

NFSC WINTER 2019

Team		1/8/2019	T	1/15/2019	T	1/22/2019	T	1/29/2019	T	2/5/2019	T	2/12/2019	T	2/19/2019	T	2/29/19	T	3/5/2019	T	3/12/2019	T
1	JIMS FOREIGN CARS	7:30	1	8:30	2	8:15	1	8:00	2	7:45	1	7:30	2	8:30	1	8:15	2	8:00	1	7:45	2
2	DONS BAKERY	7:30	2	8:15	1	8:00	2	7:45	1	7:30	2	8:15	1	8:00	2	7:45	1	7:30	2	8:15	1
3	KOSS INDUSTRIAL	7:45	1	7:30	2	8:30	1	8:15	2	8:00	1	7:45	2	7:30	1	8:30	2	8:15	1	8:00	2
4	HALF COCKED	7:45	2	7:30	1	8:15	2	8:00	1	7:45	2	7:30	1	8:15	2	8:00	1	7:45	2	7:30	1
5	THE SETTLEMENT BAR	8:00	1	7:45	2	7:30	1	8:30	2	8:15	1	8:00	2	7:45	1	7:30	2	8:30	1	8:15	2
6	SNAP ON TOOLS	8:00	2	7:45	1	7:30	2	8:15	1	8:00	2	7:45	1	7:30	2	8:15	1	8:00	2	7:45	1
7	RONET CONSTRUCTION	8:15	1	8:00	2	7:45	1	7:30	2	8:30	1	8:15	2	8:00	1	7:45	2	7:30	1	8:30	2
8	KAMINSKI DENTAL	8:15	2	8:00	1	7:45	2	7:30	1	8:15	2	8:00	1	7:45	2	7:30	1	8:15	2	8:00	1
9	KI	8:30	1	8:15	2	8:00	1	7:45	2	7:30	1	8:30	2	8:15	1	8:00	2	7:45	1	7:30	2

7:30 working team: Must be at the club by 7:00 p.m. to set up/shovel snow.

7:45 team: One team member must be to the club by 7:15 to take out the 7:30 team.

7:30 teams on trap ONE and trap TWO will load the house, mark for 7:45 team and reload trap house after 8:00 .

Pick up shells and put card board in dumpster then the non Bartending team is done.

7:30 bartending working team need to provide enough bartenders till 10:00.AND

After all teams have shot, close up both trap fields, card board is put in dumpster, puller are shut off and shells are pic

Clean up tables note only bartending team receive free tap beer and soda.

Each team will mark for the team following them. Please be prompt so we can stay on schedule.

Please pick up your empty shells after you shoot and clean off your table before you leave the club.

In case of bad weather/cancellation each team captain will be notified

Dan Jonet 920-378-4274

	OPEN / CLOSE	BARTENDER
8-Jan	JOE	DONS
15-Jan	MATT	HALF
22-Jan	DAVE	SETTLEMENT
29-Jan	KEN	RONET
5-Feb	DAN	KI
12-Feb	JOE	JIMS
19-Feb	MATT	KOSS
29-Feb	DAVE	KAMINSKI
5-Mar	KEN	DONS
12-Mar	DAN	HALF