

BOWLING



History:

- Bowling is one of the oldest and most widely played of the world's games.
- Its history has been traced back to the Stone Age, and to the Egyptians and Romans.
- The earliest record of bowling goes back 7,000 years to ancient Egypt where a round object resembling a bowling ball, and marble bars, resembling bowling pins, were found in the ruins of a pyramid. From Egypt, bowling moved to ancient Babylonia and then to Northern Italy around Julius Caesar's time.
- The Italian version of bowling, *bocce*, which is still played today, is somewhat similar to lawn bowling-an English game originating over 800 years ago.
- The English also played other games, such as half-bowls, skittles, and nine pins, which can be considered variations of bowling.
- Bowling at pins was first mentioned in a book about the city of London, England, written over 800 years ago.
- The first indoor bowling took place in London in 1455.
- In Germany, the name of the game was *kegling* and the participants were known as "keglers."
- Bowling came to America with the first Dutch settlers.
- Washington Irving wrote about bowling in his famous story about Rip Van Winkle. It was originally played with 9 pins in Europe.
- According to popular legend, the tenth pin was added to circumvent a ruling in the 1840s by the Connecticut Legislature, which outlawed nine pins because of wide- spread gambling in the game.
- The automatic pin-spotter was introduced in the 1940s.
- One out of every three Americans bowls.

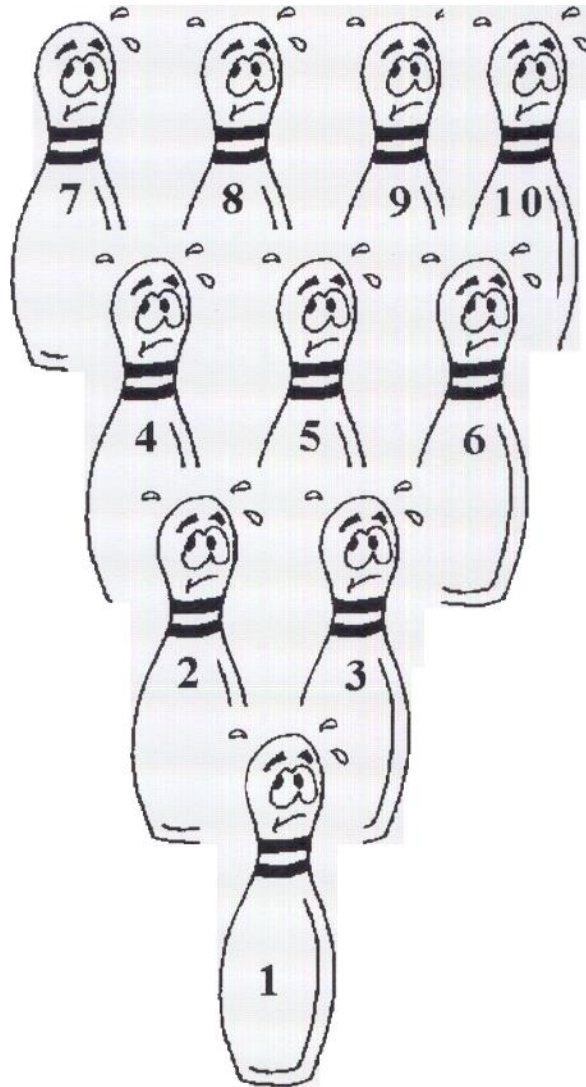
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Bowling Equipment:

Bowling Ball: Made of rubber composition or plastic, it measures 8 ½ inches in diameter and weighs 6 to 16 pounds. Although most balls have three finger holes, a maximum of five holes is permitted for the finger grip.

Bowling Shoes- Special shoes for bowlers have a sticky, rubbery sole on the non-sliding foot to act as a brake and a slicker, harder sole on the other foot to allow sliding on the last step.

Positions and numbers of Bowling Pins:



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Rules:

- Games may be played between individuals or teams. Teams may have up to five players on a side. A game consists of ten frames.
- A bowler bowls a maximum of two balls each frame, with a possible exception of the tenth frame.
- The ball must be rolled in an underhand motion. The bowler cannot touch or cross the foul line.
- Any pins knocked down by an illegally thrown ball do not count.

