

# 2018-2019 Warrior Bowling Club Registration

Bowler's Name \_\_\_\_\_

Parent's Name \_\_\_\_\_ Parent's DOB MM/DD/YY \_\_\_\_\_

Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_

Home Phone \_\_\_\_\_ Cell Phone \_\_\_\_\_

Email Address \_\_\_\_\_

School \_\_\_\_\_ Grade \_\_\_\_\_

Bowler DOB \_\_\_\_\_ Current age as of August 1st, 2018 \_\_\_\_\_ Graduation Year \_\_\_\_\_

USBC # \_\_\_\_\_ Who would you like to bowl with? \_\_\_\_\_

**Youth Bowler T-Shirt Size** Youth: Small Medium Large or **Adult:** Small Medium Large XL XXL

**League Choice (s) :** Friday Warrior Bowling Club @ 4:30pm Saturday Warrior Bowling Club @ 10:00am  
 Tom & Jerry (3 gm) EOW Sunday at 5pm Mini Tom & Jerry (2 gm) EOW Sunday at 5pm

**Membership Fees Paid:** \$25.00 Youth Registration Fee Date paid \_\_\_\_\_  
 \$20 annual Adult USBC Fee for Tom & Jerry only for \_\_\_\_\_ pd \_\_\_\_\_

**Prepaid League Fees:** Fall Fri WBC (\$133.25) Fall Sat WBC (\$133.25)  
 Fall Tom & Jerry (\$176/team) Fall Mini Tom & Jerry (\$128/team)

Name/Event*		Points Value*	Earned*		Total
League- Fri Fall WBC	Fri Winter WBC	1 per game			
League- Sat Fall WBC	Sat Winter WBC	1 per game			
League- Fall T&J	Winter T&J	1 per game			
League- Fall Mini T&J	Winter Mini T&J	1 per game			
League		1 per game			
League		1 per game			
Perfect Attendance		5 per session			
Tourney- Pepsi District Finals		1 per game			
Tourney- Pepsi State Finals		1 per game			
Tourney- Family Doubles Local Qualifying		1 per game			
Tourney- Family Doubles District Finals		1 per game			
Tourney- Iowa Games Center Finals		1 per game			
DSM City Tourney Participation		1 per game			
Iowa State Youth Tourney Participation		1 per game			
High School Bowling Team Participation		10 per season			

\*Points earned will be based off of participation in activities through Warrior Lanes, not other centers. If you bowl in a league at another center and qualify for the Pepsi tournament through that other league, that will not count towards your WBC scholarship participation points.