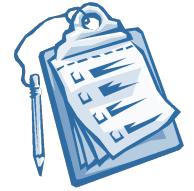


Junior Gold Checklist



To ensure you have an enjoyable registration day, please be prepared, and make sure you have addressed the following items PRIOR to departing for the Junior Gold Championships. Please know your squad number and registration time.

<p>Check to see if your name is in blue on the advancer report. If it is blue fill out your waiver form ASAP:</p> <p>Advancer Report Waiver Form - Minor Athlete Waiver Form - Adult Athlete</p>
<p>Buy your Spectator Passes before you leave.</p> <p>Pick them up:</p> <p>July 10 – Minneapolis Convention Center, 9 a.m. - 6 p.m. – please note that only Spectator Passes and Merchandise are available this day. Athlete registration is not available on this day. July 11 – Minneapolis Convention Center, 8 a.m. - 6 p.m.</p>
<p>Read and Review the Competitors Guide Rules</p>
<p>Download the official Junior Gold Event app from the Apple or Google Play store.</p>
<p>Sign up early for the additional events – Youth Open, Survivor, Adult/Youth</p>
<p>Find your Membership Card – If you can't find it print it from Find-A-Member on bowl.com</p> <p>Bring it with you for your 1st two practice sessions</p>
<p>Review your Squad Cover Letter. This will provide your daily schedule for Junior Gold</p>
<p>First Practice Session: Bring your Junior Gold membership card for check-in</p>
<p>Player Passes will be picked up at Registration on Saturday.</p> <p>Registration Schedule</p> <p>You will have two practice sessions prior to your registration time</p>
<p>Photos will be taken during your squad on the following days:</p> <p>July 13 - 14 – Concord Lanes, Lucky Strike Blaine, Mermaid Entertainment July 15 - 16 – Lucky Strike Brooklyn Park, Lucky Strike Eden Prairie</p>
<p>Make sure you have your Ball Registration Card – This MUST be turned in before the first competition block</p>
<p>REMEMBER THE TOURNAMENT IS CASHLESS! There will be no checks or cash taken onsite.</p>
<p>Remember the following:</p> <p>Practice Session 1 is Qualifying Day 1 Pattern Practice Session 2 is Qualifying Day 2 Pattern Practice Session 3 is Qualifying Day 3 Pattern Practice Session 4 is Qualifying Day 4 Pattern</p>
<p>Print This Packet</p>



2026

**U12/U14/U16/U18
COMPETITOR'S GUIDE**

2026 JUNIOR GOLD CHAMPIONSHIPS U18/U16/U14/U12 OFFICIAL RULES AND REGULATIONS

The official rules and regulations of the Junior Gold Program govern competition, membership, policies and procedures for the Junior Gold Championships.

All rules and regulations contained herein are at the tournament manager's discretion. Bowlers have the right to appeal a tournament manager's decision to the Senior Director Short Duration Tournaments and Collegiate Bowling.

This tournament is certified by the United States Bowling Congress (#5204) and shall be governed by USBC rules.

RULE 1 - MEMBERSHIP AND PARTICIPATION REQUIREMENTS

Entry is open to USBC Junior Gold Program members who have qualified for the Junior Gold Championships. To be eligible, participants must meet all the rules governing competition from league or tournament level to the National Championships and be confirmed as a National Championships finalist by USBC. USBC reserves the right to accept or reject any participant.

Participants 18 years of age or older as of July 11, 2026, will be required to be current with SafeSport training to compete in the tournament. To be current with SafeSport training, one needs to have completed either the initial core SafeSport training module or one of the refresher courses on or after July 12, 2025.

Canadian and other foreign USBC Youth members are encouraged to participate and are eligible to be USBC Junior Gold Program members and compete in the National Championships and earn scholarships. However, they are unable to become USBC Junior Team USA™ members.

RULE 2 - CONDITIONS OF MEMBERSHIP

USBC Youth Membership

The Junior Gold Championships recognizes the USBC as the national governing body of bowling. All Junior Gold members and tournament competitors must be USBC members in good standing. Individuals who have qualified for the Junior Gold tournament must maintain USBC Youth status (Rule 400).

If an individual qualifies for Junior Gold, violates USBC Rule 400 and is deemed ineligible by USBC, they are immediately ineligible to compete in Junior Gold and will be removed from the tournament.

An individual who violates Rule 400 and is removed from the tournament can requalify for the tournament once their Youth Membership status is reinstated by USBC.

RULE 3 - TOURNAMENT ENTRY AND COMMITMENT

Entry Deadline

Entries close on May 1, 2026 (unless extended). Members of USBC Junior Team USA™ 2025 will be automatically entered into the 2026 Junior Gold Championships. Entry fee for a U18-only qualifier event is \$250 (\$150 lineage/expenses and \$75 scholarships), entry fee for a U16-only qualifier event is \$250 (\$150 lineage/expenses and \$75 scholarships), entry fee for a U14-only qualifier event is \$200 (\$125 lineage/expenses and \$75 scholarships), and entry fee for U12-only qualifier event is \$150 (\$75 lineage/expenses and \$75 scholarships). The entry fee will be submitted by the event coordinator for an advancing athlete. All of the scholarship fees will be returned at 100%.

Finalists must agree to bowl in the National Championships, or, failing to do so, agree to waive all rights. If a finalist declines their spot in the tournament, a replacement will be selected based on the order of finish at their league or tournament qualifying event.

Right to Refuse Entry

In accordance with the rules of the sport of bowling as defined by the United States Bowling Congress, the Junior Gold staff reserves the right to refuse or reject any entry prior to the time of bowling. Any individual who is refused entry into the Junior Gold Championships can appeal the decision to USBC, attention Rules, within 180 days of the decision or prior to the start of the tournament, whichever occurs first.

Passes

All competitors entered in a Junior Gold event are issued a player pass. Participants must have the player pass on them at all times when entering and leaving the center. The pass will be used when checking the participant in at registration and on all competition days.

RULE 4 - WITHDRAWAL FROM A TOURNAMENT

Withdrawal Prior To Start

Competitors may withdraw from the Junior Gold Championships prior to the start of competition. Participants should contact the Junior Gold office to notify staff of intent to withdraw. Participants who withdraw from the event can be replaced until June 1 of the current bowling season.

Substitution Procedures

The alternate player may enter the tournament in place of a match-play finalist at the discretion of the tournament director in the case of injury, sickness or emergency, subject to the following procedures:

When the alternate enters the tournament, the alternate must bring their own qualifying total into play. Each player retains their own actual pinfall and match-play record for statistical purposes.

In the case of a tie for the alternate position for match play, the player with the highest qualifying game will be given the alternate position. If there is a tie for a high game, each subsequent high game will be used until the tie is broken.

The player finishing in the alternate position must inform the tournament director within 15 minutes of the announcement that they will accept the alternate position. The alternate must be present at all roll calls and remain on the premises through all frames of match-play competition and be prepared to bowl if required. The alternate must be dressed in bowling attire and ready to bowl at all times during match play.

If a player voluntarily declines to serve as alternate, the alternate shall relinquish any rights to the additional scholarship earned and be replaced by the next available player, based upon finish position.

Alternate for Television Finals

There will be no alternate to TV finals in Junior Gold tournaments.

Practice When Entering

If the format calls for an alternate, the alternate entering match play will not receive any practice shots.

RULE 5 - TOURNAMENT SCHEDULING

Squad Scheduling

Registration for squads will open January 12, 2026, and close June 1, 2026 (unless extended). Participants are responsible for logging in and registering for their squads. Individual requests for specific squads will not be accepted. After June 1, participants who have not selected a squad will be assigned one by tournament staff, and this squad will not be changed. There will be no changes to squad assignments after June 1. **Individual requests for specific squads will not be granted.**

Check-In for Qualifying and Match Play

Participants will check-in for the squad approximately one hour before the squad begins. Participants will need their player pass to check-in. Participants in the U12 division will be allowed to have one adult with a spectator pass accompany them during the registration and check-in process at the trade show and bowling center. The U14, U16, and U18 divisions will be required to check-in without assistance from a parent/guardian.

Check-In for Television

Bowlers who are to compete in TV finals are required to be on the premises at least two hours prior to the scheduled finals for a roll-call meeting, unless an alternate time is specified by the tournament director.

Penalties for Late Arrival

Competitors arriving late shall begin competition with the frame in progress. Frames missed or competitors not present to bowl when it is their turn will receive zero for that frame.

Official Starting Time

Official starting time for competition shall be those published on the tournament schedule. The time listed on the schedule will be the start of competition for scoring.

Schedule Changes

Any scheduling changes pertaining to the tournament will be posted on BOWL.com and in each bowling center.

RULE 6 – TOURNAMENT FORMAT

U18/U16/U14 Divisions

Qualifying competition for the U14, U16, and U18 divisions shall consist of four four-game blocks. Total pinfall for the 16 qualifying games will decide who will advance, with a maximum 1:7 ratio in each division determining the number of advancers in the first cut. After five additional games, there will be a second cut, with a maximum of 64 advancers in each division. All players who make the second cut will bowl an additional five-game block to determine the final

advancers for each division. Total pinfall will not be dropped until the match-play bracket finals.

U12 Division

Qualifying competition for the U12 division shall consist of four four-game blocks. Total pinfall for the 16 qualifying games will decide who will advance, with a minimum 1:7 ratio in each division determining the number of advancers in the first cut. After four additional games, there will be a second cut to the top eight. Total pinfall will not be dropped until the match-play bracket finals.

Match-Play Bracket

Match play for each division will consist of a double-elimination bracket format until the TV finals. Each match will consist of two games, with total pinfall determining the winner. The higher seed will have starting lane choice for the first game. The player starting on the left lane will start the match.

Television Finals

The television finals will be a single-game stepladder format, conducted with the top three individuals in each division. These are single-elimination matches. The higher seed will have starting lane choice for the match. The player starting on the left lane will start the match. If the stepladder finals are not televised and the No. 1 seed loses the first game in the championship match, they will bowl a second game to determine the champion. If there is a change in the television format, notice will be posted in the tournament office and participants will be notified prior to the start of the tournament.

