

Bowling Study Guide

Sections to Study from the Text and Handouts:

Lanes

Lane Markings

Scoring

Pin Fall

Bowling Etiquette

Physical Game setup

Lane Targets

Spare Shooting+Spare Sheet HO

Intercom Terms (HO)

Terms to Study from the Text:

ABC

Anchor

Approach

Arrow

Baby Split

Backup

Big Four

Blind

Brooklyn

Bucket

Channel

Cherry

Clean Game

Dead Ball

Dead Wood

Dots

Double

Dutch 200

Foul

Foul Line

Full Roller

Handicap

Head Pin

House Ball

Key Pin

Lane

Lead Off

Light

Mark

No Tap

Open

Perfect Game

Roll Out

Sandbagger

Semi Roller

Sleeper

Spare

Split

Strike

Strike Out

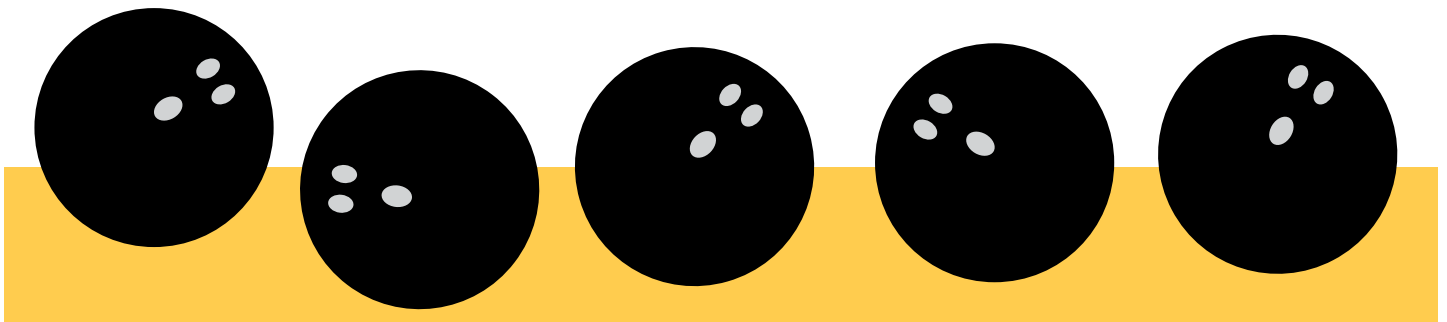
Tap

Turkey

USBC

Washout

YABA



B O W L I N G

4-8-12 3-6-9

spare SYSTEM

First Establish a Strike Position, Then:

To Pick Up Right Hand Spares

Key Pin	Move From the Strike Position	Target
3	4 boards to the left (4")	Between the 2nd & 3rd arrows
6	8 boards to the left (8")	3rd arrow
10	12 boards to the left (12")	3rd arrow

To Pick Up Left Hand Spares

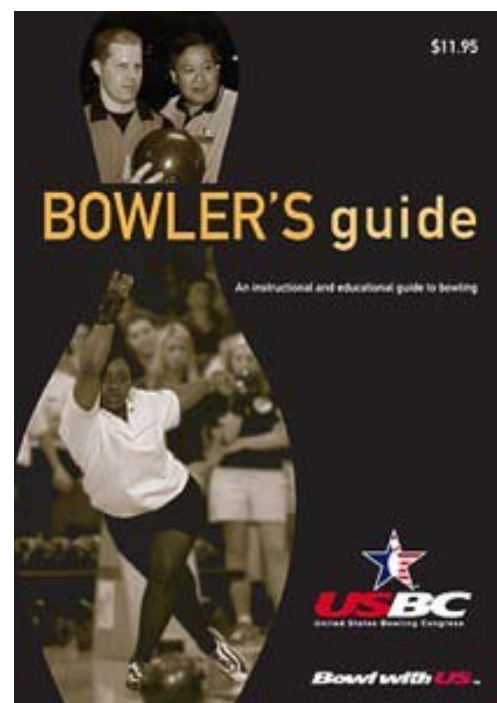
Key Pin	Move From the Strike Position	Target
2	3 boards to the right (3")	Between the 2nd & 3rd arrows
4	6 boards to the right (6")	Between the 2nd & 3rd arrows
7	9 boards to the right (9")	Between the 2nd & 3rd arrows

To Pick Up Center Spares

Key Pin	Move From the Strike Position	Target
1/5	Use your Strike Position	Between the 2nd & 3rd arrows
8	1 board to the right (left for Lefthanders)	2nd arrow
9	1 board to the left (right for Lefthanders)	2nd arrow

To Pick Up Make Believe Spares:

To pick up the 3-10 (Baby Split) for example. You will need to pretend the 6 pin is there and roll the ball as if you were trying to pick up the 6 pin.



INTERCOM

This is a list of terms that you may need to solve a problem on your lane. Press the intercom button on the console. When the attendant answers the intercom, please give the number of the lane on which the problem occurred. Then use one of the following terms to explain the problem.

Ball Return—The ball did not come back and your score was recorded on the screen.

NOTE: never push the reset button if your score is placed up on the screen.

Use the intercom to get your ball returned.

Blackout—no lights on the pins

Dead Wood—a pin is out on the lane

Out of Range—the deck has come down and will not pick up the pin(s)

Reset—a pin falls down or the machine does not reset the correct pins for your spare attempt (give the pin #'s to be reset)

180—the sweeper is stuck in the back and no pins are visible

180 Button Stop—the sweeper is stuck in the back and the pins are hanging

360—the sweeper is stuck in front of the pins