



Rules and Regulations

GENERAL INFORMATION

Tournament location: AMERIGO bowling Vilnius
Address: Viršuliškių Skg. 28, Vilnius, 05132 Vilniaus m. sav.
Date: July 8-12, 2026
Registration: <https://boulngolyga.lt/vilnius-open-2026/>
E-mail: vilniusopen@boulngolyga.lt
Instagram: @vilniusopenbowling
Facebook: Vilnius Open
Contacts: Laurynas Narušis, Andrius Pelakauskas

DIVISIONS AND BONUS PINS

Everyone will be entered into the Open division. Anyone who has never averaged 180 or above for a season will be eligible for the Underdog division along with being in the Open division. To verify the average, an official average from the bowler's respective federation/league will be used. Top 4 bowlers from the Underdog division after qualifying will qualify for the Underdog division finals. Grand senior bowlers, aged 60+ will qualify for the Best Grand senior prize. Women bowlers will qualify for the Best Woman prize. Women will receive 8 Bonus pins per game. Grand senior bowlers aged 60+ will receive 10 Bonus pins per game, aged 70+ will receive 15 Bonus pins per game. Youth bowlers under 16 years old will receive 5 bonus pins per game. If the bowler's birthday happens before July 12, 2026, he will be considered of that age. Example: if the bowler turns 60 midway through the tournament, that bowler will be considered 60 years old and will be eligible for grand senior (60+) prizes.

ENTRY FEES

- Entry fee: **30€** per squad. Bowlers must complete at least 3 squads.
- Package deal: 6 squads for **150€**.

*Not valid for Disco desperado and Desperado.

- Early Bird deal: **50€** for the big 6 game Wednesday squad, that is 6 games (games 1-3 and games 4-6 will be considered as two different sets).

*Turbo game will be available for games 2 and 5 this squad.

**Bowlers must complete 3 squads in order to qualify to the finals through the Early Bird special.

***In case of a tie in the early bird, bowlers with the higher qualifying squad will advance.

- Disco desperado: **40€**
- Desperado: **20€**
- Turbo: **10€**

*Turbo game will be game 2 of each squad

QUALIFYING

Qualifying will consist of 3 game sets per squad. Lanes will be re-oiled every other squad or every 6 games. Every bowler will be required to complete at least 3 3-game sets for qualifying during their desired squads (see **SCHEDULE** below), with the option to re-enter to bowl more squads. Bowler's best 3 3-game set (3+3+3 - 9 games) total will be used for their qualifying score, bowlers are free to choose fresh or burn for all their qualifying squads. Lanes will be drawn at the check-in desk before the squad. Cross-lane system will be used for every qualifying squad. Bowlers will be moving one pair to the right after every game. Ties will be broken by the best 3 game set in qualifying.

Advancers (In order of priority): top 20 scores, best woman non-advancer, best grand senior (60+) non-advancer, best youth (under 18) non-advancer, best Early Bird non-advancer, best Turbo game non-advancer, best Disco desperado non-advancers, and 2 Desperado high score.

*If the same bowler advances through multiple extra tickets, priority will be followed.

****Tournament organizers (Laurynas Narušis, Andrius Pelakauskas) forgive their right to bowl the final steps**

FINAL STEP 1

28 Advancers (See above) will carry over their average as 1 game score as bonus pins for the round (0.5 and above will be rounded up, example: 203.5 average in qualifying will grant the bowler 204 bonus pins into this round). Bowlers will bowl 4 games and top 12 scores (4 games + their carried over bonus pins) will advance to Final Step 2. Ties will be broken by a 9-10th frame roll-off, high seed in qualifying has choice of the starting lane.

FINAL STEP 2

Advancers from the previous round (top 12) will be split into 2 groups of 6 (Group 1: 1, 3, 5, 8, 10, 12 and Group 2: 2, 4, 6, 7, 9, 11) and will bowl Round-robin matchplay, that is 1 game against each opponent in their group totalling 5 games. Bowlers will get 1 point for the win, 0.5 for a tie, 0 points for the loss. Top 3 bowlers from each group with the most points will advance to Final Step 3. Ties will be broken by total pins scored during roud-robin.

FINAL STEP 3

Advancers from the previous round (top 3 from each group) will remain in their groups and bowl an eliminator style match. After each game the low score is out until 1 bowler remains in each group. Ties will be broken by a one ball roll-off, highest seed will get the choice of lane and order.

Underdog division finals will commence along with Final Step 3. Top 4 bowlers from the Underdog division in qualifying will bowl an eliminator style finals. After each game the low score is out until the winner is decided. Ties will be broken by a one ball roll-off, highest seed will get the choice of lane and order.

FINAL STEP 4

The two winners of Final Step 3 will bowl a head-to-head best 2 out of 3 match to decide the Champion. Ties will be broken by a one ball roll-off, highest seed will get the choice of lane and order.