RULE 7 - BOWLING BALLS

- A. All bowling balls must meet USBC specifications, be included on the list of USBC-approved balls posted on BOWL.com and not be included in the list below:
 - 1. For the qualifying and advancer rounds all slow oil-absorbing high-performance bowling balls (Urethane) must be at least 78 hardness including high performance balls produced prior to Aug. 1, 2022. For a list of the ineligible balls, see the National Tournament Ineligible Ball List - 78D Slow Oil Allowed on BOWL.com
 - 2. Beginning with match play and through the finals, no slow oil-absorbing high-performance balls (regardless of hardness) will be allowed. For a list of the additional ineligible balls, see the National Tournament Ineligible Ball List - No Slow Oil Allowed on BOWL.com.
 - 3. The following bowling balls are prohibited for use: 900 Global Altered Reality, 900 Global Wolverine, Roto Grip UFO Alert, Storm Electrify Solid, Storm Phaze 4, Storm Trend 2
- B. It is the player's responsibility to ensure all equipment is eligible for competition.
 - 1. Any bowler may request to have their bowling balls checked prior to competition.
 - 2. Plugged bowling balls are allowed.
- C. If a competitor uses a bowling ball not on the list of USBC-approved balls or one that does not meet USBC specification, the bowler is subject to disqualification from the tournament.

Damaged Equipment

In the event a player's bowling ball is damaged during tournament play in such a fashion that it will not meet USBC specifications, the player must notify the tournament director and the ball must be immediately taken out of play. Tournament staff will determine if the participant can replace the ball on the ball card or if it can be fixed.

Use of Abrasives on Ball Surface

Qualifying Rounds:

Altering the surface of a bowling ball by the use of abrasives, cleaners or polish is prohibited during competition, including the warmup session prior to your squad. In addition, no substance may be placed on the outer surface of the bowling ball. The outer surface of the bowling ball may only be cleaned with a dry towel once the bowler has started competition. Once competition has started, all sanding products must be removed from the settee area (i.e., Abralon, sandpaper, etc.).

Advancer Round(s) and Match Play:

Altering the surface of a bowling ball by the use of abrasives, cleaners or polish is prohibited during competition, but is permitted during the warm-up session. In addition, no substance may be placed on the outer surface of the bowling ball. The outer surface of the bowling ball may only be cleaned with a dry towel once the bowler has started competition. Once competition has started, all sanding products must be removed from the settee area (i.e., Abralon, sandpaper, etc.).

Penalty for first offense: Warning and removal of any altered bowling ball for the remainder of current block or match-play round

Penalty for second offense: Disqualification

RULE 8 - REGISTRATION OF EQUIPMENT

Registration of Balls Used in Competition

Participants will be allowed to list a maximum of five bowling balls on the Equipment Registration Form. Athletes will turn in the completed Equipment Registration Form when they check-in for their first squad on the first day of competition at their designated center and again prior to the start of match play. After the ball card is submitted, a new bowling ball purchased from one of the host center's pro shops (provided the pro shop verifies that the new bowling ball meets USBC specifications) can be added if the limit of five has not been reached, or a bowling ball has been deemed unusable by tournament management. In addition, once a ball is listed on the Equipment Registration Form, it cannot be swapped out with another ball, unless a ball has been deemed unusable by tournament management.

The serial number of all bowling balls used during any frames of competition must be recorded on the player's scoring recap form. Each ball must be described accurately by the player using said equipment, including make and serial number.

Only USBC approved bowling balls will be allowed and MUST have the manufacturer's name, product name and serial number clearly visible at all times for identification purposes. Balls and drilling must meet all USBC specifications. All bowling balls may be checked for compliance with USBC equipment specifications.

Individuals who violate this rule are subject to disqualification from the tournament.

RULE 9 - BOWLING BALL INSPECTION PROCEDURES

Equipment Verification

During the entire event, tournament management reserves the right to perform random checks on equipment at any time to verify the equipment meets specifications and is on the bowler's Equipment Registration Form.

Illegal Equipment

Any bowling ball recorded on the player's scoring recap form which does not comply with all USBC bowling ball specifications shall result in the disqualification of the player from the tournament.

RULE 10 - PRACTICE SESSIONS

Practice Session

Participants will be assigned a specific time for practice. The practice session will be complimentary. The ball limit for the practice session will be waived. The dress code for all practice sessions will be relaxed. Participants will need their player pass or USBC Membership to check-in for the practice session. Participants can only practice during their assigned practice time.

Competition Practice

Practice before each round will consist of 10 minutes on the starting pair of lanes immediately prior to the start of each round. Participants will need their player pass to check-in for competition each day.

Match Play

Practice before each round of match-play competition will consist of five minutes on the designated pair of lanes immediately prior to the start of each round.

Televised Finals

During the televised finals, players will follow the television practice procedures provided during tournament competition.

RULE 11 – DELAYS AND MECHANICAL BREAKDOWNS

Mechanical Breakdown

If a delay or mechanical breakdown of 10 minutes or longer occurs during competition, tournament management will authorize two (2) warmup shots prior to the restarting of competition. Timing will begin the moment the tournament director is notified of the breakdown. Two (2) shots will be awarded on the lane opposite of where the competitor will throw their next shot for score.

If a breakdown requires competitors to move to an alternate pair not previously used in the tournament, each competitor required to move will receive two (2) warmup shots on each lane. Subsequent incoming bowlers may receive warmup shots at the discretion of tournament management.

If the pair is repaired, it will remain out of play for all squads unless a re-oil occurs. The pair may be brought back in to play if needed due to additional breakdowns.

Interrupted Tournament

Should events occur at the host bowling centers which significantly delay the tournament, every effort will be made to complete the tournament in its entirety. Format and times may be adjusted by the tournament director if necessary. Under these circumstances, the tournament director's decision shall be final.

RULE 12 – DEAD BALL SITUATIONS

The tournament director must be called and will make all decisions regarding dead ball situations.

Bowling on the Wrong Lane

Bowling on the wrong lane constitutes a potential dead ball situation, provided it is protested before the offending competitor (or the opponent in match play) bowls again. If a competitor rolls a strike on the wrong lane, the competitor must bowl again on the correct lane. If the competitor does not strike, the pin count will stand, and the competitor must shoot the spare on the same lane.

Bowling Out of Turn

Bowling out of turn constitutes a potential dead ball situation, provided it is protested before the offending competitor (or the opponent in match play) bowls again. If a competitor rolls a strike out of turn, the competitor must bowl again in the correct order of play. If the competitor does not strike, the pin count will stand, and the competitor must shoot the spare.

Dead Wood

If a pin is in the channel, a competitor must consult the competitors on the pair to determine if it is in play. If any other competitor feels the pin is in play, it must be removed before a shot is thrown. If the competitor attempts a spare conversion while a pin is in play, and the ball contacts the dead wood before leaving the lane surface, the competitor shall receive zero for the shot. If the competitor attempts a spare conversion while a pin is in play, and any pin after coming in contact with the dead wood knocks down one or more pins, the competitor shall receive zero for the shot.

Missing Pins

A competitor must re-bowl the frame if it is determined that any pins were missing from the rack at which the competitor shot.

RULE 13 - FOULS

Fouls

USBC rules regarding fouls will be followed. Should at any time during the shot the foul light flash, it must be scored as a foul. If the player wishes to protest the foul, a ruling by the tournament director must be called for by the end of the game. The tournament director's decision shall be final.

Intentional Fouls

In the event of an intentional foul, the tournament director must be immediately notified. The player shall receive no pinfall for that delivery and shall receive no additional deliveries in that frame. An intentional foul is a foul caused by anything unnatural to a normal delivery and intentionally done, such as kicking at the foul line. If in the act of intentionally fouling the player's action is deemed conduct unbecoming, the competitor will be subject to the penalties provided for this offense.

RULE 14 – SETTEE AREA

Authorized Personnel

Only authorized personnel will be permitted in the settee area during competition. Coaches and parents are never permitted in the settee area.

Players not scheduled on that squad will not be permitted in the settee area. Players on the oncoming squad are not permitted to enter the settee area until their starting pair and the adjacent pairs have completed their competition.

RULE 15 – RE-RACKS

Players will be allowed a maximum of two re-racks per game during qualifying and match play without permission from tournament staff. Additional re-racks may be requested from the tournament director. The tournament director will grant additional re-racks if the tournament director feels the rack is not properly spotted. Any player who takes additional re-racks during a game without permission from the tournament director will be given zero for the frame.

Players are required to place a check mark on their own scoring recap form for each re-rack taken next to the game number and notify other bowlers on the pair for verification.

In the television finals, one re-rack is allowed per game, with more granted at the discretion of the tournament director after permission of the re-rack is requested.

Rule 16 - TIES

Qualifying

If a tie exists at the conclusion of the qualifying rounds, all athletes tied for the final advancing position to Advancers Round I (U14/U16/U18) or Final Advancers Round (U12) will compete in the next round of competition.

Advancers Round I (U14/U16/U18)

If a tie exists at the conclusion of Advancers Round I (U14/U16/U18), all athletes tied for the final advancing position to Final Advancers Round will compete in the next round of competition.

Final Advancers Round (U12/U14/U16/U18)

If a tie exists at the conclusion of the Final Advancers Round, all athletes tied for the final advancing position to match play will compete in a one-game roll-off. The roll-off will take place on a pair of lanes decided by the tournament director. Should a tie still exist, a one-ball roll-off will be bowled on the same pair of lanes to break the tie. A coin flip shall determine starting lane and order for the roll-off. Both competitors will begin the roll-off on the same lane. The competitors will alternate lanes in the same bowling order until the tie is broken.

Match Play

Seeding for position in the match-play bracket will be determined by the highest game bowled for the tournament. If there is a tie for a high game, each subsequent high game will be used until the tie is broken.

If a tie exists at the conclusion of a two-game match, a one-ball roll-off will be bowled on the same pair of lanes to break the tie. The highest-seeded competitor shall determine starting lane and order for the roll-off. Both competitors will begin the roll-off on the same lane. The competitors will alternate lanes in the same bowling order until the tie is broken.

Television Finals

If a tie exists at the conclusion of a one-game match during the television finals, a one-ball roll-off will be bowled on the same pair of lanes to break the tie. The highest-seeded competitor shall determine starting lane and order for the roll-off. Both competitors will begin the roll-off on the same lane. The competitors will alternate lanes in the same bowling order until the tie is broken.

