



Fifteenth Annual Shotgun Invitational

Friday, April 30, 2021
Shooting Rules & Event Descriptions

Registration & Check in - Will begin at 1:30 PM.

Greater Houston Gun Club requires a waiver of liability to be executed by each participant. Each shooter will receive a wrist band at check in - these are to be worn during all shooting events. You may not shoot without a wrist band. Wrist bands once removed, may not be replaced. Teams will receive a scorecard for their Flurry and Flush scores. Scores will be recorded on the scorecard by the event operator.

"Practice" Skeet Fields - Shooting is open from 1:30 - 5:00 PM. We'll issue one token per team. One token = 25 targets. This is intended to be a warm-up shoot, and for those needing to re-familiarize themselves with the operation of their guns. Not intended to be a complete Skeet course. There will be no scoring. Additional tokens may be requested.

Annie Oakley - This is an individual shooter event. Awards to the top three shooters in the final round. Shooting competition begins at 2:00 PM, Final round begins at 4:30 PM

A round starts when 10 shooters are ready; All shooters line up in a straight line; Starting from the left, shooters 1, 2, & 3 each load one shell. Shooter 1 calls "pull" and a single target appears. Shooter 1 must then attempt to break the target. If shooter 1 misses, then shooter 2 must make an attempt. If shooter 2 breaks the target, then shooter 1 is eliminated. Shooter 3 then becomes shooter 1 and shooters 4 & 5 then become shooters 2 & 3. They all load 1 shell and shooter 1 calls "pull". If shooter 1 and shooter 2 miss, and shooter 3 breaks the target, shooter 1 & 2 are both eliminated. The game continues until there is 1 shooter left. Each round winner will place into the final round.

Team Flurry/Flush - This is a 4 person team event. A team award will be presented. Shooting competition begins at 2:00 PM and will conclude at 4:30 PM. Scoring will be based upon the combined total of the "Flurry" and the "Flush" scores.

"Flurry" 100 targets thrown in 100 seconds.
Targets appear from 8 different locations,
Each team member is to break as many targets as possible for a total team score,

"Flush" same as "Flurry" with different throws.

Bar - Will begin serving at 3:00 pm. Each registered shooter will receive a wrist band when they check in. This is the shooter's ticket to be on the range, shooting in the events. The bartender will remove the shooter's wrist band to serve the first beer, which will end the day's shooting for that shooter.

Dinner - Will begin serving a 5:00 PM. Awards & Prizes will follow Dinner.