SCHEDULE

July 8, Wednesday (Early Bird):

Squad 1-2 Early Bird (Fresh+Burn) 18:00 - 21:00

*Early Bird squad will be one big 6 game block, games 1-3 and games 4-6 will be considered as two different sets. Bowlers will still be required to complete at least 9 games in order to qualify for the Early Bird qualification to the finals. Best non-advancer with the highest Early Bird 6 game total will advance to Final Step 1. All advancers must complete at least 9 games of qualifying. In case of a tie, bowler with the higher qualifying score will advance.

**Turbo game will be available for both game 2 and game 5 this squad.

July 9, Thursday:

Squad 3 (Fresh) 15:00 - 16:30

Squad 4 (Burn) 17:00 - 18:30

Re-oil 18:30-19:00

Squad 5 (Fresh) 19:00 - 20:30

Squad 6 (Burn) 21:00 - 23:00

July 10, Friday:

Squad 7 (Fresh) 12:00 - 13:30

Squad 8 (Burn) 14:00 - 15:30

Re-oil 15:30-16:00

Squad 9 (Fresh) 16:00 - 17:30

Squad 10 (Burn) 18:00 - 19:30

Re-oil 19:30-20:00

Squad 11 (Fresh) 20:00 - 21:30

Squad Disco desperado (3 games) 22:00 - 00:00

*Will be played under cosmic bowling lights with DJ and music going, lanes will not be re-oiled. Best 2 players will advance to Final Step 1. All advancers must complete at least 9 games of qualifying.

**Bowlers will be free to choose their starting lane and will stay on that lane for all 3 games. Cross-lane system will not be used for Disco Desperado.

***In case of a tie, bowler with the higher qualifying score will advance.

July 11, Saturday:

WITSEE sensor testing 09:00-17:00

During Vilnius Open 2026, we invite you to discover **Witsee** - an innovative bowling shot analysis sensor designed to reveal what happens inside every throw.

Throughout the day you will be able to:

- see the system in action;
- insert the sensor into your own bowling ball;
- throw shots and view real-time performance data;

- learn more about ball motion and key release metrics.

This is a great opportunity to experience a new way of understanding your game and see how data can support more consistent improvement on the lanes.

Squad 12 (Fresh) 09:00 - 10:30

Squad 13 (Burn) 11:00 - 12:30

Re-oil 12:30 - 13:00

Squad 14 (Fresh) 13:00 - 14:30

Squad 15 (Burn) 15:00 - 16:30

Re-oil 16:30 - 17:00

Squad 16 (Fresh) 17:00 - 18:30

Squad 17 (Burn) 19:00 - 20:30

Re-oil 20:30 - 21:00

Squad 18 (Fresh) 21:00 - 22:30

Squad 19 (Burn) 22:40 - 00:10

Squad Desperado (1 game) After the last squad is finished, approximately 00:15.

*Lanes will not be re-oiled. 2 High Scores will advance to Final Step 1. All advancers must complete at least 9 games of qualifying.

**Cross-lane system will not be used for Desperado.

July 12, Sunday:

Final Step 1 09:00 - 11:00

Re-oil 11:00 - 11:30

Final Step 2 11:30 - 14:00

Re-oil 14:00 - 14:15

Final Step 3 14:15 - 16:00

Final Step 4 16:05 - 17:2

OIL PATTERN

Length: 41-45ft

Volume: Medium

Ratio: Medium

Lane machine: Kegel Ikon

Conditioner: Kegel Fire

Cleaner: Kegel Defense-C

Lane pattern will be revealed on July 1st, 2026 on our social media profiles.

BOWLING CENTER INFO

Lane surface: AMF HPL
Approaches: AMF HPL
Pinsetter: AMF 82-90 XL
Lane amount: 14
Pins: SE

EQUIPMENT RULES

ONLY URETHANE BALLS ALLOWED ARE ONES THAT MEET THE 78D HARDNESS RULE

Allowed Urethane equipment (Will be updated if more balls meeting the requirements come out):

900 Global:

- Honey Badger Black U78

Brunswick:

- Crown 78U

Ebonite:

- The ONE Urethane 78D

Hammer:

- Black Pearl Urethane 78D
- Purple Pearl Urethane 78D

Roto Grip:

- Attention 78/U
- Retro RG Spare

Storm:

- !Q Tour 78/U
- Pitch Black 78-U
- Mix

Track:

- Theorem 78D Urethane

All other reactive and urethane-like (example: Storm Concept, Hammer NU2.0) bowling balls are allowed if they are on the USBC approved ball list.

USBC approved ball list: <https://bowl.com/approved-ball-list>

*** TOURNAMENT ORGANIZERS RESERVE ALL RIGHTS TO MAKE
CHANGES AT ANY TIME**