

2021 USBC Masters

National Bowling Stadium ~ Reno, NV March 29-April 4, 2021

Squad assignments will be published approximately 7 days prior to the event (Schedule subject to change)

Monday, March 29: Practice

2-3 p.m. Practice Session Squad "A"
5-6 p.m. Practice Session Squad "B"
8-9 p.m. Practice Session Squad "C"

Tuesday, March 30: Qualifying Round 1 (five games)

 8 a.m.
 "A" Squad (Fresh Oil) (Roll Call – 7:30 a.m.)

 1:30 p.m.
 "B" Squad (Fresh Oil) (Roll Call – 1:00 p.m.)

 7 p.m.
 "C" Squad (Fresh Oil) (Roll Call – 6:30 p.m.)

Wednesday, March 31: Qualifying Round 2 (five games)

8 a.m. "B" Squad (Fresh Oil) 1:30 p.m. "C" Squad (Fresh Oil) 7 p.m. "A" Squad (Fresh Oil)

Thursday, April 1: Qualifying Round 3 (five games)

8 a.m. "C" Squad (Fresh Oil) 1:30 p.m. "A" Squad (Fresh Oil) 7 p.m. "B" Squad (Fresh Oil)

AFTER 15 GAMES OF QUALIFYING, THE TOP 63 PLAYERS, PLUS THE DEFENDING CHAMPION, WILL ADVANCE TO THE DOUBLE-ELIMINATION MATCH-PLAY BRACKET

Friday, April 2: Match Play

10 a.m. Left Side of Bracket (Roll Call – 9:30 a.m.)

Noon Right Side of Bracket (Roll Call – 11:30 a.m.)

Re-oil Lanes

3 p.m. All Winners

Re-oil Lanes

6 p.m. First Round of Elimination Matches (16 Eliminated)

20 min. after conclusion of previous round

All Remaining Elimination Matches (16 Eliminated)



Saturday, April 3: Match Play Continues

9 a.m. 16 Winners & 16 Elimination-Bracket Bowlers (8 Eliminated)

20 minutes after completion of previous round

8 Winners & 16 Elimination-Bracket Bowlers (8 Eliminated)

Re-oil Lanes

1:30 p.m. 4 Winners & 8 Elimination-Bracket Bowlers (4 Eliminated)

20 minutes after completion of previous round

2 Winners - Bowl for #1 and #2 Seeds for TV 8 Elimination-Bracket Bowlers (4 Eliminated)

20 minutes after completion of previous round

4 Elimination-Bracket Bowlers (2 Eliminated)

20 minutes after completion of previous round

4 Remaining Elimination-Bracket Bowlers Bowl for #3, #4 and #5 Seeds for TV

Sunday, April 4: 11 a.m.-1 p.m. Pacific/2-4 p.m. Eastern – Live TV Finals FS1