Schedule of Events:

Date / Time	11:00am	12:00pm	1:00pm	2:00pm	3:30pm	4:30pm	5:30pm	6:30pm	8:00pm	9:00pm	10:00pm
May 12	MQ	MQ	MQ	L/M	MQ	MQ	MQ	L/M	MQ	MQ	MQ
Sun May 13	MQ	MQ	MQ	L/M	MQ	MQ	MQ	L/M	MQ	MQ	MQ
Mon May 14	MQ	MQ	MO	1 / 1/4	MO	MO	MO	1 / 1/4	MO	MO	MO
Tue	IVIQ	IVIQ	MQ	L/M	MQ	MQ	MQ	L/M	MQ	MQ	MQ
May 15 Wed	MQ	MQ	MQ	L/M	MQ	MQ	MQ	L/M	MQ	MQ	MQ
May 16 Thurs	MQ	MQ	MQ	L/M	MQ	MQ	MQ	L/M	МQ	MQ	MQ

M/Q: Masters' Qualifying L/M: Lane Maintenance

EARLY BIRD SPECIAL

ONLY APPLIES TO SQUAD ONE (11:00am) & SQUAD TWO (12:00pm) OF MAY 12 to 14 (SUNDAY to TUESDAY)

- 1) BEVIDA-STORM PARTICIPANTS: Pay PhP900 when you bowl the first 2 squads, consecutively back to back
- 2) EURO-MED STORM PARTICIPANTS: Pay PhP3,000 when you bowl the first 2 squads, consecutively back to back

(note: Bowlers who wish to include their scores in the BEVIDA-STORM CHALLENGE must pay an additional fee of PhP400.00 per block per attempt)

MASTERS FINALS:

MAY 17 BEVIDA STORM CHALLENGE MASTERS FINAL

(Fri) Check – In Time og:ooam to og:45am Top 48 bowlers

Call on Reserves 09:46am

Roll – Off 10:00am 10 games

Lane Maintenance

EURO-MED STORM INTERNATIONAL MASTERS CHALLENGE, STAGE 1

Check – In Time 02:00pm to 02:45pm Top 48 Bowlers

Call on Reserves 02:46pm

Roll – Off o3:oopm 8 games

MAY 18 EURO-MED STORM INTERNATIONAL MASTERS CHALLENGE, STAGE 2 (24 Bowlers)

(Sat) Check – In Time og:ooam to og:45am Top 19 from Stage 1 & 5 Seeded Bowlers*

Roll – Off 10:00am 8 games

*Top 19 Bowlers, depending on number of Top Daily Seeded Bowlers that will proceed to Stage Two.

- Number of Qualifiers from Stage One Finals will not exceed 24 Bowlers.

Lane Maintenance

EURO-MED STORM INTERNATIONAL MASTERS CHALLENGE, STAGE 3

Check – In Time 01:30pm to 01:45pm Top 8 bowlers

Roll – Off o2:00pm 7 Head to Head Matches +1 game position round

Lane Maintenance

EURO-MED STORM INTERNATIONAL MASTERS CHALLENGE, STAGE 4

Check – In Time 03:30pm to 03:45pm Top 4 bowlers

Roll – Off 04:00pm STEP-LADDER GRAND FINALS

VICTORY BANQUET 08:00pm THE HERITAGE HOTEL MANILA





