



ALGESTER SPORTS Inc.

Application for Bowls Membership

FIRST NAME _____ SURNAME _____

D.O.B _____ MENS OR LADIES SECTION MENS LADIES

ADDRESS _____

SUBURB _____ POSTCODE _____

CONTACT: MOB _____ HOME _____

E - MAIL _____

Do you want the Club to forward Special Events and Newsletters via your e-mail Y / N

1 Are you a new bowler - Never been a Bowls member of any Club Y / N N

(If yes skip to Signature)

2 Are you rejoining this Club & Have not been a Bowls Member of another Club since leaving us. Y / N RJN

(If yes skip to question 6)

3 Are you currently registered as a Bowls QLD member or if not currently Last bowls membership was with Bowls QLD Y / N TI

(If yes skip to question 5)

4 Are you currently registered as an interstate member or if not currently Last bowls membership was with an interstate Club Y / N ITI

5 have you provided a clearance letter Y / N

6 Are you an accredited umpire and/or a accredited coach Y / N

if yes what level _____

8 Have you played pennants or champions for another Club Y / N

if yes what level _____

9 Current Members of two or more Clubs must declare which Club is the "Declared Club"
Declared Club _____

10 if you are a Bowls QLD member, What is you membership number:

I hereby agree to comply with and be bound by the Constitution, Rules and By-Laws of
Algester Sports Inc. and Algester Mens /Ladies Bowls Section.

Signature _____ Date _____

Application will be void without a B.Q.action code and signature

Please note that New Members must be accredited by a coach prior to playing in any organized event.

OFFICE USE ONLY	Membership expires 30/6/2020
MEMBER NO: _____	AMOUNT PAID: _____
DATE: _____	LICENCE NO: _____

we hereby nominate the above Applicant to be a Bowling & Financial Member of the Club

Proposer: _____ Secondor: _____
Print Name Mens or Ladies Print Name
_____ Secretary _____
Sign Sign

Applicant Approved/Not Approved by Board of Algester Sports Inc.

Board Secretary Sign _____ date _____

Must be approved by Board before notifying Bowls Qld.