

Los Cazadores Predator Calling Contests

- Location:** Los Cazadores
490 IH South
Pearsall, TX 78061
- Dates:** Feb. 20 & 21, 2010
Mar. 20 & 21, 2010
- Entry Fee:** \$150.00 per team / 1 – 4 members per team / 70% Jackpot
- Side Pots:** \$20 per category = Coyote, Bobcat, Red Fox and Grey Fox (optional)
*****100% Jackpot / Winner Takes All*****
- Enter by:** -Pre-Enter by phone (830) 334-5959 or online at www.loscazadores.com.
One team member from each team must be present at check in to receive confirmation of entry
-Enter day of Contest from 11:00 a.m. to 1:45 p.m.

REGISTRATION:

11:00am – 1:45 pm SIGN IN

1:45 pm – 2:00pm RULES ANNOUNCED

2:00pm – HUNTERS RELEASED

CHECK IN:

SUNDAY 2:00pm SHARP (NO EXCEPTIONS)

RULES:

- AT LEAST 1 TEAM MEMBER MUST BE PRESENT AT SIGN IN. IF ONE TEAM MEMBER SIGNS THE TEAM IN, THE OTHER MEMBERS OF THAT TEAM MAY NOT START HUNTING UNTIL HE/SHE JOINS.
- EACH MEMBER MUST HAVE VALID HUNTING LICENSE.
- FOLLOW REGISTRATION AND CHECK IN TIMES.
- CLOCK AT REGISTRATION IS OFFICIAL CLOCK.
- TEAMS MUST FOLLOW STATE LAWS AND REGULATIONS
- ALL ANIMALS MUST BE SHOT WITHIN THE 24HR CONTEST.
- ALL ANIMALS MUST BE CALLED IN.

- ALL ANIMALS WILL BE CHECKED FOR FRESHNESS AND TRAP MARKS.
- TEAM MEMBERS MUST COMMUTE IN THE SAME VEHICLE. WHEN HUNTERS REACH THE PROPERTY THEY ARE HUNTING, THEY MAY NOT SPLIT UP.
- ONLY HUNTERS ENTERED WITH TEAM MAY HUNT.
- NO POOLING OF ANIMALS.
- NO HUNTING OVER BAITED AREAS.
- TIES ARE BROKEN BY THE TEAM THAT ENTERS FIRST
- ALL TEAM MEMBERS MUST BE PRESENT AT WEIGH IN.
- POLYGRAPH WILL BE GIVEN IF NECESSARY
- DISPUTES NEED TO BE MADE BEFORE 2PM, AND JUDGE MAKES FINAL RULING.
- TEAMS THAT VIOLATE ANY RULE WILL BE DISQUALIFIED.
- EACH TEAM WILL BE RESPONSIBLE FOR THE PROPER DISPOSAL OF ANIMALS.

PREDATOR POINTS:

MOUNTAIN LION -	200 POINTS
RED FOX -	50 POINTS
BOBCAT -	30 POINTS
COYOTE -	20 POINTS
GRAY FOX -	5 POINTS

CASH PAYOUTS:

70% of Entry Fees will be paid out in Prize money. The other 30% will be used for contest expenses.

JACKPOT PAYOUTS:

100% Winner takes all