Rule 17 - Scholarships

Scholarship Distribution

Distribution of prize scholarship will be as published on-site. An appropriate trophy shall be awarded to the champion. All scholarships will be placed in the recipient's SMART account within 30 days of the final date of competition. Scholarships will be awarded based on the number of paid entries received in each division (minimum 1:7) and on the position after the final competition. The athletes will receive scholarships based on performance after the match-play finals. A scholarship also will be awarded to the semifinalists who do not advance to match-play competition. One scholarship per person based on place of finish in the tournament. All scholarships will be held in SMART #12523.

Split of Tie Position

In the event of a tie for any position, the scholarship shall be equally divided for the positions tied, except for positions which specifically call for a roll-off.

Rule 18 - CONDUCT OF TOURNAMENT PLAYERS

Governing Conduct At All Times

All tournament bowlers must, at all times, conduct themselves in a professional manner, not only in Junior Gold events, but in all other tournaments and appearances on behalf of Junior Gold.

Complaints

All complaints must be registered in writing to the Senior Director of Short Duration Tournaments..

Rule 19 – Lane Courtesy

Lane Courtesy

To maintain a consistent pace of play, all bowlers are required to observe one-lane courtesy and deliver the ball in a reasonable amount of time. Individuals who are found in violation of this rule will:

First Offense: Receive a warning

Second Offense: Will receive a zero for all remaining frames in the game

Third Offense: Disqualified from the tournament

Rule 20 – Participant Uniform

Tournament management will determine if the uniform worn by the participant is acceptable. If the uniform is deemed unacceptable, the participant will be required to immediately change the uniform. If the participant is unable to change into a compliant uniform, they will be removed from the competition for that day.

Shirts

Competitors shall provide their own bowling shirt with a collared, V-neck, rib-lined or banded neckline. Mock collars must be a minimum of three-quarters of one inch. All shirts must have finished sleeves for all competition. Females may wear a sleeveless shirt with a butterfly collar only if the sleeves are finished.

It is **recommended** that participants have their names on their shirts, but it is not required. If the participant has chosen to have a name on the back, it is recommended that the participant wears their last names (first and last name is recommended) in lettering a minimum of one-inch high, with a maximum height of three inches, on the back of shirts during all tournament play. Hand-printed lettering is not permitted.

Lettering should be in contrasting color to backing (light on dark, or dark on light material) so it can be easily read from a distance.

Pants

Male participants are required to wear slacks. Slacks must not contain drawstring waists or elastic bottoms. Slacks must have a zipper and a button to be eligible. Jeans are not permitted.

Female participants are required to wear slacks, skirts, capris, skorts or walking shorts. All skirts, capris, skorts or walking shorts must be **below the competitor's fingertips** when they are standing with their arms hanging loosely at their side. Jeans and yoga pants are not permitted.

Headgear

No covering or sunglasses can be worn while practicing or competing (hats, caps or bandanas, etc.). Male participants cannot wear any headgear while practicing or competing, unless a request is made in writing and approved prior to the event for medical or religious reasons only.

Television Finals

All TV finalists will be provided a shirt to be worn on television. This shirt must be worn at all times during the TV show and also worn in the official championship photos.

RULE 21- SCORING

Score Sheet

Each player is responsible for their own score sheet. Players must sign their own score sheet at the conclusion of each block.

No Score

If a score is not filled in on a player's score sheet, and is not retrievable by computer or manually, the player shall receive a score of zero for that game.

RULE 22 - LANE MAINTENANCE

A fair, equitable and uniform lane condition for all tournament lanes is the primary objective of the Junior Gold lane conditioning program. The tournament staff will not disclose any of the pattern information until after the entire event has concluded.

It is prohibited to discuss lane maintenance procedures with lane maintenance personnel at any time during a tournament. Any complaint regarding lane maintenance must be made to the tournament director.

RULE 23 - JUNIOR TEAM USA

Junior Team USA spots will be awarded based on the current Junior Team USA Selection Criteria.

EVENT TERMINATION/RELEASE CLAUSE

To the Executive Director of the United States Bowling Congress: I and my guardian hereby make application to participate in this Junior Gold Championships event listed and tender the entry fees required. I warrant that I am a USBC Youth member and a Junior Gold member. I and my guardian agree to abide by all tournament playing rules and regulations prescribed by USBC, including all provisions set forth on this form. I and my guardian specifically agree for myself and any replacement chosen by me or for me that if I am not eligible for participation and/or cannot bowl in the event, then my prize, bowling and expense fees shall be forfeited, and all sums tendered by me as prize, bowling and expense fee may be retained by USBC as liquidated damages. The entrant whose name appears hereon or my authorized replacement hereby agrees that the USBC, its officers and agents shall be liable only to the extent of returning entry fees, less expenses, if and when that entrant shall be prevented from bowling any event in the tournament through premature termination of the tournament, which may be brought about by war, national emergency or emergencies or causes relating thereto resulting therefrom, fires, labor difficulties, terrorism or threats of terrorism or other causes beyond the control of USBC. I further agree that USBC may use my name and likenesses (including video) for promotional purposes at no cost to me and with no fees being paid to me.



2026 JUNIOR GOLD CHAMPIONSHIPS

PRACTICE SCHEDULE

		AMF Southtown Lanes	Lucky Strike Brooklyn Park	Lucky Strike Blaine	Lucky Strike Lakeville	Cedarvale Lanes
SAT., JULY 11	7:00 A.M. - 7:30 A.M.	1	2	3	4	5
	8:30 A.M. - 9:00 A.M.	11	12	13	14	15
	10:00 A.M. - 10:30 A.M.	21	22	23	24	25
	11:30 A.M. - 12:00 P.M.	31	32	33	34	35
	1:00 P.M. - 1:30 P.M.	2	1	4	3	6
	2:30 P.M. - 3:00 P.M.	12	11	14	13	16
	4:00 P.M. - 4:30 P.M.	22	21	24	23	26
	5:30 P.M. - 6:00 P.M.	32	31	34	33	36
	7:00 P.M. - 7:30 P.M.	1	2	3	4	5
	8:30 P.M. - 9:00 P.M.	11	12	13	14	15
SUN., JULY 12	10:00 P.M. - 10:30 P.M.	21	22	23	24	25
	7:00 A.M. - 7:30 A.M.	31	32	33	34	35
	8:30 A.M. - 9:00 A.M.	2	1	4	3	6
	10:00 A.M. - 10:30 A.M.	12	11	14	13	16
	11:30 A.M. - 12:00 P.M.	22	21	24	23	26
1:00 P.M. - 1:30 P.M.	32	31	34	33	36	

		Lucky Strike Eden Prairie	Drkula's 32 Bowl	Concord Lanes	Mermaid Entertainment	AMF Saxon Lanes
SAT., JULY 11	7:00 A.M. - 7:30 A.M.	6	7	8	9	10
	8:30 A.M. - 9:00 A.M.	16	17	18	19	20
	10:00 A.M. - 10:30 A.M.	26	27	28	29	30
	11:30 A.M. - 12:00 P.M.	36	37	38	39	40
	1:00 P.M. - 1:30 P.M.	5	8	7	10	9
	2:30 P.M. - 3:00 P.M.	15	18	17	20	19
	4:00 P.M. - 4:30 P.M.	25	28	27	30	29
	5:30 P.M. - 6:00 P.M.	35	38	37	40	39
	7:00 P.M. - 7:30 P.M.	6	7	8	9	10
	8:30 P.M. - 9:00 P.M.	16	17	18	19	20
SUN., JULY 12	10:00 P.M. - 10:30 P.M.	26	27	28	29	30
	7:00 A.M. - 7:30 A.M.	36	37	38	39	40
	8:30 A.M. - 9:00 A.M.	5	8	7	10	9
	10:00 A.M. - 10:30 A.M.	15	18	17	20	19
	11:30 A.M. - 12:00 P.M.	25	28	27	30	29
1:00 P.M. - 1:30 P.M.	35	38	37	40	39	

All practice sessions are complimentary and will be bowled on a fresh tournament lane condition.

Bowlers may participate in practice sessions only during their assigned times and on their assigned squads. No exceptions.

Only practicing participants or tournament staff are permitted in the settee. No exceptions.

Registration and practice times are organized by squad assignments. Confirmed and qualified athletes may choose their squad via BOWL.com beginning January 2026.

Current as of 5/6/2026 – Subject to change



2026 JUNIOR GOLD CHAMPIONSHIPS

REGISTRATION SCHEDULE

Registration and practice times are organized by squad assignments.
Confirmed and qualified athletes may choose their squad via BOWL.com beginning January 2026.

REGISTRATION - SATURDAY, JULY 11				
TIME	SQUAD	DIVISION	SQUAD	DIVISION
9 A.M.	1	U18B	2	U18B
9:20 A.M.	3	U16B	4	U16B
9:40 A.M.	5	U18G	6	U12G
10 A.M.	7	U16G	8	U16G
10:20 A.M.	9	U14B	10	U14B
10:40 A.M.	11	U18B	12	U18B
11 A.M.	13	U16B	14	U16B
11:20 A.M.	15	U18G	16	U12G
11:40 A.M.	17	U12B	18	U12B
12 P.M.	19	U14G	20	U14G
12:20 P.M.	21	U18B	22	U18B
12:40 P.M.	23	U16B	24	U16B
1 P.M.	25	U18G	26	U18G
1:20 P.M.	27	U12B	28	U12B
1:40 P.M.	29	U14G	30	U14G
2 P.M.	31	U18B	32	U18B
2:20 P.M.	33	U16B	34	U16B
2:40 P.M.	35	U18G	36	U18G
3 P.M.	37	U16G	38	U16G
3:20 P.M.	39	U14B	40	U14B

Please register only during your assigned time.
Attempting to register at a time other than your assigned time creates a backlog for later registrants as the time allowed to process each squad is limited.

JUNIOR GOLD PLAYER PASSES WILL BE PICKED UP DURING REGISTRATION.



