

## PBA Senior US Open Youth Pro-Am Scholarship Tournament

Sunday, May 29<sup>th</sup> @ 3:30pm

Scholarships will be awarded to all winners!

Bowl 3 games of 9 pin no-tap ~ Handicap 90% of 220

Each game will be bowled with a different Pro Bowler!

Scholarship amounts will be determined by the number of entries in each division (1 in 8 ratio)

All scholarship monies will be deposited to the SMART Program Packages start at \$35



Make checks payable to: Pro-Am
Mail entries and payments to:
Suncoast Bowling Center
Attn: Becky Herman
9090 W Alta Dr.
Las Vegas, NV 89145
Questions? (702)636-7400

6 Divisions available!

Girls: Up to 140 average 141 average and above

Scratch

Boys: Up to 140 average 141 average and above

Scratch

Highest league average must be used.

Each division must have 8 or more entries or the divisions will be combined.

## 2016 PBA Senior US Open Youth Pro Am Entry Form

Name	Phone
Address	
City S	tateZip
Highest League Average League	
HS Grad Year Birthday_	USBC Member #
Please circle division:	
Girls 140 and under	Boys 140 and under
Girls 141 and above	Boys 141 and above
Girls Scratch	Boys Scratch
Package 1 \$35.00 - Entry to bowl with three Professionals and win Scholarship money.	
Package 2 \$145.00 - Entry plus a Storm Phaze (available 12-16lbs)	
Package 3 \$160.00 - Entry plus a Storm Alpha Crux (12-16lbs)	
Package # Ball Weigh	nt Amount Enclosed

- √ No personal checks will be accepted after April 30, 2016
- √ You must use your highest current average of 21 games or more
- ✓ Average verification must accompany the entry form
- ✓ All USBC rules will apply
- ✓ Youth bowler's scores will be added to the pro's score (min. 220)
- ✓ Dress code: Mock collar or collared shirts, pants, slacks or jeans in good repair
- ✓ Check in one hour prior to squad time.
- ✓ Bowlers entering after 5/15/16 might not receive their ball the day of the event. A shipping fee of \$20 will apply.

Tournament Director reserves the right to re-rate or reject any entry and will decide any and all disputes.