

- **HP** (head pin) - 5 points
- **R** (right hand corner pin)
- **A** (aces- all pins knocked down except corner pins)
- **Chop-off-HP, R3, R2**)
- **Adjacent Pins** (beside the HP) – 3 points each
- **L** (left corner pin)
- **End Pins** – 2 points
- **/** (spare)
- **HS** (split- HP and L3 pin)
- (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.

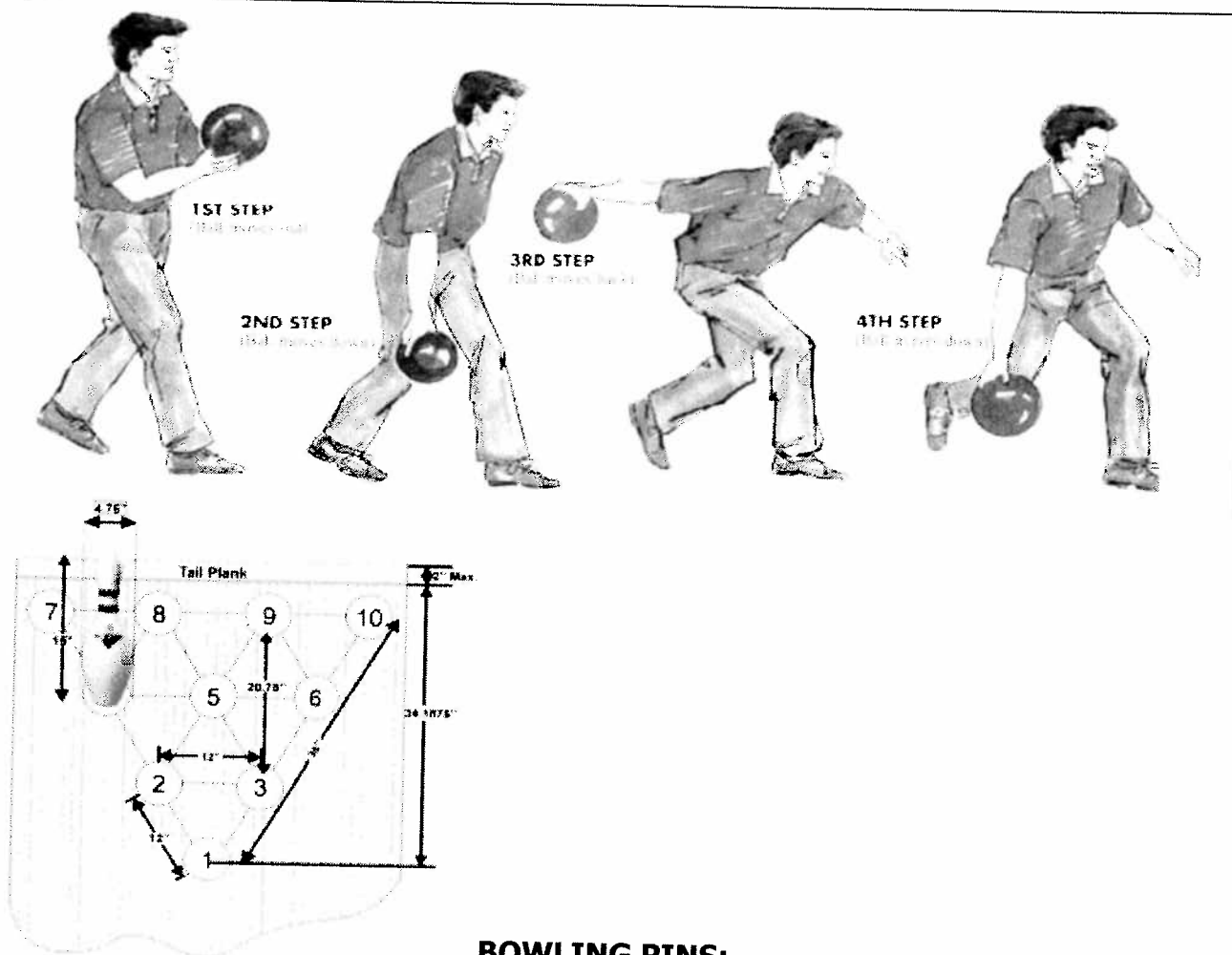
The Dutch colonists brought bowling from Holland to this country in the early part of the 17th century. Later the Germans introduced a game similar in nature. It was first played on the ground and called "king-pin" or "skittles". The Puritans of Massachusetts were forbidden to bowl, as it was considered 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.
3. Don't take practice swings on the approach and don't step onto the approach until it is your turn.
4. When it is your turn be ready to bowl.
5. Don't use another bowler's ball without permission.
6. Keep your "cool".
7. Observe the foul line.

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



BOWLING PINS:

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.

1	2	3	4	5	6	7	8	9	10	Total
3 /	2 /	X	X	7 /	4 5	X	- 3	3 5	X 4 2	
12	32	59	79	93	102	115	118	126	142	142