EVENT SCHEDULE

AMF Saxon Lanes

61 Little Canada Rd W
St. Paul, MN 55117

Lucky Strike Blaine

11351 Ulysses St. NE
Blaine, MN 55434

Lucky Strike Eden Prairie

12200 Singletree Ln.
Eden Prairie, MN 55344

Cedarvale Lanes

3883 Cedar Grove Pkwy.
Eagan, MN 55122

Drkula's 32 Bowl

6710 Cahill Ave.
Inver Grove Heights, MN 55076

**Registration and Trade Show
Minneapolis Convention Center**

1301 2nd Ave S.
Minneapolis, MN 55404

AMF Southtown Lanes

7941 Southtown Center
Bloomington, MN 55431

Lucky Strike Brooklyn Park

7545 Brooklyn Blvd.
Brooklyn Park, MN 55443

Lucky Strike Lakeville

11129 162nd St. W
Lakeville, MN 55044

Concord Lanes

365 Concord Exchange N
South St. Paul, MN 55075

Mermaid Entertainment

2200 Mounds View Blvd.
Mounds View, MN 55112

WEDNESDAY, JULY 8, 2026

Youth Open Championships

10 a.m.	Team	Lucky Strike Blaine
2 p.m.	Doubles/Singles	Lucky Strike Blaine
6 p.m.	Doubles/Singles	Lucky Strike Blaine

USA Bowling National Championships

10 a.m.	Qualifying – Live on BowlTV	Lucky Strike Lakeville
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THURSDAY, JULY 9, 2026

8 a.m. – 6 p.m.	Product Showcase	AMF Southtown Lanes
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Youth Open Championships

8 a.m.	Team	Lucky Strike Blaine
noon	Doubles/Singles	Lucky Strike Blaine
4 p.m.	Doubles/Singles	Lucky Strike Blaine
8 p.m.	Team	Lucky Strike Blaine

USA Bowling National Championships

8 a.m.	Match Play – Live on BowlTV	Lucky Strike Lakeville
4 p.m.	U12 Finals – Live on BowlTV	Lucky Strike Lakeville
6:30 p.m.	U15 Finals– Live on BowlTV	Lucky Strike Lakeville

FRIDAY, JULY 10, 2026

9 a.m. – 6 p.m.	Spectator Pass Pickup & Sales Merchandise Sales (These are the only two booths open; the full Trade Show will open Saturday.)	Minneapolis Convention Center Minneapolis Convention Center
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8 a.m. – 6 p.m.	Product Showcase	AMF Southtown Lanes
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Youth Open Championships

7 a.m.	Team	Lucky Strike Blaine
11 a.m.	Doubles/Singles	Lucky Strike Blaine
3 p.m.	Doubles/Singles	Lucky Strike Blaine
7 p.m.	Team	Lucky Strike Blaine

SATURDAY, JULY 11, 2026

8 a.m. – 6 p.m.

Registration and Trade Show
Spectator Pass Pickup and Sales

Minneapolis Convention Center
Minneapolis Convention Center

Practice – Qualifying Round 1 | 7 a.m. – 7:30 a.m.

Squad 1	U18B	AMF Southtown Lanes
Squad 2	U18B	Lucky Strike Brooklyn Park
Squad 3	U16B	Lucky Strike Blaine
Squad 4	U16B	Lucky Strike Lakeville
Squad 5	U18G	Cedarvale Lanes
Squad 6	U12G	Lucky Strike Eden Prairie
Squad 7	U16G	Drkula's 32 Bowl
Squad 8	U16G	Concord Lanes
Squad 9	U14B	Mermaid Entertainment
Squad 10	U14B	AMF Saxon Lanes

Practice – Qualifying Round 1 | 8:30 a.m. – 9 a.m.

Squad 11	U18B	AMF Southtown Lanes
Squad 12	U18B	Lucky Strike Brooklyn Park
Squad 13	U16B	Lucky Strike Blaine
Squad 14	U16B	Lucky Strike Lakeville
Squad 15	U18G	Cedarvale Lanes
Squad 16	U12G	Lucky Strike Eden Prairie
Squad 17	U12B	Drkula's 32 Bowl
Squad 18	U12B	Concord Lanes
Squad 19	U14G	Mermaid Entertainment
Squad 20	U14G	AMF Saxon Lanes

Practice – Qualifying Round 1 | 10 a.m. – 10:30 a.m.

Squad 21	U18B	AMF Southtown Lanes
Squad 22	U18B	Lucky Strike Brooklyn Park
Squad 23	U16B	Lucky Strike Blaine
Squad 24	U16B	Lucky Strike Lakeville
Squad 25	U18G	Cedarvale Lanes
Squad 26	U18G	Lucky Strike Eden Prairie
Squad 27	U12B	Drkula's 32 Bowl
Squad 28	U12B	Concord Lanes
Squad 29	U14G	Mermaid Entertainment
Squad 30	U14G	AMF Saxon Lanes

Practice – Qualifying Round 1 | 11:30 a.m. – noon

Squad 31	U18B	AMF Southtown Lanes
Squad 32	U18B	Lucky Strike Brooklyn Park
Squad 33	U16B	Lucky Strike Blaine
Squad 34	U16B	Lucky Strike Lakeville
Squad 35	U18G	Cedarvale Lanes
Squad 36	U18G	Lucky Strike Eden Prairie
Squad 37	U16G	Drkula's 32 Bowl
Squad 38	U16G	Concord Lanes
Squad 39	U14B	Mermaid Entertainment
Squad 40	U14B	AMF Saxon Lanes

SATURDAY, JULY 11, 2026 (Continued)

Practice – Qualifying Round 2 | 1 p.m. – 1:30 p.m.

Squad 1	U18B	Lucky Strike Brooklyn Park
Squad 2	U18B	AMF Southtown Lanes
Squad 3	U16B	Lucky Strike Lakeville
Squad 4	U16B	Lucky Strike Blaine
Squad 5	U18G	Lucky Strike Eden Prairie
Squad 6	U12G	Cedarvale Lanes
Squad 7	U16G	Concord Lanes
Squad 8	U16G	Drkula's 32 Bowl
Squad 9	U14B	AMF Saxon Lanes
Squad 10	U14B	Mermaid Entertainment

Practice – Qualifying Round 2 | 2:30 p.m. – 3 p.m.

Squad 11	U18B	Lucky Strike Brooklyn Park
Squad 12	U18B	AMF Southtown Lanes
Squad 13	U16B	Lucky Strike Lakeville
Squad 14	U16B	Lucky Strike Blaine
Squad 15	U18G	Lucky Strike Eden Prairie
Squad 16	U12G	Cedarvale Lanes
Squad 17	U12B	Concord Lanes
Squad 18	U12B	Drkula's 32 Bowl
Squad 19	U14G	AMF Saxon Lanes
Squad 20	U14G	Mermaid Entertainment

Practice – Qualifying Round 2 | 4 p.m. – 4:30 p.m.

Squad 21	U18B	Lucky Strike Brooklyn Park
Squad 22	U18B	AMF Southtown Lanes
Squad 23	U16B	Lucky Strike Lakeville
Squad 24	U16B	Lucky Strike Blaine
Squad 25	U18G	Lucky Strike Eden Prairie
Squad 26	U18G	Cedarvale Lanes
Squad 27	U12B	Concord Lanes
Squad 28	U12B	Drkula's 32 Bowl
Squad 29	U14G	AMF Saxon Lanes
Squad 30	U14G	Mermaid Entertainment

Practice – Qualifying Round 2 | 5:30 p.m. – 6 p.m.

Squad 31	U18B	Lucky Strike Brooklyn Park
Squad 32	U18B	AMF Southtown Lanes
Squad 33	U16B	Lucky Strike Lakeville
Squad 34	U16B	Lucky Strike Blaine
Squad 35	U18G	Lucky Strike Eden Prairie
Squad 36	U18G	Cedarvale Lanes
Squad 37	U16G	Concord Lanes
Squad 38	U16G	Drkula's 32 Bowl
Squad 39	U14B	AMF Saxon Lanes
Squad 40	U14B	Mermaid Entertainment

SATURDAY, JULY 11, 2026 (Continued)

Practice – Qualifying Round 3 | 7 p.m. – 7:30 p.m.

Squad 1	U18B	AMF Southtown Lanes
Squad 2	U18B	Lucky Strike Brooklyn Park
Squad 3	U16B	Lucky Strike Blaine
Squad 4	U16B	Lucky Strike Lakeville
Squad 5	U18G	Cedarvale Lanes
Squad 6	U12G	Lucky Strike Eden Prairie
Squad 7	U16G	Drkula's 32 Bowl
Squad 8	U16G	Concord Lanes
Squad 9	U14B	Mermaid Entertainment
Squad 10	U14B	AMF Saxon Lanes

Practice – Qualifying Round 3 | 8:30 p.m. – 9 p.m.

Squad 11	U18B	AMF Southtown Lanes
Squad 12	U18B	Lucky Strike Brooklyn Park
Squad 13	U16B	Lucky Strike Blaine
Squad 14	U16B	Lucky Strike Lakeville
Squad 15	U18G	Cedarvale Lanes
Squad 16	U12G	Lucky Strike Eden Prairie
Squad 17	U12B	Drkula's 32 Bowl
Squad 18	U12B	Concord Lanes
Squad 19	U14G	Mermaid Entertainment
Squad 20	U14G	AMF Saxon Lanes

Practice – Qualifying Round 3 | 10 p.m. – 10:30 p.m.

Squad 21	U18B	AMF Southtown Lanes
Squad 22	U18B	Lucky Strike Brooklyn Park
Squad 23	U16B	Lucky Strike Blaine
Squad 24	U16B	Lucky Strike Lakeville
Squad 25	U18G	Cedarvale Lanes
Squad 26	U18G	Lucky Strike Eden Prairie
Squad 27	U12B	Drkula's 32 Bowl
Squad 28	U12B	Concord Lanes
Squad 29	U14G	Mermaid Entertainment
Squad 30	U14G	AMF Saxon Lanes

SUNDAY, JULY 12, 2026

4 p.m.

Opening Ceremony Begins

Twin Cities Orthopedics
Performance Center

Practice – Qualifying Round 3 | 7 a.m. – 7:30 a.m.

Squad 31	U18B	AMF Southtown Lanes
Squad 32	U18B	Lucky Strike Brooklyn Park
Squad 33	U16B	Lucky Strike Blaine
Squad 34	U16B	Lucky Strike Lakeville
Squad 35	U18G	Cedarvale Lanes
Squad 36	U18G	Lucky Strike Eden Prairie
Squad 37	U16G	Drkula's 32 Bowl
Squad 38	U16G	Concord Lanes
Squad 39	U14B	Mermaid Entertainment
Squad 40	U14B	AMF Saxon Lanes

Practice – Qualifying Round 4 | 8:30 a.m. – 9 a.m.

