

BOWLERAMA BARRACUDA BAKER

Bowlerama Lanes – 3031 New Castle Ave, New Castle, DE 19720

3-PERSON / NO-TAP / BAKER STYLE YOUTH TOURNAMENT

SUNDAY, JANUARY 26TH – 11:00AM

Check In Starts at 10:00AM

\$25/Bowler - \$75/Team

Lineage - \$9.75 / Bowlerama Scholarship Fund - \$5.25 / Tournament Scholarship Fund - \$10.00

Email: bowleramabarracudas@gmail.com / (302) 593-8619

Rules:

1. Eligibility: All Current 2024-2025 USBC Youth Sanctioned Bowlers are Eligible to Bowl.
2. Tournament Average: Averages to be used will be determined in the following order:
 - a. Highest 2024-2025 Youth League Average as of February 10th with 18 or more games.
 - b. Highest 2023-2024 Youth League Average with 21 or more games.
 - c. League standing sheets must be provided for proof of average
 - d. Any bowler without a verifiable average will not be eligible to bowl.
3. Divisions/Handicap: Handicap is based on Division which is based on Team Averages
 - i. **Division 1 – 8 Pin No-Tap**
 - b. **Division 1** (Team Average 330 and under) – Handicap will be 70% of 450
 - i. **Division 2 & 3 – 9 Pin No-Tap**
 - c. **Division 2** (Team Average 331-480) – Handicap will be 70% of 600
 - d. **Division 3** (Team Average 481 and up) – Handicap will be 70% of 690
4. Team Makeup: Teams will be made up of any three (3) current youth sanctioned bowlers.
5. Tournament Format: This will be a **BAKER FORMAT** tournament, with Teams bowling 9 Baker games on the same lane.

Bowler #1 – Bowls Frames 1, 4, 7, & 10
Bowler #2 – Bowls Frames 2, 5, & 8
Bowler #3 – Bowls Frames 3, 6, & 9
6. Ties: Ties for First Place will bowl a one-game roll off, all other position will split scholarship money.
7. Awards: Awards are based on Total Score with Handicap
Tournament Scholarship money will be returned 100% with a ratio of at least 1:5
8. All Decisions of the Tournament Directors are Final.
9. Payment: Pre-payment is required and may be made via Check (Made out to Bowlerama Barracudas) or via Venmo or PayPal. Walk-ins will be permitted if space is available.