

2019-20 YOUTH BOWLING PROGRAMS AT Matie's Bewl www.thatiosbowl.com

Our Youth Programs are sanctioned through Youth Bowl Canada (YBC) and the Canadian Tenpin Federation (CTF). This means all bowlers will enjoy opportunities offered, regardless of skill level or experience.

Can't afford to buy sports equipment?

No problem! Bowling equipment is available to use for everyone at no extra charge.

There are optional events you can participate in, even one where you can bowl with Mom or Dad!!

Our leagues are instructional with emphasis on fun and social development for all.

You won't get rained out, snowed out or benched. How many other sports can say that?

EVERYONE PLAYS, EVERYONE WINS!!

Benefits of joining our youth program:

- Bowling with kids of similar ages can create lifelong friendships
- Opportunity to advance to local, provincial and even national competitions
- Great for developing motor skills and accuracy
- Gain confidence while enjoying a friendly, team atmosphere
- Certified instructors that teach & encourage
- Affordable without hidden equipment costs
- Bank scores on any earlier day by "prebowling" to ease the strain of busy schedules

Both of our programs wrap up in a year-end presentation where all bowlers' achievements are recognized and celebrated!

LEARN A SPORT THAT YOU CAN DO FOR A LIFETIME!! FOR MORE INFORMATION CHECK US OUT ON FACEBOOK AND ON OUR WEBSITE WWW.MARIOSBOWL.COM or call 344-9644

COME TRY IT FREE WITH NO COMMITMENT

5 PIN PROGRAM

DAY & TIME

Bowlasaurus (age 5-6) Saturdays 9:30 AM Bantam (age 7-10) Saturdays 9:30 AM

Junior (age 11-14) Saturdays 12:00 PM Senior (ages 15-19) Tuesdays 7:00 PM

All divisions - 3 games per week (\$16.00) Registration \$30.00

10 PIN PROGRAM

DAY & TIME

Sundays at 11:00 AM Bowlasaurus - 2 games per week (\$12.00) Other divisions - 3 games per week (\$16.50) Registration \$40.00

AGE DIVISIONS

Bowlasaurus – ages 5-7 (limited space) Bantam – ages 8-11 Junior – ages 12-14 Senior – ages 15-21

JOIN OR TRY IT OUT ANYTIME DURING OUR SESSIONS