

# Ten Pin Bowling

## When was Ten Pin bowling invented?

In 1930, Sir Flinders Petrie, along with a team of explorers, discovered various primitive bowling balls, bowling pins and other materials in the grave of an Egyptian boy dating to 3200 BC, which was over 5200 years ago. Their discovery represents the earliest known historical trace of bowling. However, some dismiss these findings. Arguing that bowling originated in Germany in AD 300. The first written reference to bowling dates to 1366, when King Edward III of England banned his troops from playing the game so that they would not be distracted from their archery practice.

## When was Ten Pin Bowling Brought to the U.K?

Ten-pin bowling was introduced in the United Kingdom in 1960. This was driven by the opening of the Stamford Hill and Golders Green bowling alleys in London. Ten-pin bowling took the UK by storm, with alleys opening up one after the other. At its peak there were over 160 bowling alleys in the UK, but a lack of re-investment and waning interest left the fad in a sorry state. This led to a general deterioration of bowling alleys, with a commensurate decline in their image. In the 1970s a major chain operator pulled out of bowling and converted many of the more luxurious alleys into Bingo halls. The industry nearly collapsed, with two thirds of the existing alleys closing over the next few years.

## How do you play Ten Pin Bowling?

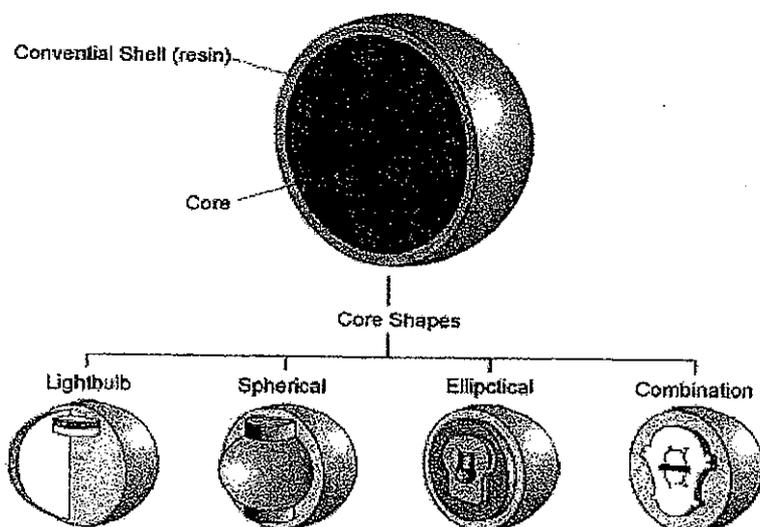
A game of ten-pin bowling is divided into ten rounds (called "frames"). In a frame, each player is given two opportunities to knock down the skittle targets (called "pins"). The player rolls the first ball at the pins. If the first ball knocks down all ten pins, it is called a "strike" and the frame is completed. When pins are left standing after the first ball, those that are knocked down are counted and then removed. Then the player rolls a second ball and if all the remaining pins are knocked down, it is called a "spare." There are bonuses for removing all the pins. If there is more than one player scheduled on a lane, play passes to the next player until all players have completed the frame. Then play continues with the next frame. The final or tenth frame of a game may involve three balls. See Scoring below.

## What Are The Rules Of Play?

A game of bowling consists of ten frames. In each frame, the bowler will have two chances to knock down as many pins as possible with his bowling ball. In games with more than one bowler, as is common, every bowler will take his frame in a predetermined order before the next frame begins. If a bowler is able to knock down all ten pins with the first ball, he is awarded a strike. If the bowler is able to knock down all 10 pins with the two balls of a frame, it is known as a spare. Bonus points are awarded for both of these, depending on what is scored in the next 2 balls (for a strike) or 1 ball (for a spare). If the bowler knocks down all 10 pins in the tenth frame, the bowler is allowed to throw 3 balls for that frame. This allows for a potential of 12 strikes in a single game, and a maximum score of 300 points, a perfect game.

## Technology

Technology is not only used to calculate how many pins have been knocked down but it is also used in the production of bowling balls. Now days you can have a custom ball made using technology. Special company use digital cameras to track you movements when you bowl. This calculate how you arm swings and the speed that you bowl. It records on film the action you use when you bowl. This is then fed into a computer which then calculate the best weight for you. It can also calculate if you spin a ball and so knows if there needs to be any weight on a certain part of the ball. This information is then fed into the ball making machine which then makes a ball exactly to fit you style. This is an expensive process and a custom ball could cost in the region of £500. You can also have designs put on the ball and so a digital photograph can be put on the ball before the final layer of resin is set.



## **Conclusion**

**The 41.5-inch (105 cm) wide, 60-foot (18 m) lane is bordered along its length by "gutters"— semicircular channels designed to collect balls - which also pose an obstacle to advanced bowlers, because a straight ball cannot be rolled on a regulation lane at the angle required to consistently carry (knock down) all ten pins for a strike. Most skillful bowlers will roll a more difficult-to-control hook ball to overcome this. There is a foul line at the end of the lane nearest to the bowler: if any part of a bowler's body touches the lane side of this line after the ball is delivered (rolled), it is called a foul and any pins knocked over by that delivery are not scored. (The bowler is allowed a shot at a new rack of ten pins if he fouled on the first roll of a frame.) Behind the foul line is an "approach" approximately 15 feet (5 m) long used to gain speed and leverage on the ball before delivering it. 60 feet (18 m) from the foul line, where the lane terminates, it is joined to a roughly 36-inch (91 cm) deep by 41.5-inch (105 cm) wide surface of durable and impact-resistant material called the "pin deck," where each rack of pins is set.**