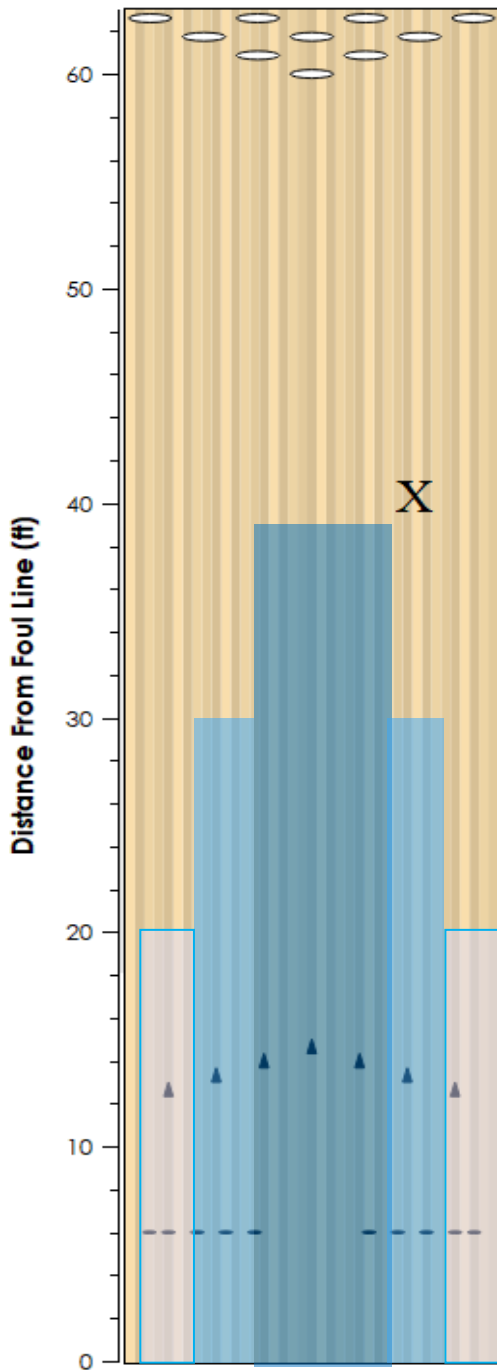


LANE OIL

Typical house oil patterns have more oil in the center part of the lane (darker) and less towards the gutters (lighter) and then about 20 feet of dry backend of the lane.

The heavier oil makes the ball skid, like ice/snow on the road.

The drier parts of the lane allow the ball to make more friction and hook. This is how the '3-6-9 spare system' also works as a bowler moves their body more to the right (for RH bowler) the ball makes more friction in the drier part of the lane and hooks more to the left. When a bowler moves their body more to the left the ball skids more/hooks less across the heavier oil going straighter.



TARGETING

Find the 'X' in-line with the 2nd arrow from the right & about 40ft down lane (for a RH bowler) the point where the ball breaks and changes direction down-lane (breakpoint). Due to how the oil is placed on the lane this is the ideal spot for the ball to be in as it makes its move towards the strike pocket (1-3pin RH bowler).

The bowler's style, amount of oil, & bowling ball affect how much the ball hooks. A bowler may play directly down the 2nd arrow to the 'X' or may play from the far left side of the lane crossing more oil & later getting to the 'X' so that it hooks appropriately to get to the pocket.

After deciding where to stand on the approach try to visualize a line from the 'X' back to you, & see which arrow (or board between the arrows) it passes through. Then as you bowl aim for that spot at the 'arrows' & continue to watch your ball go down the lane to see if you later reached the breakpoint (X). This will give you a lot of information such as: how well you executed your plan and you see the results of missing at the arrows and results of missing at the breakpoint

3-6-9 Spare System

Keep your same strike target & move your feet 3, 6, or 9 boards to make any spare. For a spare with multiple pins go for the closest pin to you. The better your strike ball is lined up to hit pocket (1-3 for RH) the more accurate this system will be.

To spare the...

2 or 8 pin move feet 3 boards RIGHT

4 pin move feet 6 boards RIGHT

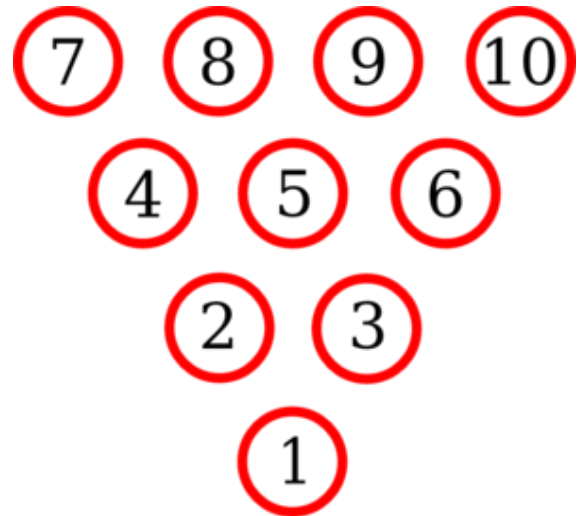
7 pin move feet 9 boards RIGHT

3 or 9 pin move feet 3 boards LEFT

6 pin move feet 6 boards LEFT

10 pin move feet 9 boards LEFT

1 or 5pin same as strike shot



Split conversion tips:

3-10pin split pretend it's 6 pin spare.

4-5pin split pretend it's the 2 pin spare

3-6-7-10pins split: move left 3 to 6 boards

6-7-10pins split: move left 6 to 9 boards

Bonus Tip: you can use the 3-6-9 Spare system in reverse to find a strike. Example: you start bowling and take a few shots for a strike (at the 1-3 pocket) but discover most of the balls hook too much today and end up hitting the 4 pin. Instead of guessing a random number of boards to move, you just discovered your current stance is good spot to be for that 4pin spare. You can do the reverse of that spare to get closer to striking. Try moving 6 boards left on the next strike shot (and see other side of this paper about adjusting your target). This can process could also be use if the ball was hitting a different pin.

10pin (for RH bowler) may be an exception to the guide due to the ball hooking so a bowler may move more than the 9 boards left, use a plastic ball, release the ball in a palm up motion to allow the ball to roll forward, and/or aim for the center arrow (utilizing the heavier oil) while standing on the left side of the lane.

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