



High Desert Archers

August 2008

We do not stop playing because we grow old. We grow old because we stop playing.
NEVER be the first to get old!

Club News

Howdy, Members & Friends!

Can you believe that hunting season is just around the corner? Wow!! Are you sighted in and ready to go? We hope you all shoot straight and have a successful hunt!!

All of our Camp Sherman shoots were a success. We averaged 250 shooters at each of the shoots. We would like to thank all the officers, members and other fellow shooters for helping us put up, take down and clean up at all the shoots. We appreciate you and your time!

The Range

Some of you have been using the home range and I guess we need to start with an apology. We are having a lot of problems at the home range this year. You will notice that several of the bags are missing. Unfortunately, the bags are not missing due to need the need to be replaced. We have some vandals that think they need the bags more than the club does. We also have some people that can't seem to pick up after themselves and feel the need to burn anything made of wood. We have been working on trying to keep bags in place, garbage picked up and replacing the benches. Please have patience with us. We apologize for the mess and lack of targets. Due to the thefts, we have decided to only have one of the bag courses setup until after hunting season. We would ask that if you see anyone shooting broadheads at any of the targets that you remind them"NO BROADHEADS", or take down a license plate number and call us at 923-8347. We will take it from there.

Announcements!!!!

- *Dusty & Jessica Mayfield are expecting in September!*
- *Steve Eakins has been a member for 20+ years!*
- *The Gillelands really never left Redmond!*

Coming up!

We will start having club meetings again on October 13, 2008. It will be at Pappy's Pizza in Redmond and we will start at 6:30pm. We look forward to seeing you there and would love your input.

Our next shoot is our Turkey Shoot on Sunday, November 2, 2008 at the Home Range