs may have as many teams as deemed necessary.
- ◆ A NSSA drawing of all the prizes will be held.
- ◆ Each league runs for 10 weeks, 50 targets each week, for a total of 500 targets.
- ◆ Shooters may shoot multiple leagues and are eligible to have an entry in the sweepstakes drawing for each league they participate.
- ◆ In addition to the sweepstakes drawing, team and individual awards will be awarded based on Lewis Class.
- ◆ Each participant will also receive a participation award, courtesy of the National Skeet Shooting Association.
- ◆ Each club will receive at least 5 NSSA League & Sweepstakes patches to award to your club's top five participants.
- ◆ Check with your local NSSA Club Manager for the starting date of the league in your area.
- ◆ **The Skeet Club will receive a plaque if their team is the first place team in 3, 4 or 5 man team by gauge.**

FEES

- ◆ Entry Fee: \$15 per shooter per league shot.
- ◆ Registered Target Fees: \$1.50 per week (\$15 for 10 weeks paid prior to shooting).
- ◆ **BE SURE TO PAY YOUR STATE TARGET FEES AT THE END OF YOUR LEAGUE.**

Remember, both NSSA members and non-members can shoot on the same team and all shooting awards are based on the Lewis Class System, regardless of experience.