

**MONTANA USBC YOUTH  
ANNUAL HIGH AWARDS  
DUE JUNE 15**

The Montana USBC Youth presents the following awards annually at the Luncheon at the State Jamboree each year. The awards are broken out by ages groups, 11 & Under, 12-14, and 15 & Over. There are two divisions, Boys and Girls.

Plaques are presented to each of the following categories:

1. High Game
2. High Series
3. High Average

Eligibility Rules:

1. All scores must be submitted scratch. High average category only counts from league play.
2. High scores in game or series category must be bowled in a Montana league or tournament.
3. Bowler must hold a standard membership and be a member of a certified league in Montana, with the league having a minimum of 39 games for the 12-14 and 15 & Over age groups, and a minimum of 26 games for the 11 & Under age group.
4. Bowler must have bowled 2/3 or more of the league.
5. Bowler must meet all USBC Youth eligibility rules.

Name of Association \_\_\_\_\_

Association Manager \_\_\_\_\_

Phone \_\_\_\_\_

Association Manager: Please complete the form, even if you think none of your members have scored high enough to win an award. All associations need to complete this form. Please complete the reverse side and mail your form to:

Elaine Wilkinson  
PO Box 35  
Cardwell, MT 59721

**11 & UNDER BOYS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						

**11 & UNDER GIRLS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						

**12 - 14 BOYS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						

**12 - 14 GIRLS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						

**15 & OVER BOYS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						

**15 & OVER GIRLS**

	SCORE	NAME	ADDRESS, CITY ZIP	PHONE	AGE - AUG 1	LEAGUE/ TOURNAMENT
Game						
Series						
Average						