

## San Diego Archers 2016 Shoot Schedule

Month	Date	Shoot Type	Shoot Description
January	1/3/2016	3D	Un-Marked 3D
	1/9/2016	Work Party	(Saturday)
	1/17/2016	Animal	Animal
February	2/7/2016	3D/Novelty	Flying Pig 3D, Range Finder OK
	2/14/2016	Work Party	(Sunday)
	2/21/2016	Hunter	Hunter
March	3/6/2016	3D/Novelty	Iron Turkey Challenge
	3/12/2016	Work Party	(Saturday)
	3/20/2016	Field	Field
April	4/3/2016	3D	Un-Marked 3D
	4/10/2016	Work Party	(Sunday)
	4/16/2016	Animal	Animal - <b>SATURDAY</b>
May	5/1/2016	3D	Un-Marked 3D
	5/7/2016	Work Party	(Saturday)
	5/15/2016	900	900 Round at Morley Field
	5/29/2016	Work Party	King Arthur Paint Party ***
June	6/4/2016	3D	Un-Marked 3D - <b>SATURDAY</b>
	6/12/2016	Work Party	(Sunday)
	6/19/2016	Novelty	King Arthur
July	7/3/2016	3D	Range Finder OK 3D
	7/9/2016	Work Party	(Saturday)
	7/17/2016	Hunter	Hunter
	7/31/2016	3D/Novelty	Sir Gordon's Trad 3D Shoot
August	8/7/2016	3D	Un-Marked 3D
	8/13/2016	Work Party	(Saturday)
	8/20/2016	Field	Field - <b>SATURDAY</b>
September	9/4/2016	3D	Range Finder OK 3D
	9/11/2016	Work Party	(Sunday)
	9/18/2016	State 900	State 900 at Morley Field
October	10/2/2016	3D	Un-Marked 3D
	10/9/2016	Work Party	(Sunday)
	10/15/2016	Animal	Animal - <b>SATURDAY</b>
November	11/5/2016	3D	Un-Marked 3D - <b>SATURDAY</b>
	11/12/2016	Work Party	(Saturday)
	11/19/2016	Hunter	Hunter - <b>SATURDAY</b>
December	12/4/2016	3D	Un-Marked 3D
	12/11/2016	Work Party	(Sunday)
	12/18/2016	Field	Field
	12/19/2016	Club Championship Awards Banquet - Monday	

Tournaments begin at 9:00 am--Registration from 7:30-8:45 am  
Work Parties begin at 8am

---

**Range Finders are permitted at the Flying Pig, July 3-D and September 3-D ONLY**

**CLUB CHAMPIONSHIP AWARDS:**

~Members must have scores recorded From One Each of; 3-D Round, Animal Round, Hunter Round & Field Round to be eligible for Club Championship Awards.

~Scores from Novelty Shoots are not used for championship totals.

---

**\*\*\* Events may be re-scheduled to Saturday, depending on major events in Balboa Park.**