



Blackhawk 2019 Summer 3D League Schedule



Two Archer Teams: 12 weeks

Thursday	May 9	Thursday	June 27
Thursday	May 16	Thursday	July 11
Thursday	May 23	Thursday	July 18
Thursday	June 6	Thursday	July 25
Thursday	June 13	Thursday	August 1
Thursday	June 20	Thursday	August 8

- The official league night is Thursday, and for a small donation snacks and food will be available after shooting. However, for convenience, if you can't make Thursday, a score can be posted until sunset the following Monday, (The next week's course will then be set sometime before 4:00 pm Thursday) except for the weeks of 5-23 and 8-8 when rounds must be posted by sunset Friday to give tournament directors time to set up for the 3D tournament and Vortex Open tournaments. Note: The week of Thursday 7-4 will be an off week in honor of Independence Day.
- Cost is \$7.00 per week for members and \$9.00 for non-members 16 and older. Archers 13 to 15 are \$4.00 per week. Archers 12 and under are free. There is a 2-week discount if you pay the full fee by the 3rd week. (Paying the league fee in one lump sum would be **very much** appreciated!)
- There will be 16 targets per week, with adult and youth (beginner) distance markers. You may choose to shoot from either stake but if you start at the longer adult distance you can't move to the shorter distance stake, but can start at the shorter stake and then move back for more of a challenge. Scoring will be by handicap using averages, so all levels of archery proficiency can win. The 2 archer teams can consist of youth – youth, adult – adult or adult – youth. League fees also include one practice round, between scoring rounds, per week, then the \$5.00 fee will apply.



Signup sheets are posted at the clubhouse on the bulletin board. Please clearly print an E-mail address and phone # for communicating league info and reminders (also age bracket). For more information call Jamie Zahalka at 608 513-1454 or jdzahalka@gmail.com.

Note: Non-league participants must pay \$5.00 to shoot a 3D round