Squad 1	U18B	Lucky Strike Brooklyn Park
Squad 2	U18B	AMF Southtown Lanes
Squad 3	U16B	Lucky Strike Lakeville
Squad 4	U16B	Lucky Strike Blaine
Squad 5	U18G	Lucky Strike Eden Prairie
Squad 6	U12G	Cedarvale Lanes
Squad 7	U16G	Concord Lanes
Squad 8	U16G	Drkula's 32 Bowl
Squad 9	U14B	AMF Saxon Lanes
Squad 10	U14B	Mermaid Entertainment

Practice – Qualifying Round 4 | 10 a.m. – 10:30 a.m.

Squad 11	U18B	Lucky Strike Brooklyn Park
Squad 12	U18B	AMF Southtown Lanes
Squad 13	U16B	Lucky Strike Lakeville
Squad 14	U16B	Lucky Strike Blaine
Squad 15	U18G	Lucky Strike Eden Prairie
Squad 16	U12G	Cedarvale Lanes
Squad 17	U12B	Concord Lanes
Squad 18	U12B	Drkula's 32 Bowl
Squad 19	U14G	AMF Saxon Lanes
Squad 20	U14G	Mermaid Entertainment

Practice – Qualifying Round 4 | 11:30 a.m. – noon

Squad 21	U18B	Lucky Strike Brooklyn Park
Squad 22	U18B	AMF Southtown Lanes
Squad 23	U16B	Lucky Strike Lakeville
Squad 24	U16B	Lucky Strike Blaine
Squad 25	U18G	Lucky Strike Eden Prairie
Squad 26	U18G	Cedarvale Lanes
Squad 27	U12B	Concord Lanes
Squad 28	U12B	Drkula's 32 Bowl
Squad 29	U14G	AMF Saxon Lanes
Squad 30	U14G	Mermaid Entertainment

SUNDAY, JULY 12, 2026 (Continued)

Practice – Qualifying Round 4 | 1 p.m. – 1:30 p.m.

Squad 31	U18B	Lucky Strike Brooklyn Park
Squad 32	U18B	AMF Southtown Lanes
Squad 33	U16B	Lucky Strike Lakeville
Squad 34	U16B	Lucky Strike Blaine
Squad 35	U18G	Lucky Strike Eden Prairie
Squad 36	U18G	Cedarvale Lanes
Squad 37	U16G	Concord Lanes
Squad 38	U16G	Drkula's 32 Bowl
Squad 39	U14B	AMF Saxon Lanes
Squad 40	U14B	Mermaid Entertainment

MONDAY, JULY 13, 2026

Qualifying Round 1 – Four Games | 7 a.m.

Squad 1	U18B	AMF Southtown Lanes
Squad 2	U18B	Lucky Strike Brooklyn Park
Squad 3	U16B	Lucky Strike Blaine
Squad 4	U16B	Lucky Strike Lakeville
Squad 5	U18G	Cedarvale Lanes
Squad 6	U12G	Lucky Strike Eden Prairie
Squad 7	U16G	Drkula's 32 Bowl
Squad 8	U16G	Concord Lanes
Squad 9	U14B	Mermaid Entertainment
Squad 10	U14B	AMF Saxon Lanes

Qualifying Round 1 – Four Games | 11:30 a.m.

Squad 11	U18B	AMF Southtown Lanes
Squad 12	U18B	Lucky Strike Brooklyn Park
Squad 13	U16B	Lucky Strike Blaine
Squad 14	U16B	Lucky Strike Lakeville
Squad 15	U18G	Cedarvale Lanes
Squad 16	U12G	Lucky Strike Eden Prairie
Squad 17	U12B	Drkula's 32 Bowl
Squad 18	U12B	Concord Lanes
Squad 19	U14G	Mermaid Entertainment
Squad 20	U14G	AMF Saxon Lanes

Qualifying Round 1 – Four Games | 4 p.m.

Squad 21	U18B	AMF Southtown Lanes
Squad 22	U18B	Lucky Strike Brooklyn Park
Squad 23	U16B	Lucky Strike Blaine
Squad 24	U16B	Lucky Strike Lakeville
Squad 25	U18G	Cedarvale Lanes
Squad 26	U18G	Lucky Strike Eden Prairie
Squad 27	U12B	Drkula's 32 Bowl
Squad 28	U12B	Concord Lanes
Squad 29	U14G	Mermaid Entertainment
Squad 30	U14G	AMF Saxon Lanes

Qualifying Round 1 – Four Games | 8:30 p.m.

Squad 31	U18B	AMF Southtown Lanes
Squad 32	U18B	Lucky Strike Brooklyn Park
Squad 33	U16B	Lucky Strike Blaine
Squad 34	U16B	Lucky Strike Lakeville
Squad 35	U18G	Cedarvale Lanes
Squad 36	U18G	Lucky Strike Eden Prairie
Squad 37	U16G	Drkula's 32 Bowl
Squad 38	U16G	Concord Lanes
Squad 39	U14B	Mermaid Entertainment
Squad 40	U14B	AMF Saxon Lanes

TUESDAY, JULY 14, 2026

Qualifying Round 2 – Four Games | 7 a.m.

Squad 11	U18B	Lucky Strike Brooklyn Park
Squad 12	U18B	AMF Southtown Lanes
Squad 13	U16B	Lucky Strike Lakeville
Squad 14	U16B	Lucky Strike Blaine
Squad 15	U18G	Lucky Strike Eden Prairie
Squad 16	U12G	Cedarvale Lanes
Squad 17	U12B	Concord Lanes
Squad 18	U12B	Drkula's 32 Bowl
Squad 19	U14G	AMF Saxon Lanes
Squad 20	U14G	Mermaid Entertainment

Qualifying Round 2 – Four Games | 11:30 a.m.

Squad 21	U18B	Lucky Strike Brooklyn Park
Squad 22	U18B	AMF Southtown Lanes
Squad 23	U16B	Lucky Strike Lakeville
Squad 24	U16B	Lucky Strike Blaine
Squad 25	U18G	Lucky Strike Eden Prairie
Squad 26	U18G	Cedarvale Lanes
Squad 27	U12B	Concord Lanes
Squad 28	U12B	Drkula's 32 Bowl
Squad 29	U14G	AMF Saxon Lanes
Squad 30	U14G	Mermaid Entertainment

Qualifying Round 2 – Four Games | 4 p.m.

Squad 31	U18B	Lucky Strike Brooklyn Park
Squad 32	U18B	AMF Southtown Lanes
Squad 33	U16B	Lucky Strike Lakeville
Squad 34	U16B	Lucky Strike Blaine
Squad 35	U18G	Lucky Strike Eden Prairie
Squad 36	U18G	Cedarvale Lanes
Squad 37	U16G	Concord Lanes
Squad 38	U16G	Drkula's 32 Bowl
Squad 39	U14B	AMF Saxon Lanes
Squad 40	U14B	Mermaid Entertainment

Qualifying Round 2 – Four Games | 8:30 p.m.

Squad 1	U18B	Lucky Strike Brooklyn Park
Squad 2	U18B	AMF Southtown Lanes
Squad 3	U16B	Lucky Strike Lakeville
Squad 4	U16B	Lucky Strike Blaine
Squad 5	U18G	Lucky Strike Eden Prairie
Squad 6	U12G	Cedarvale Lanes
Squad 7	U16G	Concord Lanes
Squad 8	U16G	Drkula's 32 Bowl
Squad 9	U14B	AMF Saxon Lanes
Squad 10	U14B	Mermaid Entertainment

WEDNESDAY, JULY 15, 2026

Qualifying Round 3 – Four Games | 7 a.m.

Squad 21	U18B	AMF Southtown Lanes
Squad 22	U18B	Lucky Strike Brooklyn Park
Squad 23	U16B	Lucky Strike Blaine
Squad 24	U16B	Lucky Strike Lakeville
Squad 25	U18G	Cedarvale Lanes
Squad 26	U18G	Lucky Strike Eden Prairie
Squad 27	U12B	Drkula's 32 Bowl
Squad 28	U12B	Concord Lanes
Squad 29	U14G	Mermaid Entertainment
Squad 30	U14G	AMF Saxon Lanes

Qualifying Round 3 – Four Games | 11:30 a.m.

Squad 31	U18B	AMF Southtown Lanes
Squad 32	U18B	Lucky Strike Brooklyn Park
Squad 33	U16B	Lucky Strike Blaine
Squad 34	U16B	Lucky Strike Lakeville
Squad 35	U18G	Cedarvale Lanes
Squad 36	U18G	Lucky Strike Eden Prairie
Squad 37	U16G	Drkula's 32 Bowl
Squad 38	U16G	Concord Lanes
Squad 39	U14B	Mermaid Entertainment
Squad 40	U14B	AMF Saxon Lanes

Qualifying Round 3 – Four Games | 4 p.m.

Squad 1	U18B	AMF Southtown Lanes
Squad 2	U18B	Lucky Strike Brooklyn Park
Squad 3	U16B	Lucky Strike Blaine
Squad 4	U16B	Lucky Strike Lakeville
Squad 5	U18G	Cedarvale Lanes
Squad 6	U12G	Lucky Strike Eden Prairie
Squad 7	U16G	Drkula's 32 Bowl
Squad 8	U16G	Concord Lanes
Squad 9	U14B	Mermaid Entertainment
Squad 10	U14B	AMF Saxon Lanes

Qualifying Round 3 – Four Games | 8:30 p.m.

Squad 11	U18B	AMF Southtown Lanes
Squad 12	U18B	Lucky Strike Brooklyn Park
Squad 13	U16B	Lucky Strike Blaine
Squad 14	U16B	Lucky Strike Lakeville
Squad 15	U18G	Cedarvale Lanes
Squad 16	U12G	Lucky Strike Eden Prairie
Squad 17	U12B	Drkula's 32 Bowl
Squad 18	U12B	Concord Lanes
Squad 19	U14G	Mermaid Entertainment
Squad 20	U14G	AMF Saxon Lanes

THURSDAY, JULY 16, 2026

Qualifying Round 4 – Four Games | 7 a.m.

