

Name \_\_\_\_\_ Hour \_\_\_\_\_

## Bowling Worksheet #2

### Scoring

1. The score that is entered from box to box is \_\_\_\_\_.
2. The smaller two boxes at the top record the number of \_\_\_\_\_ knocked down with each ball.
3. If all pins are knocked down with the first ball, it is called a \_\_\_\_\_.
4. If all pins are knocked down with two balls, it is called a \_\_\_\_\_.
5. \_\_\_\_\_ indicates a strike and it is scored as 10 plus the score of the next \_\_\_\_\_ balls.
6. \_\_\_\_\_ indicates a spare and it is scored as 10 plus the score of the \_\_\_\_\_ ball rolled.
7. \_\_\_\_\_ indicates a miss or error, no score.
8. A perfect game is a \_\_\_\_\_ in every frame and that score would add up to \_\_\_\_\_.
9. In the tenth frame, if you roll a strike, you get \_\_\_\_\_ more rolls. If you roll a spare, you get \_\_\_\_\_ more roll.
10. It is recommended to pick up spares by using the best \_\_\_\_\_ while using the \_\_\_\_\_ alley or \_\_\_\_\_.

11. Diagram A: figure the score

1	2	3
7	9	6

12. Diagram B: figure the score

1	2	3
X	7	5 3

13. Diagram C: figure the score

8	9	10
8	X	6 3
130		

## **The Approach**

14. Most experts recommend the \_\_\_\_\_ approach.
15. If you are right-handed, and are using the four step approach, you will begin with your \_\_\_\_\_ foot.
16. The last step of your approach is the \_\_\_\_\_ step.
17. There are \_\_\_\_\_ progressions for throwing a bowling ball.  
They are (1) \_\_\_\_\_  
(2) \_\_\_\_\_  
(3) \_\_\_\_\_  
(4) \_\_\_\_\_
18. There are two main strategies for bowling.  
They are (1) \_\_\_\_\_ or \_\_\_\_\_ bowling, and  
(2) \_\_\_\_\_ bowling

## **Ball Selection**

19. When selecting a ball, consider four things.
- (1) Make sure fingers can \_\_\_\_\_ out of holes easily.
- (2) Put thumb in thumbhole and lay hand across the ball. The \_\_\_\_\_ should be directly over the inside edge of the finger holes.
- (3) When you put your thumb and fingers into the holes, there should be enough space between the ball and your \_\_\_\_\_ for a pencil to fit snugly.
- (4) Pick the heaviest ball you \_\_\_\_\_.
20. How do you know if the ball's too heavy?  
You should be able to \_\_\_\_\_ the ball back and forth without dropping your \_\_\_\_\_.
21. If you are having trouble with your control, select a \_\_\_\_\_ ball.

One more etiquette rule. . .

22. Never begin your \_\_\_\_\_ before the pin placement machine is finished.