

2012 Annual Maine State USBC Youth Tournament

Meadow Lanes, Route 2, East Wilton, Maine

April 14th & 15th - 21st & 22nd

entries must be postmarked no later than - March 24, 2012



	Teams	Doubles	Singles	All-Events
Linage	\$36.00	\$18.00	\$9.00	\$0.00
Scholarships	\$11.00	\$5.50	\$2.75	\$3.00
Expenses	\$1.00	\$0.50	\$0.25	\$0.00
Total	\$48.00	\$24.00	\$12.00	\$3.00

Entry #
 Date Received:

Team Name: City: Center:
 Parent / Guardian: Phone: Email:
 Address:

\$48.00 TEAM	Bowlers Names	USBC Card #	Squad Choice	Squad	Dates & Times
1			1st	T1	April 14 at 9am
			2nd	T2	April 14 at 2pm
2				T3	April 15 at 9am
				T4	April 15 at 2pm
3				T5	April 21 at 9am
				T6	April 21 at 2pm
4				T7	April 22 at 9am
				T8	April 22 at 2pm

\$24.00 DOUBLES	Bowlers Names	USBC Card #	Squad Choice	Squad	Dates & Times
1				D1	April 14 at 11:30am
			1st	D2	April 14 at 2pm
2			2nd	D3	April 14 at 4:30pm
				D4	April 15 at 11:30am
1				D5	April 15 at 2pm
			1st	D6	April 21 at 11:30am
2			2nd	D7	April 21 at 2pm
				D8	April 21 at 4:30 pm
1				D9	April 22 at 11:30am
			1st	D10	April 22 at 2pm
2			2nd		

\$12.00 SINGLES	Bowlers Names	All Events \$3.00 Fee (Check Box)	USBC Card #	Squad Choice	Squad	Dates & Times
1				1st	S1	April 14 at 11:30am
				2nd	S2	April 14 at 2pm
1				1st	S3	April 14 at 4:30pm
				2nd	S4	April 15 at 11:30am
1				1st	S5	April 15 at 2pm
				2nd	S6	April 21 at 11:30am
1				1st	S7	April 21 at 2pm
				2nd	S8	April 21 at 4:30pm
1				1st	S9	April 22 at 11:30am
				2nd	S10	April 22 at 2pm
1				1st		
				2nd		

Tournament manager will get averages from USBC Winlabs & association managers

9:00am is only teams, 11:30am is singles & doubles, 2:00pm is teams-doubles-singles, 4:30pm is singles & doubles

Please make checks or money orders payable to: **Maine State USBC - Returned checks will be charged a flat rate of \$35.00**

Mail entries to the Tournament Director: **MSUSBC Youth Open, c/o Douglas Archer, 16 Wire Bridge Road, New Portland, ME 04961**

For all inquiries call or email at: **207-628-2291 or fcusbc@tds.net**

Rec \$

Check#