Squad 31	U18B	Lucky Strike Brooklyn Park
Squad 32	U18B	AMF Southtown Lanes
Squad 33	U16B	Lucky Strike Lakeville
Squad 34	U16B	Lucky Strike Blaine
Squad 35	U18G	Lucky Strike Eden Prairie
Squad 36	U18G	Cedarvale Lanes
Squad 37	U16G	Concord Lanes
Squad 38	U16G	Drkula's 32 Bowl
Squad 39	U14B	AMF Saxon Lanes
Squad 40	U14B	Mermaid Entertainment

Qualifying Round 4 – Four Games | 11:30 a.m.

Squad 1	U18B	Lucky Strike Brooklyn Park
Squad 2	U18B	AMF Southtown Lanes
Squad 3	U16B	Lucky Strike Lakeville
Squad 4	U16B	Lucky Strike Blaine
Squad 5	U18G	Lucky Strike Eden Prairie
Squad 6	U12G	Cedarvale Lanes
Squad 7	U16G	Concord Lanes
Squad 8	U16G	Drkula's 32 Bowl
Squad 9	U14B	AMF Saxon Lanes
Squad 10	U14B	Mermaid Entertainment

Qualifying Round 4 – Four Games | 4 p.m.

Squad 11	U18B	Lucky Strike Brooklyn Park
Squad 12	U18B	AMF Southtown Lanes
Squad 13	U16B	Lucky Strike Lakeville
Squad 14	U16B	Lucky Strike Blaine
Squad 15	U18G	Lucky Strike Eden Prairie
Squad 16	U12G	Cedarvale Lanes
Squad 17	U12B	Concord Lanes
Squad 18	U12B	Drkula's 32 Bowl
Squad 19	U14G	AMF Saxon Lanes
Squad 20	U14G	Mermaid Entertainment

Qualifying Round 4 – Four Games | 8:30 p.m.

Squad 21	U18B	Lucky Strike Brooklyn Park
Squad 22	U18B	AMF Southtown Lanes
Squad 23	U16B	Lucky Strike Lakeville
Squad 24	U16B	Lucky Strike Blaine
Squad 25	U18G	Lucky Strike Eden Prairie
Squad 26	U18G	Cedarvale Lanes
Squad 27	U12B	Concord Lanes
Squad 28	U12B	Drkula's 32 Bowl
Squad 29	U14G	AMF Saxon Lanes
Squad 30	U14G	Mermaid Entertainment

FRIDAY, JULY 17, 2026

Advancers Round 1 – Five Games | 7:30 a.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Final Advancers Round – Four Games | 8:30 a.m.

U12B	Cedarvale Lanes
U12G	Cedarvale Lanes

Final Advancers Round – Five Games | 1:30 p.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Match Play Round 1 – Two-Game Match | noon

U12B	Cedarvale Lanes
U12G	Cedarvale Lanes

Match Play Round 2 – Two-Game Match | 1 p.m.

U12B	Cedarvale Lanes
U12G	Cedarvale Lanes

Match Play Round 3 – Two-Game Match | 2 p.m.

U12B	Cedarvale Lanes
U12G	Cedarvale Lanes

Match Play Round 4 – Two-Game Match | 3 p.m.

U12B	Cedarvale Lanes
U12G	Cedarvale Lanes

Match Play Round 1 – Two-Game Match | 7:30 p.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

FRIDAY, JULY 17, 2026 (Continued)

Match Play Round 2 – Two-Game Match | 8:30 p.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Youth Open Championships

8 a.m.	Team	Lucky Strike Blaine
noon	Doubles/Singles	Lucky Strike Blaine
4 p.m.	Doubles/Singles	Lucky Strike Blaine
8 p.m.	Team	Lucky Strike Blaine

Survivor Tournament

8 a.m.	Survivor Squad 1	Lucky Strike Brooklyn Park
1 p.m.	Survivor Squad 2	Lucky Strike Brooklyn Park
6 p.m.	Survivor Squad 3	Lucky Strike Brooklyn Park

SATURDAY, JULY 18, 2026

Match Play Round 3 – Two-Game Match | 7:30 a.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Match Play Round 4 – Two-Game Match | 8:30 a.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Match Play Round 5 – Two-Game Match | 9:30 a.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Match Play Round 6 – Two-Game Match | 11 a.m.

U14B	Mermaid Entertainment
U14G	Mermaid Entertainment
U16B	Lucky Strike Lakeville
U16G	Concord Lanes
U18B	AMF Southtown Lanes
U18G	Lucky Strike Eden Prairie

Junior Gold Championships Finals

8 a.m.	U12G/U12B	Cedarvale Lanes
1:30 p.m.	U14G/U14B	Cedarvale Lanes
5 p.m.	U16G/U16B	Cedarvale Lanes
8:30 p.m.	U18G/U18B	Cedarvale Lanes

Junior Gold Championships Finals TV Schedule Finals will be on CBS Sports Network (all times Eastern)

7 p.m.	July 21, 2026	Cedarvale Lanes
7 p.m.	July 28, 2026	Cedarvale Lanes
7 p.m.	August 4, 2026	Cedarvale Lanes
7 p.m.	August 11, 2026	Cedarvale Lanes

Youth Open Championships

8 a.m.	Team	Lucky Strike Blaine
noon	Doubles/Singles	Lucky Strike Blaine
4 p.m.	Doubles/Singles	Lucky Strike Blaine

Survivor Tournament

8 a.m.	Survivor Squad 4	Lucky Strike Brooklyn Park
1 p.m.	Survivor Squad 5	Lucky Strike Brooklyn Park
6 p.m.	Survivor Squad 6	Lucky Strike Brooklyn Park

SUNDAY, JULY 19, 2026

Youth Open Championships

8 a.m.	Team	Lucky Strike Blaine
noon	Doubles/Singles	Lucky Strike Blaine

SATURDAY, JULY 25, 2026

Youth Open Championships

8 a.m.	Doubles/Singles	Lucky Strike Blaine
noon	Team	Lucky Strike Blaine

SUNDAY, JULY 26, 2026

Youth Open Championships

8 a.m.	Team	Lucky Strike Blaine
noon	Doubles/Singles	Lucky Strike Blaine



MERCHANDISE SCHEDULE

Lucky Strike Blaine

Wed. July 8: 10 a.m. - 6 p.m.
Thurs. July 9: 9 a.m. - 7 p.m.
Fri. July 10: 8 a.m. - 1 p.m.
Sat. July 11: 8 a.m. - 8 p.m.
Sun. July 12: 8 a.m. - 1 p.m.
Fri. July 17: 9 a.m. - 7 p.m.
Sat. July 18: 9 a.m. - 4 p.m.

Lucky Strike Brooklyn Park

Wed. July 15: 8 a.m. - 8 p.m.
Thurs. July 16: 8 a.m. - 8 p.m.

Cedarvale Lanes

Wed. July 15: 8 a.m. - 8 p.m.
Thurs. July 16: 8 a.m. - 8 p.m.
Fri. July 17: 9 a.m. - 3 p.m.
Sat. July 18: 8 a.m. - close

Concord Lanes

Mon. July 13: 8 a.m. - 8 p.m.
Tues. July 14: 8 a.m. - 8 p.m.

Lucky Strike Lakeville

Wed. July 8: 9 a.m. - 12 p.m.
Thurs. July 9: 8 a.m. - 12 p.m.

AMF Saxon Lanes

Mon. July 13: 8 a.m. - 8 p.m.
Tues. July 14: 8 a.m. - 8 p.m.

*Note: Merchandise will be available in trailers outside the bowling centers



PHOTOGRAPHY SCHEDULE

Monday, July 13th & Tuesday, July 14th

Mermaid Entertainment

Concord Lanes

Lucky Strike Blaine

Wednesday, July 15th & Thursday July 16th

Lucky Strike Brooklyn Park

Lucky Strike Eden Prairie

Lucky Strike Blaine (pickup from Monday/Tuesday)



USBC NATIONAL TOURNAMENT INELIGIBLE BOWLING BALL LIST

Events where ONLY 78D slow oil-absorbing high-performance balls are allowed

Applies to: USBC Open and Women's Championships, Bowlers Journal Championships, USBC Senior Masters, Super Senior Classic and Senior Queens, Youth Open Championships and the Junior Gold Championships (qualifying and advancer rounds only).

All slow oil-absorbing high-performance bowling ball models listed in the section below, as well as any slow oil-absorbing high-performance balls (Urethane) produced prior to Aug. 1, 2022, are ineligible for competition. In addition, some of the balls listed below are ineligible for other reasons as determined by USBC. The following balls are considered ineligible under current USBC rules:

Brand	Ball Name	Release Date
900 Global	Altered Reality	11/2/2021
900 Global	Badger Infused 70/30	6/4/2019
900 Global	Boo-Yah!	6/2/2015
900 Global	HB (Honey Badger) Burgundy Urethane	4/23/2019
900 Global	HB (Honey Badger) Purple Urethane	3/19/2019
900 Global	HB (Honey Badger) Urethane	12/11/2018
900 Global	Honey Badger II Urethane	12/2/2025
900 Global	Shadow Ops	12/12/2017
900 Global	Wolverine	11/2/2021
ABS	Nanodesu Accu-Line Premium LTD	10/15/2013
ABS	Nanodesu Accu-Line Tour Premium U	12/2/2022
ABS	Nanodesu Accu-Line Tour Premium U Pearl	9/5/2023
ABS	Pure Line II	2/18/2012
ABS	Pure Line III	1/29/2013
ABS	Pure Line Nanodesu	6/4/2011
ABS	Pure Rise 74D Nanodesu ∞ Eight	4/5/2022
ABS	Pure Rise Nanodesu	2/19/2019
ABS	Pure Roll Nanodesu	3/14/2017
ABS	Pure Swinq 2 Nanodesu	1/13/2015
ABS	Pure Swinq Nanodesu	3/25/2014
AMF	Hype Urethane	9/15/2009
Bowlero	Bowlero Black/Silver Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Navy Blue Sparkle Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Red/Black Pearl (Reactive)	4/12/2022
Brunswick	Attitude Control	5/24/2022
Brunswick	Attitude Control Black	5/27/2025
Brunswick	Avalanche Urethane	5/12/2010
Brunswick	Karma Urethane Solid	6/22/2012
Brunswick	Quantum Bias Urethane	12/10/2019
Brunswick	True Motion	10/17/2017
Brunswick	Urethane Zone	7/19/2011
Columbia 300	Rock-On Purple Pearl Urethane	4/30/2019
Columbia 300	The Beast Urethane	2/2/2016
Denver Bowling	Devil	1/5/2010
Denver Bowling	Glacier	1/5/2010
DV8	Tactic Control	6/14/2018
Ebonite	Crush Navy Urethane	12/18/2024
Ebonite	Crush Red Urethane	8/13/2024
Ebonite	Crush Black	2/1/2022
Ebonite	Crush Urethane	9/7/2021
Ebonite	Nitro U	7/30/2010
Ebonite	The One Black Urethane	3/7/2023
Ebonite	The One Urethane	2/1/2022
Ebonite	Turbo II Urethane	3/7/2017
Ebonite	Turbo II Urethane Purple	12/18/2018
Ebonite	Turbo Urethane	12/8/2015
Elite	Alien Impact Black/Silver	5/7/2024
Elite	Alien Impact Blue/Sapphire	5/7/2019
Elite	EZ Black-Silver Pearl	6/6/2023
Elite	EZ Teal-Blue Pearl	6/6/2023
Genesis Bowling	The Judge	4/7/2015
Genesis Bowling	The Judge Black (Yellow Pin)	9/1/2015
Hammer	Black Solid Urethane Hammer	10/19/2021
Hammer	Black Urethane	9/17/2015
Hammer	Black Urethane Solid	8/22/2023
Hammer	Black Widow Urethane	11/1/2017
Hammer	Black Widow Urethane BGD	5/31/2022
Hammer	Black Widow Urethane Black	8/24/2021
Hammer	Black Widow Urethane Black Pearl	7/2/2024
Hammer	Black Widow Urethane Blue	11/20/2018
Hammer	Black Widow Urethane Blue (2024)	4/23/2024
Hammer	Black Widow Urethane Grey Solid	7/2/2024
Hammer	Black Widow Urethane Mint Solid	4/22/2025
Hammer	Black Widow Urethane Orange Solid	4/22/2025

