Bowling

Special Olympics Iowa

Registration Entries

Entry forms are available online at <u>www.soiowa.org</u>

- Website: Competitions tab > click on Participation Forms
- Entry score for the athlete should be their best effort time/score
- Entry scores for the athlete will need to include an average of 10 games (minimum)
 Area Competition Entries
 - emailed or mailed to your local Area Director.
 - Website: Area Competitions tab > click on your area
 - Each area has a different deadline for registration so pay attention to that.

State Competition Entries

- Entries can be emailed to: <u>registrations@soiowa.org</u>
 ~OR~
- Mailed to Tanner Nissen at the State Office (551 SE Dovetail Road, PO Box 620, Grimes, Iowa)
- After your entries have been put into GMS you will be sent a Delegation Report.
 - Review the report and return to the State Office with any corrections.

Events

- An athlete may compete in ONE event.
 - The oldest person on a team will dictate the age group for competition.
- Singles
- Doubles (2 person team)
- Unified Sports Doubles (1 athlete & 1 Unified Sports Partner)
- Team (4 person team)
- Unified Sports Team (2 athletes and 2 Unified Sports partners)

- Ramp Unassisted (RU)
 - Singles
 - Ramp Doubles
 - Both athletes use a ramp
 - Traditional Doubles
 - One athlete uses a ramp
 - Ramp Team
 - All four athletes use a ramp
 - Traditional Team
 - Team may have up to three of the four athletes use a ramp
- Ramp Assisted (RA)
 - Singles
 - Ramp Doubles
 - Both athletes use a ramp
 - Traditional Doubles
 - One athlete uses a ramp
 - Ramp Team
 - All four athletes use a ramp
 - Traditional Team
 - Team may have up to three of the four athletes use a ramp

Ball Fit/Weight

- Appropriate Fit:
 - Fingers and thumb should fit relaxed and loose inside the holes and also touch the inside of the ball all the way around
 - Well-balanced swings indicate the ball weight is correct
- Appropriate Weight:
 - Rule of thumb: take approximately 1/10 of the athletes weight
 - Sign of too light of a ball:
 - The athlete lofts the ball onto the lane
 - Signs of too heavy of a ball include:
 - Athletes shoulder will dip and pull the body off balance
 - Decrease in ball speed
 - Lowering scores during the progression of frames

Coaching Athletes

- Athletes should be aware of the following:
 - Where to locate shoes and balls
 - Know their correct shoe size
 - Know the appropriate weight of the bowling ball
- Athletes should know the procedure for alternating lanes:
 - Follow the same person when bowling
 - Look for his/her name on the computer screen
 - Look for an arrow next to his/her name on the computer screen
- Beginning Bowlers:
 - Put a mat with footprints on it by the foul line
 - Have the athlete hold the ball at his/her side
 - Start bowlers at the foul line using the pendulum swing:
 - Ball swings forward
 - Ball swings back
 - Ball swings forward and is released down the lane

Rules

- Athletes will alternate lanes except for ramp assisted and unassisted
- Athletes are responsible for providing a ramp for practice and competition
- A ramp bowler will bowl five frames consecutively on one lane and will not alternate lanes
- If the athlete arrives after the first game has begun, they will have to sit out and receive a zero for the first game. They will be allowed to bowl the second game
- If an athlete leaves before the end of the game, their score is what they have at the time they leave and a participation ribbon is given
- If an athlete on a double or team scratches, the double or team is still allowed to participate
 - The handicap of the person that scratches will be used to calculate the final score
- Score is calculated by adding game one, game two and pre-score handicap doubled

Competition

- Bowling competition will be an Area Competition with the winners advancing to the State Bowling Tournament to be held in Cedar Rapids, Des Moines and Sioux City, typically in November
 - East, East Central, Southeast and Northeast Areas will bowl in Cedar Rapids
 - Central, North Central, South Central and West Central Areas will bowl in Des Moines
 - North, Northwest and Southwest Areas will bowl in Sioux City
- Athletes may compete against other athletes on different lanes due to divisioning
- Parents and coaches are NOT allowed to enter the lane area and/or assist the bowlers

Ramp Assisted (RA)

- A volunteer may place the bowling ball on the ramp and may help position the ramp
- Volunteers can adjust the ramp for the athletes
- If absolute necessary, volunteers can help the athletes guide the ball down the ramp
- Two games will be played
- Ramp bowlers will bowl 2 games at the state tournament
 - Will not alternate lanes
 - Will bowl 5 consecutive frames
 - Will be split between ramp assisted and ramp unassisted

Ramp Unassisted (RU)

- A volunteer may place the bowling ball on the ramp but may not help position the ramp
- The athlete will position the ramp on his/her own
- Two games will be played
- Ramp bowlers will bowl 2 games at the state tournament
 - Will not alternate lanes
 - Will bowl 5 consecutive frames
 - Will be split between ramp assisted and ramp unassisted

Ramp Bowling Suggestions

- When placing the ball, put the ball hole side up and to the left or right
- Adjust the ramp from side to side using the back portion of the ramp
 - Do not move the front portion of the ramp at the foul line when changing ball direction
- Use heavy weight balls:
 - Tend to pick up speed
 - Move straighter

Foul Lines

- Foul lines will be turned on during competition
 - Athletes will receive a zero for the ball and the pins will all be reset for the second ball
 - The total score for that frame will be the pins knocked down from the second ball
 - If all 10 pins are knocked down from the second ball, the athlete will receive a spare
 - Many automatic scoring machines will not correct the score. The volunteer will have to make the change
 - Advanced Bowlers
 - Start at the foul line and walk the opposite direction of the pins 1,2,3, or 4 steps
 - This is the starting point for the athletes march to the foul line

Bowling Scoring

- Handicaps are used to determine final score
- Single Scoring:
 - Example: Bill Game 1 = 119 + Game 2 = 100 + Handicap doubled = 160
 - The total single score is 379

Doubles Scoring:

- Example: Tom Game 1 = 80 + Game 2 = 85 + Handicap doubled = 126
- Jim Game 1 = 62 + Game 2 = 73 + Handicap doubled = 140
 - The total double score is 291 + 275 = 566

Team Scoring:

- Example: Mary Game 1 = 77 + Game 2 = 80 + Handicap doubled = 206
- Ann Game 1 = 68 + Game 2 = 59 + Handicap doubled = 124
- Lisa Game 1 = 72 + Game 2 = 71 + Handicap doubled = 130
- Sue Game 1 = 76 + Game 2 = 83 + Handicap doubled = 200
 - The total team score is 363 + 251 + 273 + 359 = 1246

Bowling Resources

- Warm Up Bowling Drill
- Proper Bowling Arm Swing
- Bowling Footwork

Quiz

Click the link to take the quiz:

Bowling Quiz