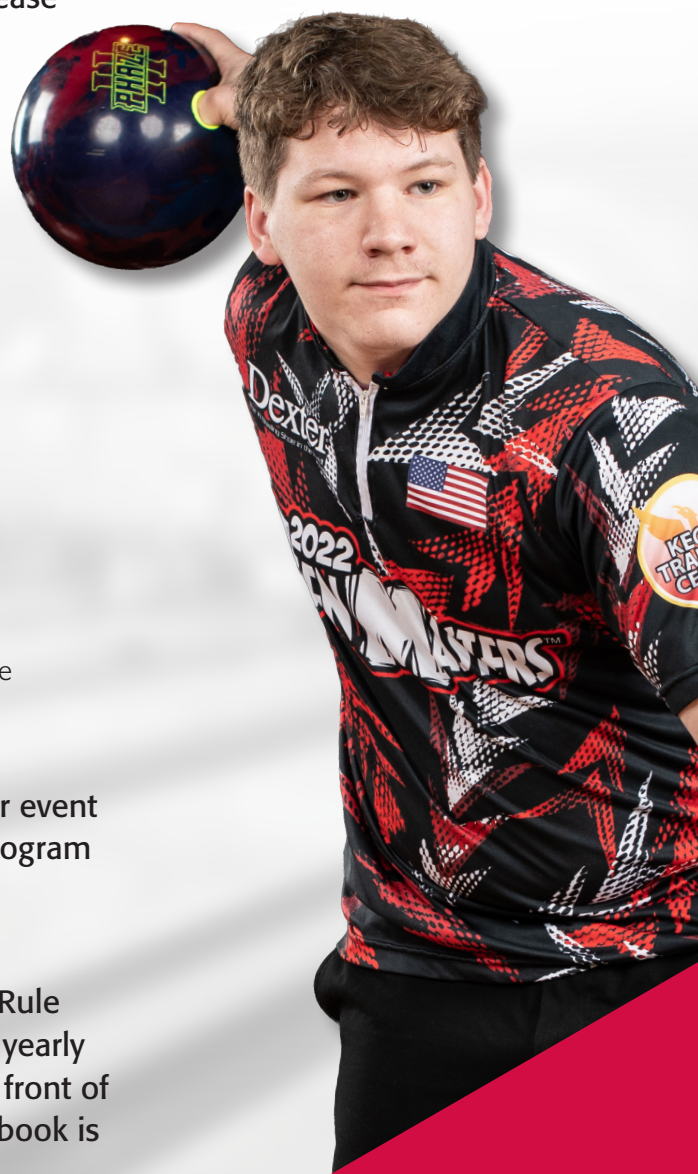


YOUTH LEADERS HOW TO RUN A TOURNAMENT

- 1** Determine where and when the event will be held.
- 2** Determine if the event will be Sport certified. If so, please visit www.BOWL.com/SportBowling for more details.
- 3** Determine what format the event will use.
- 4** Determine the entry fee. Remember to consider the amount of entries anticipated and lineage.
- 5** Determine the rules for the event.
 - A.** Event dates/eligibility
 - B.** Entry fee and requirements
 - C.** Type of format
 - D.** Eligibility
 - E.** Division
 - F.** Entering averages (if necessary)
 - G.** Advancement ratio
 - H.** Scholarship prizes - Please reference any SMART rules that apply.
- 6** Complete an application for USBC certification of your event through the USBC Online Tournament Certification Program at www.BOWL.com/Rules.
- 7** Reference Chapter 6: Tournament Rules in the USBC Rule Book. Keep in mind that these rules can change on a yearly basis. Any rules that are changed will be noted in the front of the rule book. If you don't have a hard copy, the rule book is available online at www.BOWL.com/Rules.



TOURNAMENT TYPES

Marathon

Typically eight games or more with the winner determined by the highest total pins at the end of the designated amount of games.

Re-qualifying

Entrants will have the ability to qualify for the finals multiple times over the course of the tournament. These entries typically cost less as a whole than if the bowler was to pay for each squad individually.

Forty-Frame Game

One game, forty frames. Standard scorekeeping applies. There will be designated frames that allow you no-tap strikes or frames that take away pins for not striking.

Association Format

This tournament format is usually run by associations on all levels. These events incorporate three events in one, including a team event, doubles event and singles event. Each event consists of a three-game block.

Baker

This format usually comprises of a team of bowlers (usually five) who rotate bowling in each frame in a game. This type of tournament puts more emphasis on bowling as a team.

No-Tap

More of a fun competition, bowlers are awarded strikes on shots that knock down the pre-determined minimum number of pins (eight pins, nine pins, etc.) or higher.

Match-Play

Instead of bowling against the entire field collectively, you only bowl one person at a time. If the match is won, the bowler moves on to another match. Losing eliminates the bowler from the tournament. Some formats could be double elimination where the bowler is allowed two losses before being eliminated.

Stepladder

This format is used in the final round of a tournament and typically is based on four or five bowlers who are seeded based on predetermined criteria (total tournament pin fall, qualifying ranking, etc.). The fifth seed would bowl the fourth seed, and the winner would then bowl the third seed and down the line until the final winner has been determined. Typically these are one-game matches.

Robin Round

Round Robin is another format used in the finals of a tournament. After qualifying, a predetermined amount of bowlers are seeded to the finals and compete against one another in one-game matches where they bowl each person once. The benefit of winning a match is that bonus pins are added to the bowler's total score. During the final game, bowlers are put in order for position round based on total pin fall.

Combination

Many tournaments today employ a combination of the formats listed above, usually including qualifying rounds and a cut to a predetermined number of bowlers. The next round of the tournament usually includes match play or a round robin.

Peterson Point

This is a team tournament where points are earned based on wins. After a team is formed, the lineup is based on averages, the lowest average going first. The first game is a random draw on which team will bowl which. Player one will be matched up against the team's player one and so forth in the lineup. Points are awarded for each player's win. The team will also receive points for winning team totals. Some Peterson Point scoring systems give points to a player for each 100 pins bowled. After each game, teams are assigned to the next match and lane based on their point total.