



# SUMMER 2026 LEAGUE SCHEDULE

## JOIN A LEAGUE TODAY!

For more information on any of our leagues, please contact :  
**Melanie Keener, League Coordinator**  
[melanie@vestaviabowl.com](mailto:melanie@vestaviabowl.com), 205-979-4420

DAY	LEAGUE	MEETING	START	TYPE	MEMBERS
Sunday	Youth League (up to Age 18) <i>**See league flyer for more details. To Register, Youth bowlers will need to complete the Youth Registration Form &amp; pay at the front desk to sign up</i>	N/A	Sun 5/24/26, 5:00 PM	Youth	1
Monday	Summer Monday Night Mixed <i>**Adults Only</i>	Tues 5/26/26, 7:15 PM*	Mon 6/1/26, 6:15 PM	All Skill Levels Welcome!	4
Tuesday	No-Tap <i>**Adults Only, Summer No-Tap League is on a waitlist</i>	Tues 5/26/26, 6:15 PM	Tues 6/2/26, 6:15 PM	FUN & Prizes 9 pins = STRIKE!	4
Wednesday	Sport Shot Practice League <i>**See league flyer for more details. To Register, bowler will need to complete the Sport Shot Practice League Registration Form &amp; pay at the front desk to sign up</i>	N/A	Wed 5/27/26, 6:15 PM	Youth & Adult	1
Thursday	Invitational Fellowship <i>**Ladies Only</i>	Thurs 6/4/26, 10:00 AM	Thurs 6/4/26, 10:15 AM	Ladies League	3
	Bond & Botes Scratch Classic <i>**Scratch League is on a waitlist</i>	Thurs 5/14/26, 6:00 PM Meeting & Draft League will start late Week 1	Thurs 5/14/26, 6:30 PM	Competitive Scratch Lge. 175 minimum average Max 78 Bowlers - Draft format Captains: MIDDLE Averages	3

1429 Montgomery Highway - Vestavia Hills, AL 35216 - 205.979.4420 - [www.VestaviaBowl.com](http://www.VestaviaBowl.com)

VESTAVIA BOWL 2026 SUMMER LEAGUE REGISTRATION: Sign me up for the \_\_\_\_\_ League

Name: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Name: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Name: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Name: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_

**\*\*PLEASE COMPLETE THIS REGISTRATION FORM FOR: MONDAY MIXED, NO-TAP, INVITATIONAL FELLOWSHIP & SCRATCH LEAGUE ONLY**

**\*\*SEPARATE REGISTRATION FORM FOR: SUNDAY YOUTH & SPORT SHOT PRACTICE LEAGUES**