Hammer	Black Widow Urethane Pearl	1/25/2022
Hammer	Black Widow Urethane Purple	8/24/2021
Hammer	Black Widow Urethane Purple Pearl	7/9/2019
Hammer	Black Widow Urethane Purple Solid	7/2/2024
Hammer	Black Widow Urethane Red Pearl	4/12/2022
Hammer	Black Widow Urethane Red Solid	7/26/2022
Hammer	Blue Solid Urethane Hammer	12/30/2025
Hammer	Effect Black Solid Urethane	9/2/2025
Hammer	Effect Purple Pearl Urethane	9/2/2025
Hammer	Magenta Solid Urethane Hammer	2/27/2024
Hammer	Magenta Urethane	10/9/2018
Hammer	Magenta Urethane Pearl	6/13/2023
Hammer	Purple Urethane Pearl (Green Pin & Purple Pin)	9/22/2016
Hammer	Red Pearl Urethane Hammer	10/19/2021
High Sports	Up Beat Blue/Black/Silver	10/16/2018
Legends	Jade Diamond	11/12/2024
Linds	Easy Blue/Smoke	2/26/2010
Linds	Easy Red/Teal/Gold	2/26/2010
Lord Field	Burning Up	5/7/2012
Lord Field	Old School	5/5/2015
Lord Field	Zaru Blue Pearl	11/12/2011
Motiv	(Covert) Tank	4/23/2019
Motiv	(Rebel) Tank Pearl	5/12/2015
Motiv	Tank Burqundy (Rampage)	4/25/2017
PBS (Professionl Bowling System)	Sniper M40A1	7/22/2014
Phiten	Phiten Urethane	9/5/2023
Pro Bowl	Stallion	12/5/2023
Pyramid Bowling	Enchanted Path	1/14/2020
Pyramid Bowling	Guardian Pink-Black-White	5/14/2024
Pyramid Bowling	Path Rising Black Solid	12/14/2021
Pyramid Bowling	Path Rising Purple Solid	12/14/2021
Pyramid Bowling	Pathogen Plaque	2/27/2018
Pyramid Bowling	Pathogen Plaque Pearl	1/14/2020
Pyramid Bowling	Pink Moon	2/22/2022
Radical	Double Cross	12/14/2021
Roto Grip	Fame U	1/3/2017
Roto Grip	Grenade	5/24/2010
Roto Grip	Hot Cell	7/25/2017
Roto Grip	Hustler Black	6/4/2024
Roto Grip	Hustler Deep Purple	9/19/2023
Roto Grip	Hustler Navy	9/5/2023
Roto Grip	Hustler Red	6/4/2024
Roto Grip	UFO Alert	3/9/2021
Roto Grip	Wild Streak Tour/U	12/29/2020
Round1	Gear Drive Black/Silver/White	12/4/2018
Seismic	Desperado	11/15/2009
Seismic	Desperado Limited Edition	11/11/2011
Storm	!Q Tour Red	10/31/2018
Storm	!Q Tour U	11/16/2021
Storm	Electrify Solid	3/23/2021
Storm	Fast Pitch	9/15/2020
Storm	Fever Pitch	1/1/2019
Storm	Natural	5/1/2009
Storm	Natural Pearl	10/12/2010
Storm	Phaze 4	10/12/2021
Storm	Pitch Black	3/18/2014
Storm	Pitch Black (Blue Pin)	1/13/2026
Storm	Pitch Blue	12/15/2015
Storm	Pitch Out	8/2/2016
Storm	Pitch Red	11/15/2014
Storm	Pitch Sky	6/16/2020
Storm	Super Natural	1/1/2013
Storm	Sword Perfect	1/17/2017
Storm	Sword U	3/22/2016
Storm	Trend 2	6/22/2021
Superbowl	Redline	11/15/2010
Swag	Big Bro Burn-Up	4/7/2020
Track	Shark Urethane	2/28/2017
Track	Theorem Black Pearl Urethane	6/17/2025
Track	Theorem Black Urethane	12/18/2024
Visionary	The Crow	7/12/2016
X-ATK	Demon No. 1	4/1/2025
X-ATK	UX Urethane	8/19/2025

Last updated June 9, 2026



USBC NATIONAL TOURNAMENT INELIGIBLE BOWLING BALL LIST

Events where no slow oil-absorbing high-performance balls are allowed

Applies to: U.S. Open, USBC Masters, PWBA Regional and National Tour, USBC Queens, U.S. Women's Open, U22 Masters and Queens, USA Bowling National Championships, Junior Gold Championships (Match Play and Finals), USBC Intercollegiate Singles and Team National Championships and USBC Collegiate Sectionals.

All slow oil-absorbing high-performance bowling ball models listed in the section below, as well as any slow oil-absorbing high-performance balls (Urethane) produced prior to Aug. 1, 2022, are ineligible for competition. In addition, some of the balls listed below are ineligible for other reasons as determined by USBC. The following balls are considered ineligible under current USBC rules:

Brand	Ball Name	Release Date
900 Global	Altered Reality	11/2/2021
900 Global	Badger Infused 70/30	6/4/2019
900 Global	Boo-Yah!	6/2/2015
900 Global	HB (Honey Badger) Burgundy Urethane	4/23/2019
900 Global	HB (Honey Badger) Purple Urethane	3/19/2019
900 Global	HB (Honey Badger) Urethane	12/11/2018
900 Global	Honey Badger II Urethane	12/2/2025
900 Global	Honey Badger Black U78	12/16/2025
900 Global	Shadow Ops	12/12/2017
900 Global	Wolverine	11/2/2021
ABS	Nanodesu Accu-Line Premium LTD	10/15/2013
ABS	Nanodesu Accu-Line Tour Premium U	12/2/2022
ABS	Nanodesu Accu-Line Tour Premium U (78) Pearl	4/29/2025
ABS	Nanodesu Accu-Line Tour Premium U (78) Solid	4/29/2025
ABS	Nanodesu Accu-Line Tour Premium U Pearl	9/5/2023
ABS	Pure Line II	2/18/2012
ABS	Pure Line III	1/29/2013
ABS	Pure Line Nanodesu	6/4/2011
ABS	Pure Rise 74D Nanodesu ∞ Eight	4/5/2022
ABS	Pure Rise Nanodesu	2/19/2019
ABS	Pure Roll Nanodesu	3/14/2017
ABS	Pure Swing 2 Nanodesu	1/13/2015
ABS	Pure Swing Nanodesu	3/25/2014
AMF	Hype Urethane	9/15/2009
Bowlero	Bowlero Black/Silver Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Navy Blue Sparkle Pearl (Reactive)	4/12/2022
Bowlero	Bowlero Red/Black Pearl (Reactive)	4/12/2022
Brunswick	Attitude Control	5/24/2022
Brunswick	Attitude Control Black	5/27/2025
Brunswick	Avalanche Urethane	5/12/2010
Brunswick	Crown 78U	12/2/2025
Brunswick	Karma Urethane Solid	6/22/2012
Brunswick	Quantum Bias Urethane	12/10/2019
Brunswick	True Motion	10/17/2017
Brunswick	Urethane Zone	7/19/2011
Columbia 300	Rock-On Purple Pearl Urethane	4/30/2019
Columbia 300	The Beast Urethane	2/2/2016
Denver Bowling	Devil	1/5/2010
Denver Bowling	Glacier	1/5/2010
DV8	Tactic Control	6/14/2018
Ebonite	Crush Navy Urethane	12/18/2024
Ebonite	Crush Red Urethane	8/13/2024
Ebonite	The One Urethane 78D	12/10/2024
Ebonite	Thunderbolt Urethane Blue	7/1/2025
Ebonite	Crush Black	2/1/2022
Ebonite	Crush Urethane	9/7/2021
Ebonite	Nitro U	7/30/2010
Ebonite	The One Black Urethane	3/7/2023
Ebonite	The One Urethane	2/1/2022
Ebonite	Turbo II Urethane	3/7/2017
Ebonite	Turbo II Urethane Purple	12/18/2018
Ebonite	Turbo Urethane	12/8/2015
Elite	Alien Impact Black/Silver	5/7/2024
Elite	Alien Impact Blue/Sapphire	5/7/2019
Elite	EZ Black-Silver Pearl	6/6/2023
Elite	EZ Teal-Blue Pearl	6/6/2023
Genesis Bowling	The Judge	4/7/2015
Genesis Bowling	The Judge Black (Yellow Pin)	9/1/2015
Hammer	Black Pearl Urethane Hammer (78D)	12/12/2023
Hammer	Black Solid Urethane Hammer	10/19/2021
Hammer	Black Urethane	9/17/2015
Hammer	Black Urethane Solid	8/22/2023
Hammer	Black Widow Urethane	11/1/2017
Hammer	Black Widow Urethane BGD	5/31/2022
Hammer	Black Widow Urethane Black	8/24/2021

