Five Pin Bowling Handout

Terminology

Strike - when you knock down all five pins with your first ball

Spare - when you knock down all five pins with your first two balls in a frame

Turkey - three strikes in a row

Gutter Ball - when your ball goes into the gutters on either side of the lane

Frame – when all players have thrown their ball(s)

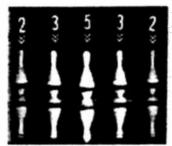
- like an inning in baseball
- ten frames per game

<u>Foul</u> - A foul occurs when any part of the bowler's body or apparel crosses over the foul line during the delivery of the ball. Each foul will result in 15 points being deducted from the bowler's score.

Scoring

In 5 pin bowling, each pin has an assigned value. The head pin (centre) is worth 5 points, each two of the adjacent pins (on either side of the head pin) are worth 3 points each and the two end pins are worth 2 points each, for a total of 15 possible points in each frame.

Pin Values



A perfect game consists of 12 consecutive strikes which would score a 450 game. This is a lifetime goal and challenge for many bowlers.

Strikes - A strike is when all five pins are knocked down with 1 ball. Scoring a strike in a frame allows the bowler to add points from the next two balls thrown in the following frame.

Spares-A spare is when all five pins are knocked down within 2 balls. Scoring a spare in a frame allows the bowler to add point from the first ball thrown in the following frame.

Sample Scoring

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HP 5 -	R 11	A 2 -	L	5 15	15 15	15 8	303	73 5 E	224	221 ^F
10	36	49	62	92	137	175	203	218	236	

- HP (head pin) 5 points
- Adjacent Pins (beside the HP) 3 points each
- / (spare)

- R (right hand corner pin)

- A (aces- all pins knocked down except corner pins)

- L (left corner pin)

- HS (split- HP and L3 pin

- End Pins – 2 points

(AChop-off-HP, R3, R2)

- (out of bounds)

Ten Pin Bowling Handout

Equipment-

When choosing a ball you should look for one that feels snug, yet loose enough to let you withdraw your thumb freely. Then, with your thumb deeply embedded in the hole, rest your hand naturally across the finger holes. For a correct span, the first joints of your middle and fourth fingers should extend about a quarter-inch past the edge of the holes. Now, place those two fingers in the holes - and you should be able to hold the ball easily.

There are 9 pound ball for children and 10 - 16 pounders for adults. The heavier the ball the better the chances of knocking down all the pins. However, don't try to roll a ball that is too heavy for you. A too heavy ball will tend to make you drop your shoulder and thus throw you off balance before you release the ball.

History

Bowling is one of the oldest games known to man. Many countries claim the origin of the game, but it is generally accepted that Northern Italy was the "cradle" of the game approximately one thousand years ago.

The Dutch colonists brought bowling from Holland to this country in the early part of the 17th century. Later the Germans introduced a game similar in nature. It was first played on the ground and called "king-pin" or "skittles". The Puritans of Massachusetts were forbidden to bowl, as it was considered a worldly pastime. In 1895 American Bowling Congress was formed, and uniform rules were established. It took upon itself the task of controlling and supervising the game of American Ten Pins wherever played in North America.

ETIQUETTE

- 1. When two bowlers approach the line at the same time, the bowler on the right should roll first. 2.
- When a bowler is ready to roll, do not distract them in any way.
- Don't take practice swings on the approach and don't step onto the approach until it is your 3. 4.
- When it is your turn be ready to bowl.
- Don't use another bowler's ball without permission. 5.
- 6. Keep your "cool".
- Observe the foul line. 7.

Vocabulary:

Strike- X All the pins knocked down on first ball

Spare - / All pins knocked down on first and second ball combined Error "-"

A sign used when recording the score which means the bowler missed remaining pins on the second ball **Split** - (8)

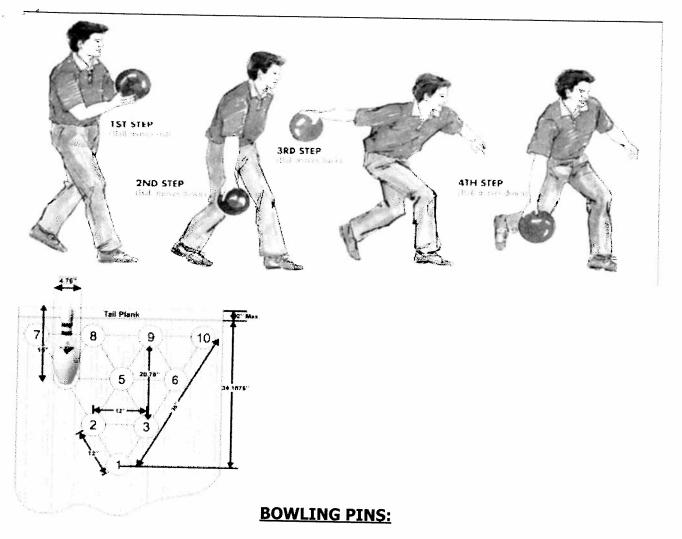
After the first - two or more pins remain standing, however, they are not grouped Together and one of the remaining pins is not the head pin Foul- F

When a part of the bowler person goes beyond the foul line. No score is allowed. Turkey -XXX

When a bowler has three strikes in a row

Gutter Ball G A ball when rolled does not stay on the lane and falls into the gutter. 10th Frame

If a bowler gets a strike in the 10th frame, they receive two extra balls. If they get a spare in the 10th frame the bowler receives one extra ball.



Bowling pins are 15" high and 4.75" wide. Pins weigh between 3 lbs. 6 oz. & 3 lbs. 10 oz. Pins are numbered 1-10

Pins are set 12" apart from each other on the pin deck.

SCORING: Frames and Games

A game is made up of ten frames. At the beginning of each frame, the bowler tries to knock down all ten pins. If successful the result is a strike and the frame is over. If any pins are still standing after the first shot a second ball is rolled. If the remaining pins are knocked down it is a spare. If a pin or more is standing after the second shot the result is an "open" frame. The bowler is credited with just the amount of pins that fell.

When a spare is made the bowler gets credit for 10 plus the number of pins knocked down on the next throw. No score is marked in that frame until the next shot is made.

A strike is worth 10 plus the number of pins knocked over on the next two tosses. The score of each frame is added to the score of the previous frame until reaching a final total after 10 frames. In the final frame, if a spare is recorded, another ball must be rolled to determine how much that spare will be worth. For the same reason, when a strike is made in the 10th frame, two more shots are needed to find out how much the strike will be worth.

3 / 3 / 3 / 3	9 10	Total
3 / 2 / X X 7 / 4 5 X - 3	3 5 V 1 1	
12 32 59 79 93 102 115 110	3 3 A 4 2	
12 32 59 79 93 102 115 118 1	26 142	142