

# Spring Skeet Tournament

**Thursday, April 8 2:30 pm**  
 Check-in begins at 2:00 pm - Tournament at 2:30 pm  
 Country BBQ Dinner following tournament

## PARTICIPANTS

- Sporting Clays** \$ 75  
50 Rounds; includes ONE Raffle Ticket for chance to win a shotgun
- Raffle Tickets** \$ 10  
Additional Chances
- Gun Rental Needed**  
Guns may be rented directly onsite with Shane's Sporting Clays

Name (Individual or Team Members) Gauge

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

*Ear Protection provided at facility*

### SAFETY PROTOCOLS IN PLACE

Everyone to follow regulatory & CDC guidelines in place at the time of the tournament.

## SPONSORSHIPS

- Dinner Sponsor** \$ 500
- Gun Raffle Sponsor** \$ 500
- Beverage Station Sponsor** \$ 300  
*Company Representative at Station*
- Shell Sponsor** \$ 200  
*Hand Out Shells at Check-In*
- Target Sponsor** \$ 100  
*Sign located at Target*

#### Sponsors Receive:

- Recognition on printed materials
- Display Company Sign at Skeet Tournament
- Recognition on GBA website & Facebook page



Registration includes a chance to win a shotgun



6319 B Highway 158  
Summerfield

## REGISTRATION Submit by April 2

Name: \_\_\_\_\_ Mobile: \_\_\_\_\_

Company: \_\_\_\_\_

Email: \_\_\_\_\_

Payment: \$ \_\_\_\_\_ Additional Raffle Tickets: \_\_\_\_ x \$10 each

Payment Information: \_\_\_ Check \_\_\_ MasterCard \_\_\_ VISA \_\_\_ AMEX

Credit Card # \_\_\_\_\_

Exp Date: \_\_\_\_\_ Card V-Code: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

*Submit Payment with Registration*

*No Refunds After April 2*

### REGISTRATION REQUIRED by April 2

**Contact:** Mavis Holcombe (336) 706-6942  
**Email Registration:** mholcombe@greensborobuilders.org

**Online Payment Center:** [www.GreensboroBuilders.org](http://www.GreensboroBuilders.org)

**Mail Payment:** Greensboro Builders Association  
 PO Box 41135 Greensboro, NC 27404

**Office:** (336) 855-6255



Visit the GBA Website for  
Tournament Updates

[www.GreensboroBuilders.org](http://www.GreensboroBuilders.org)