Scoring:

- There are ten numbered boxes on a score sheet that correspond to the ten frames in the game.
- At the top of each frame box are one or two small squares in which to write the number of pins knocked over in that frame.
- The score that is entered from frame box to frame box is cumulative (total number of pins knocked over up to that point).
- With no spares or strikes, the score is simply a matter of adding up the number of pins knocked over each frame.
- If all pins are knocked over with the first ball in the frame, it is a strike and an X is marked in the small square in the corner of the frame box.
- The strike counts 10 points plus the number of pins knocked down on the next two consecutive balls thrown. The score is not entered until those two balls have been thrown.
- If all the pins are knocked down with the next two balls, it is a spare and a diagonal line (/) is marked in the small square in the corner of the frame box.
- The spare counts 10 points plus the number of pins knocked down on the next ball rolled. The score is not entered until the next ball has been rolled.
- If a spare or strike is rolled in the tenth frame, one bonus ball is rolled for the spare and two bonus balls are rolled for a strike. The number of pins knocked down by the bonus balls is added to the score.

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Symbols Used For Scoring:

- X** Indicates a strike-10 plus the score of the next two balls.
- /** Indicates a spare-10 plus the score of the next ball rolled.
- Indicates a split-Score will depend on the number of pins knocked down by the next ball rolled.
- ∅** Indicates a converted split-10 plus the score of the next ball rolled.
- Indicates a miss or error; no score.
- F** Indicates a foul; no score.
- G** Indicates a gutter ball.

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Terminology:

1. **Alley**- A group of lanes; bowling establishment; playing surface, usually made of maple and pine boards.
2. **Ball rack** - Where the ball rests before it is rolled and after it returns from the pit; (2) the structure used to store house balls.
3. **Ball return**- Track between the lanes the ball travels on when being returned to the bowler.
4. **Bridge**-Distance separating finger holes (as opposed to span, the distance between the thumb hole and middle finger hole).
5. **Cushion**-Padding at rear of pit to absorb shock of ball and pins.
6. **Darts**-The "arrows" located between 12 and 16 feet beyond the foul line; used for targeting.
7. **Dots**-Dots on the approach are used to set the bowler's feet at the start of the approach. Dots on the lane can be used to put the ball down on/ toward or to swing through a visualized line between the dots and the arrows.
8. **Foul line**- The mark that determines the beginning of the lane, 60 feet this side of the head pin, where the gutters start. Crossing it gets a count of zero for that ball and, if on the first ball, a shot at a new rack of pins.
9. **Four-step**- line Usually a row of dots closest to the foul line; the dots farther back are for five-step deliveries.
10. **Frame**- Box in which the scores are entered (ten per game).
11. **Gutter**- Depression approximately 9 1/2 inches wide to the right and the left of the lane to guide the ball to the pit should it leave the playing surface.
12. **Gutter ball**- A ball that goes into the gutter.
13. **Handicap**- Pins awarded to individuals or teams in an attempt to equalize competition.
14. **Headpin**- The front or number 1 pin of a rack.
15. **Kingpin** The headpin or the number 5 pin.

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Terminology Continued:

16. **Lane**- Playing surface. Wooden or urethane deck 62 feet 10³/₄ inches long and 42 inches wide with ten pins spaced one-foot apart 60 feet from the foul line. Pins are on and gutters are at the side, not part of, the lane. Does not include the "approach."
17. **Open**-A frame that doesn't have a strike or spare. (Error, miss)
18. **Perfect game**- Twelve strikes in a row with a count of 30 pins per frame resulting in a score of 300.
19. **Pin deck**- Area 60 feet from the foul line where pins stand; usually has dark- colored spots where the pins are aligned.
20. **Pit**-Space at end of the lane where ball and pins wind up.
21. **Return**-The track on which balls roll from pit to ball rack.
22. **Snake eyes**- The 7-10 split. (Also called fence posts, goal posts, mule ears.)
23. **Span**- Distance between thumb and finger holes.
24. **Split**- A spare in which the headpin is down and the remaining combination of pins have an intermediate pin down immediately ahead of or between them. (Also called railroad.)
25. **Strike**- All ten pins down on the first ball.
26. **300 game**- A perfect game consisting of 12 strikes in a row.
27. **Web**- Distance between the finger holes, usually 1/4 to 3/8 of an inch.