

## 2012 Master Meet Schedule

*Listed dates are subject to change. However, we will make every effort to follow this schedule throughout the 2012 competitive season.*

### **Open Registration (Available to ALL Team Members)**

Type	Name of Meet	Date of Meet	Cost of Meet	Required?
HOME	Winter Mini Olympics	1/28/12	\$35.00	YES
HOME	Cupid Cup	2/25/12	\$35.00	NO
HOME	Flip Fest	3/24/12	\$35.00	NO
STL*	Tumble in the Jungle Level 2-3	4/14-4/15/2012	\$40.00	NO
STL*	Tumble in the Jungle Level 4+	4/14-4/15/2012	\$50.00	NO
HOME	Summer Mini Olympics	5/12/12	\$35.00	YES
COL	Show-Me State Games Level 2-4	July (TBD)	\$50.00	NO
COL	Show-Me State Games Level 5+	July (TBD)	\$55.00	NO

*\* If not already paid, all **STL** meets require a once yearly league registration fee of \$10.00 in addition to the meet fee. This is not a Kids in Motion fee, but required by the Amerikids League.*

### **Limited Registration (Available to Travel Team Only, By Invitation)**

Type	Name of Meet	Date of Meet	Cost of Meet	Required?
STL	Hearts and Valentines Level 2-3	2/11-2/12/2012	\$40.00	NO
STL	Hearts and Valentines Level 4+	2/11-2/12/2012	\$50.00	NO
STL	Shamrock Invitational Level 2-3	3/17-3/18/2012	\$40.00	NO
STL	Shamrock Invitational Level 4+	3/17-3/18/2012	\$50.00	NO
STL	Spring Championships Level 2-3	4/28-4/29/2012	\$40.00	NO
STL	Spring Championships Level 4+	4/28-4/29/2012	\$50.00	NO
STL	Midwest Regionals Level 2-3	5/19-5/20/2012	\$40.00	NO
STL	Midwest Regionals Level 4+	5/19-5/20/2012	\$50.00	NO

*\* If not already paid, ALL **STL** meets require a once yearly league registration fee of \$10.00 in addition to the meet fee. This is not a Kids in Motion fee, but required by the Amerikids League.*

### **Restricted Registration (Available to USAG Team Members Only)**

Type	Name of Meet	Date of Meet	Cost of Meet	Required?
USAG	All-American Spring Invitational	3/2-3/4/2012	\$70.00	YES (mobility)

#### **Type Codes:**

HOME = Home Meet, hosted at Kids in Motion

STL = Saint Louis/Amerikids Meet

COL = Columbia Meet

USAG = USAG Meet, Location Varies