

Special Olympics Utah

Bowling

Individual

- Singles will bowl **3** games.
- Single bowlers will bowl in a straight average system which is used to determine ability for divisioning and will be based on the average of 6 games.
- Singles bowlers with an average of 60 or below will be considered developmental. Developmental divisions will bowl **2** games
- Single bowlers can compete in:
 - Singles
 - Singles – Developmental (average 60 or below)
 - Singles Ramp Unassisted
 - Athlete aims ramp into position unassisted
 - Athlete positions ball on the ramp with assistance and pushes ball down ramp toward target. **An assistant must have his/her back to the pins at all times.**
 - A bowler may be allowed to bowl up to three frames consecutively.
 - Singles Ramp Assisted
 - **An assistant may aim the ramp towards the pins, but must at all times have his/her back to the pins and aim based on directions (either verbally or by physical cues) from the athlete.**
 - A bowler may be allowed to bowl up to three frames consecutively.

Doubles (Traditional & Unified)

- Doubles will use the Baker System format.
- Doubles will bowl **5** games.
- **Scoring:** Instead of each player having his/her own score, the combined effort of the team constitutes a game.
- In the Baker System, doubles partners take turns bowling frames within one game (as opposed to two bowlers bowling separate games). Each bowler bowls one **FRAME** at a time, regardless of the number of pins on the lane (i.e. if Player A throws a strike, he/she completes the frame and then Partner B bowls the next frame).

Bowler rotation for Doubles

Frame	Bowler
1	A
2	B
3	A
4	B
5	A
6	B
7	A
8	B
9	A
10	B

- Athletes in doubles must practice in accordance with the Baker System.
- The order in which athletes bowl **MUST** stay the same for the entire game. However, teams may elect to switch order of bowlers before the next game starts.
- Score entered on the registration form should be the doubles score (not an individual score) and the average is the total number of the 6 games divided by 6.
- Four of the scores submitted for teams must be verifiable score from the bowling house and must have the **team name** on the printout. The athletes associated with double should be indicated on the printout by the coordinator submitting registration. A back-up 6-game average for each player is also requested. This is to place the athlete in singles competition should their partner scratch.
- If a bowler bowls a strike, he/she is done for that frame. Bowler B bowls out the strike. For example, if Sara bowls a strike in frame 1, Jessica bowls frame 2 since you alternate frames for each bowler.
- Doubles competition **will not use the league format**. All doubles will play in "Open Bowling Format," meaning doubles will bowl on the same lane for all games.

Team (Traditional & Unified)

- Team will use the Baker System format.
- A team **must** register with 5 bowlers. Teams can drop to three or four only if a bowler/s does not show up on the day of competition.
- Teams will bowl **7** games.
- Scoring: Instead of each player having his/her own score, the combined effort of the team constitutes a game.
- In the Baker System, team members take turns bowling frames within one games (as opposed to five bowlers bowling separate games). Each bowler bowls one frame at a time, regardless of the number of pins on the lane. (i.e. if Player A throws a strike, he/she completes the frame, and then Player B bowls the next frame, and so on).
- The order in which athletes bowl **MUST** stay the same for the entire game. However, teams may elect to switch order of bowlers before the next game starts.
- Athletes competing in teams must practice in accordance with the Baker System and submit scores as a team.
- Scores entered on the registration should be the team score (not individual score) and the average is the total of the 6 games divided by 6.
- Three of the scores submitted for team must be verifiable scores from the bowling house, and must have the **team name** on the printout. The athletes associated with team should be indicated on the printout by the coordinator submitting registration. A back-up 6-game average for each player is also requested. This is to place the athlete in singles competition should their partner scratch.
- Team competition **will not use the league format**. All teams will play in "Open Bowling Format," meaning all players of one team will bowl on the same lane for all games.

Bowler Rotation for Teams

3 person team

Frame	Bowler
1	A
2	B
3	C
4	A
5	B
6	C
7	A
8	B
9	C
10	A

4 person team

Frame	Bowler
1	A
2	B
3	C
4	D
5	A
6	B
7	C
8	D
9	A
10	B

5 person team

Frame	Bowler
1	A
2	B
3	C
4	D
5	E
6	A
7	B
8	C
9	D
10	E

- Teams will be allowed to bowl with a minimum roster of 3 and a maximum of 5. If a registered team has an athlete who does not attend the event at the last minute, the team will be allowed to compete with less than 5 bowlers. The rotation would continue through 3 games with bowlers A and B bowling the 9th and 10th frame in the first game and bowler 3 starting off the 2nd game and so on. (See table above for 5 person teams).
- If a team falls below 3 bowlers, the 2 remaining bowlers will be moved to singles.

Special Notices

- Foul lights will be on during competition.
- Any team arriving late will begin play at the current frame their division. A score of zero will be given for all prior frames.
- A bowler may only compete in 1 event.
- Ramp bowling
 - If an athlete uses a ramp to bowl, please bring a ramp for each bowler to competition.