Cheyenne Field Archers March 2015 News Letter



Announcements:

A big thank you goes out to everyone who came out and made the access yes shoot such a great success! We were able to pass our \$1,500.00 goal raising \$1,633.00!!!

We will be hosting a carp shoot May 30th.

Registration: 7:30 a.m., Weigh in: 4:00 pm

Entry fee \$20

We will be meeting at Rock Lake parking lot Platte Co WY

100% payout to 1st-3rd biggest fish and a prize for the smallest fish, you may only enter one fish.

It was voted this year to repaint the Range Floor. CFA will rent two large buffer/sanders on Thursday, May 21st, 2015. Anyone who can come and run the sanders either during the day or in the evening, please let us know. The job won't take long if everyone would volunteer an hour or two to help sand. CFA will also be purchasing dust masks for those who will help with this task. Many hands make light work and will lessen the inconvenience to the club members during this process.

Due to the work going on out there may be some closed parts of the range or total closure at times. Also the Tuesday and Thursday night leagues will be ending by May 21st

CFA will be running the archery portion of the Summer Oudoor Slam June 6th at Curt Gowdy State Park

Meeting Minutes:

The April meeting of Cheyenne Field Archers was called to order at 6:58 pm and adjourned at 7:42pm.

A. Budget Review was presented by Mary Tharp Motion made and seconded to accept budget, motion passed.

B. A payout change was proposed for the 2016 season the proposed changes were as follows:
12 shooters per flight

Flight 1 receives a buckle for first place and 50% of the total payout with 50% of that going to 1st 30% to 2nd and 20% to 3rd. Flight two gets 30% of total payout with 1st getting 50% of that 2nd getting 30% and third receiving 20%. The third flight will receive the final 20% splitting it 1st getting 50% 2nd getting 30% and 3rd getting 20%.

There was a motion to accept the proposed changes and a second to the motion. Motion voted on and passed.



