SOURAPPLE - A 5, 7, 10 split.

LEFTHANDERS - There are fewer of these players, thus they have an advantage.

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**BOWLING IN REVIEW**

**THE GAME:** Bowling is a recreational game played on an alley (lane). The object of the game is to roll the ball down the alley in an attempt to knock over the ten wooden pins.

**SCORING:** A point is scored for each pin knocked over with additional credit for "strikes" and "spares". A person gets two balls per frame. There are 10 frames to a game. Usually play for three games to a match.

**PLAYING THE GAME:** A bowler has played a string (line) when ten frames (rounds) are completed. If the 10 pins are knocked down on the first ball, a strike is marked and the bowler does not take the second ball. Place an X in the upper right corner of the frame on the score card. Add 10 to the next two balls rolled in the next succeeding frame. If it takes 2 balls to knock down the ten pins, it is called a spare and a / is made in the corner box. That person adds 10 to the score of the next rolled ball.

In the absence of a strike or spare, the score of the two balls is recorded in the frame. Adding the scores of the preceding frame. A perfect game is 300 points. A good average score would be about 150 points.

**TERMS:** These are terms that may be heard in a bowling alley.

- **ANCHOR**...The person who shoots last on a team.
- **BABY SPLIT**...The 1-7 or 3-10 splits (railroads).
- **BED POSTS**...The 7-10 split.
- **BLOW**...A strike.
- **BOX**...The same as a frame.
- **DOUBLE**...Two strikes in succession.
- **ERROR**...Same as a "blow".
- **FOUL**...Touching or going beyond the foul line in the delivery.
- **FRAME**...The box in which the scores are entered.
- **GUTTER BALL**...A ball that drops into either gutter.
- **HANDBACK**...A bonus score or score adjustment awarded to an individual or team based on averages of previous games.
- **HEAD PIN**...The number one pin.
- **HIGH HIT**...Hitting the head pin full in the face or head on.
- **LANE**...A bowling alley.
- **LEAVE**...Pin or pins left standing after a throw or roll.
- **LIGHT HIT**...Hitting the head pin lightly to the right or left side.
- **LINE**...A complete game as recorded on the score sheet.
- **MARK**...Obtaining a strike or spare.
- **OPEN FRAME**...A frame in which no mark is made.
- **POCKET**...Space between the head pin and pins on either side.
- **RAILROAD**...Another term for split.
- **SLEEPER**...A pin hidden from view.
- **SPARE**...All pins knocked down with two balls.
- **SPLIT**...A leave, after the 1st ball has been rolled, in which the number 1 pin plus a second pin are down, and 7 pins or less are standing. Indicated by 0 on score sheet.
- **SPOT**...A place on the alley at which a bowler aims.
- **STRIKE**...All pins knocked down on the first ball.
- **STRIKING OUT**...Obtaining 3 strikes in the last frame.
- **TAP**...When a pin is left standing on an apparently perfect hit.
- **TURKEY**...Three strikes in a row.
RECREATIONAL GAMES

BOWLING:

Bowling alleys (lanes) are sixty feet long, from foul line to the first pin, and approximately forty-two inches wide. The play consists of rolling the balls down the alley in an attempt to knock over the ten wooden pins. A person gets two balls per frame.)

A point is scored for each pin knocked over with additional credit for "STRIKES" AND "SPARES".

A bowler has played a "string" or "line" when ten rounds or "frames" are completed. (Most places charge by the line.)

1) STRIKE....If all the pins are knocked down by the first (1st) ball rolled, it is called a "strike" and the bowler does not roll the second ball. They place a cross (X) in the upper right corner of the frame. They add the ten (10) which they have earned by the strike in with the score which they earn with the following two (2) balls, rolled in the next succeeding frame.

2) SPARE....If it takes the first (1st) and second (2nd) balls to knock down all the pins, it is called a "spare". The bowler places a half cross (✓) in the upper right corner of the frame. They add to the 10 which they have earned by the spare to the score they earn by the first ball only rolled in the next succeeding frame.

3) SCORE....In the absence of a strike or spare, the "score" is the number of pins knocked down by two balls. This score is added to the score of the preceding frame.

4) EXTRA....In the case of a strike or spare in the last frame, the bowler rolls extra balls in order to get the score to which they are entitled. Two more for a "strike" and one more for a "SPARE".

EXAMPLE OF A SCORE CARD:

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;A&quot;</td>
<td>X</td>
<td>6-0-</td>
<td>X</td>
<td>5-3-</td>
<td>✓</td>
<td>7-4-</td>
<td>2-9-</td>
<td>8-1-</td>
<td>X</td>
<td>✓ 6</td>
<td>119</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>22</td>
<td>40</td>
<td>48</td>
<td>61</td>
<td>68</td>
<td>74</td>
<td>83</td>
<td>103</td>
<td>119</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: "A" gets in the first frame 10 for the strike plus 6, the score for the next 2 balls, rolled in the 2nd frame, so (6) is earned in Frame 2, and also added to the 16 made in Frame 1.

"A" gets in the fifth frame 10 for the spare plus (3), the score for the 1st ball rolled in the sixth frame, so 48 plus 13 equals 61; 61 plus 7 equals 68.

A person who gets 2 STRIKES in a row is said to have a DOUBLING (2) STRIKES in a row is a TURKEY. A perfect GAME is to have 12 strikes in a row which total "300" PINS.

TODAY: Computers do all the scoring for you in many Bowling Alleys. But it is to your advantage to know how to score regardless