

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 Bowling" 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.

Determine the rules for the event.

- 5**
- | | | |
|----------------------|--|-------------------------------------|
| a. Event date/dates | b. Entry fee and requirements | c. Type of format |
| d. Eligibility | e. Divisions | f. Entering averages (if necessary) |
| g. Advancement ratio | h. Scholarship prizes, please reference any SMART rules that may 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 rulebook is available online at www.bowl.com/rules.



EXAMPLE OF TOURNAMENT TYPES

Marathon:

Typically 8 games or more, winner is 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 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. Three events in one, including a team event, doubles event, and singles event. Each event being a three game block.

Baker:

This format usually comprises of a team of bowlers (usually 5) 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 a strike for any pin count of nine 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. Typically based on 4 or 5 bowlers who are seeded based on predetermined criteria (total tournament pin fall, qualifying ranking, etc.) The 5th seed would bowl the 4th seed, and the winner would then bowl the 3rd seed, and down the line till the final winner has been determined. Typically these are one game matches.

Robin Round:

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. The final game bowlers are put in order for position round based on total pin fall.

Combination:

Many tournaments today have some type of combination of the formats listed above. Usually with some games of qualifying, then cutting to a predetermined number of bowlers. The next round of the tournament usually includes match play or 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.

