

# Snake River Sportsmen September 2008 (*and early October*)

| Sunday  | Monday                                | Tuesday                          | Wednesday                                       | Thursday  | Friday                                      | Saturday                               |
|---|---------------------------------------|----------------------------------|---|---|---|--|
|   | 1<br><b>Labor Day</b>                 | 2                                | 3<br>General Meeting<br>7 PM Rusty's            | 4<br>Trap & Skeet 6 PM (O)  | 5<br>High Power Rifle<br>Practice 6 PM (V)  | 6<br>Benchrest 10 AM (V)               |
| 7<br>Trap & Skeet 1 PM (O)  | 8<br>Personal Protection<br>7 PM (P)  | 9                                | 10  | 11<br>Trap & Skeet 6 PM (O)   | 12<br>High Power Rifle<br>Practice 6 PM (V) | 13<br>)                                |
| 14<br>Trap & Skeet 1 PM (O)   | 15<br>Personal Protection<br>7 PM (P) | 16                               | 17<br>Board Meeting<br>7 PM Rusty's             | 18<br>Trap & Skeet 6 PM (O)<br><br>Law Enforcement Training<br>Vale Range Use Limited | 19<br>High Power Rifle<br>Practice 6 PM (V) | 20<br>Sight in day 9 Am to 3<br>PM (V) |
| 21<br>Trap & Skeet 1 PM (O)<br><br>Sight in day 9 Am to 3<br>PM (V) | 23<br>Personal Protection<br>7 PM (P) | 23<br>Newsletter Articles<br>Due | 24  | 25<br>Trap & Skeet 6 PM (O)   | 26<br>High Power Rifle<br>Practice 6 PM (V) | 27<br>Practical Pistol 10 AM<br>(V)    |
| 28<br>Trap & Skeet 1 PM (O)   | 29<br>Personal Protection<br>7 PM (P) | 30                               | <i>Oct 1</i><br>General Meeting<br>7 PM Rusty's | 2<br>Trap & Skeet 6 PM (O)  | 3<br>High Power Rifle<br>Practice 6 PM (V)  | 4<br>Benchrest 10 AM (V)               |
| 5<br>Trap & Skeet 1 PM (O)  | 6<br>Personal Protection<br>7 PM (P)  | 7                                | 8   | 9<br>Trap & Skeet 6 PM (O)  | 10<br>High Power Rifle<br>Practice 6 PM (V) | 11                                     |

**Event Location Key: Ontario Range Complex = (O) Payette Indoor Range = (P) Vale Range Complex = (V)**