Hammer	Black Widow Urethane Black Pearl	7/2/2024
Hammer	Black Widow Urethane Blue	11/20/2018
Hammer	Black Widow Urethane Blue (2024)	4/23/2024
Hammer	Black Widow Urethane Grey Solid	7/2/2024
Hammer	Black Widow Urethane Mint Solid	4/22/2025
Hammer	Black Widow Urethane Orange Solid	4/22/2025
Hammer	Black Widow Urethane Pearl	1/25/2022
Hammer	Black Widow Urethane Purple	8/24/2021
Hammer	Black Widow Urethane Purple Pearl	7/9/2019
Hammer	Black Widow Urethane Purple Solid	7/2/2024
Hammer	Black Widow Urethane Red Pearl	4/12/2022
Hammer	Black Widow Urethane Red Solid	7/26/2022
Hammer	Blue Solid Urethane Hammer	12/30/2025
Hammer	Effect Black Solid Urethane	9/2/2025
Hammer	Effect Purple Pearl Urethane	9/2/2025
Hammer	Maqenta Solid Urethane Hammer	2/27/2024
Hammer	Magenta Urethane	10/9/2018
Hammer	Magenta Urethane Pearl	6/13/2023
Hammer	Purple Pearl Urethane 78D	3/10/2026
Hammer	Purple Urethane Pearl (Green Pin & Purple Pin)	9/22/2016
Hammer	Red Pearl Urethane Hammer	10/19/2021
High Sports	Up Beat Blue/Black/Silver	10/16/2018
HIH Bowling	Revelated	1/14/2025
Legends	Jade Diamond	11/12/2024
Legends	Iron Diamond (78D)	3/31/2026
Linds	Easy Blue/Smoke	2/26/2010
Linds	Easy Red/Teal/Gold	2/26/2010
Lord Field	Burning Up	5/7/2012
Lord Field	Old School	5/5/2015
Lord Field	Zaru Blue Pearl	11/12/2011
Motiv	(Covert) Tank	4/23/2019
Motiv	(Rebel) Tank Pearl	5/12/2015
Motiv	(Shadow) Tank	9/30/2025
Motiv	Tank (Rampage) Pearl	1/23/2024
Motiv	Tank Burgundy (Rampage)	4/25/2017
PBS (Professionl Bowling System)	Sniper M40A1	7/22/2014
Phiten	Phiten Urethane	9/5/2023
Pro Bowl	Frosted Power	2/25/2025
Pro Bowl	Stallion	12/5/2023
Pyramid Bowling	Enchanted Path	1/14/2020
Pyramid Bowling	Enchanted Path Purple-Black-Silver	10/7/2025
Pyramid Bowling	Guardian Pink-Black-White	5/14/2024
Pyramid Bowling	Path Rising Black Solid	12/14/2021
Pyramid Bowling	Path Rising Purple Solid	12/14/2021
Pyramid Bowling	Pathogen Plague	2/27/2018
Pyramid Bowling	Pathogen Plague Pearl	1/14/2020
Pyramid Bowling	Pink Moon	2/22/2022
Radical	Double Cross	12/14/2021
Radical	Torpedo Direct Hit	3/4/2025
Roto Grip	Attention 78/U	5/29/2026
Roto Grip	Fame U	1/3/2017
Roto Grip	Grenade	5/24/2010
Roto Grip	Hot Cell	7/25/2017
Roto Grip	Hustler Black	6/4/2024
Roto Grip	Hustler Deep Purple	9/19/2023
Roto Grip	Hustler Navy	9/5/2023
Roto Grip	Hustler Red	6/4/2024
Roto Grip	UFO Alert	3/9/2021
Roto Grip	Wild Streak Tour/U	12/29/2020
Round1	Gear Drive Black/Silver/White	12/4/2018
Seismic	Desperado	11/15/2009
Seismic	Desperado Limited Edition	11/11/2011
Storm	!Q Tour 78/U	10/17/2023
Storm	!Q Tour Red	10/31/2018
Storm	!Q Tour U	11/16/2021
Storm	Electrify Solid	3/23/2021
Storm	Fast Pitch	9/15/2020
Storm	Fever Pitch	1/1/2019
Storm	Natural	5/1/2009
Storm	Natural Pearl	10/12/2010
Storm	Phaze 4	10/12/2021
Storm	Pitch Black	3/18/2014
Storm	Pitch Black 78-U	4/14/2026
Storm	Pitch Black (Blue Pin)	1/13/2026
Storm	Pitch Blue	12/15/2015
Storm	Pitch Out	8/2/2016
Storm	Pitch Red	11/15/2014
Storm	Pitch Sky	6/16/2020
Storm	Super Natural	1/1/2013
Storm	Sword Perfect	1/17/2017
Storm	Sword U	3/22/2016
Storm	Trend 2	6/22/2021
Strikeforce	Rise Black-Purple Solid	4/29/2025
Strikeforce	Rise Black-Silver Pearl	4/29/2025
Strikeforce	Rise Blue-Teal Pearl	4/29/2025
Strikeforce	Rise Red-Black Pearl	4/29/2025
Strikeforce	Rise Red-Black-Gold Pearl	4/29/2025

Superbowl	Redline	11/15/2010
Swag	Biq Bro Burn-Up	4/7/2020
Swag	Big Bro Burn-Up LE	12/27/2022
Swag	Buffalo	3/7/2023
Track	Shark Urethane	2/28/2017
Track	Theorem 78D Urethane	5/19/2026
Track	Theorem Black Pearl Urethane	6/17/2025
Track	Theorem Black Urethane	12/18/2024
Visionary	The Crow	7/12/2016
X-ATK	Demon No. 1	4/1/2025
X-ATK	UX Urethane	8/19/2025

Last updated June 9, 2026



THE FOLLOWING EQUIPMENT MAY NOT BE USED AT THE JUNIOR GOLD CHAMPIONSHIPS, YOUTH OPEN, USA BOWLING NATIONAL, OR SURVIVOR TOURNAMENTS:



ANY PURPLE HAMMER WITH A SERIAL NUMBER BEGINNING WITH A 6 OR 7.



THE STORM SPECTRE



THE STORM PHAZE 4



THE 900 GLOBAL ALTERED REALITY



THE STORM ELECTRIFY SOLID



THE 900 GLOBAL WOLVERINE



THE STORM TREND 2



THE ROTO GRIP UFO ALERT



EQUIPMENT REGISTRATION FORM

SQUAD _____

DIVISION _____

Please print the required equipment information in all columns before arriving at the tournament site.

Ball Cards are required to be filled out completely and turned in prior to your first squad of competition

Bowling balls must meet all USBC specifications as defined in the latest edition of the Equipment Specifications and Certification Manual. It is the player's responsibility to ensure all equipment is eligible for competition. Only balls that are on the USBC approved list and are product registered are allowed in competition. For qualifying and advancer rounds, all slow oil-absorbing high-performance balls must be at least 78 hardness including high performance balls produced prior to Aug. 1, 2022. Beginning with match play and through the finals, no slow oil-absorbing high-performance balls (regardless of hardness) will be allowed. The following bowling balls are prohibited for use: 900 Global Altered Reality, 900 Global Wolverine, Roto Grip UFO Alert, Storm Electrify Solid, Storm Phaze 4, Storm Trend 2.

Left Handed:

Two-Handed Left:

Right Handed:

Two-Handed Right:

Athlete's Full Name

Membership Number

Athlete's City & State

Ball Brand (i.e. Ebonite)	Ball Name/Type (i.e. Gamebreaker 3)	Serial Number All Digits

Qualifying:

Match Play:

RULE 7 - BOWLING BALLS

A. All bowling balls must meet USBC specifications, be included on the list of USBC-approved balls posted on BOWL.com and not be included in the list below:

1. For the qualifying and advancer rounds all slow oil-absorbing high-performance bowling balls (Urethane) must be at least 78 hardness including high performance balls produced prior to Aug. 1, 2022. For a list of the ineligible balls, see the National Tournament Ineligible Ball List - 78D Slow Oil Allowed on BOWL.com

2. Beginning with match play and through the finals, no slow oil-absorbing high-performance balls (regardless of hardness) will be allowed. For a list of the additional ineligible balls, see the National Tournament Ineligible Ball List - No Slow Oil Allowed on BOWL.com.

3. The following bowling balls are prohibited for use: 900 Global Altered Reality, 900 Global Wolverine, Roto Grip UFO Alert, Storm Electrify Solid, Storm Phaze 4, Storm Trend 2

B. It is the player's responsibility to ensure all equipment is eligible for competition.

1. Any bowler may request to have their bowling balls checked prior to competition.

2. Plugged bowling balls are allowed.

C. If a competitor uses a bowling ball not on the list of USBC-approved balls or one that does not meet USBC specification, the bowler is subject to disqualification from the tournament.

RULE 8 - REGISTRATION OF EQUIPMENT

Registration of Balls Used in Competition Participants will be allowed to list a maximum of five bowling balls on the Equipment Registration Form. Athletes will turn in the completed Equipment Registration Form when they check-in for their first squad on the first day of competition at their designated center and again prior to the start of match play. After the ball card is submitted, a new bowling ball purchased from one of the host center's pro shops (provided the pro shop verifies that the new bowling ball meets USBC specifications) can be added if the limit of five has not been reached, or a bowling ball has been deemed unusable by tournament management. In addition, once a ball is listed on the Equipment Registration Form, it cannot be swapped out with another ball, unless a ball has been deemed unusable by tournament management.

The serial number of all bowling balls used during any frames of competition must be recorded on the player's scoring recap form. Each ball must be described accurately by the player using said equipment, including make and serial number.

Only USBC approved bowling balls will be allowed and MUST have the manufacturer's name, product name and serial number clearly visible at all times for identification purposes. Balls and drilling must meet all USBC specifications. All bowling balls may be checked for compliance with USBC equipment specifications.

Individuals who violate this rule are subject to disqualification from the tournament.

USBC National Tournament Ineligible Ball List No Slow-Oil Allowed



USBC National Tournament Ineligible Ball List 78D Slow-Oil Allowed

