

Welcome to the Molex Bowling League!

We are so excited to help frame your new experience in joining the Molex Bowling League! We have created this document to introduce you to all the Bowling details going on down at the alley while you bowl. We recommend reading the following document as it will help spare you time on gameday. The Molex Bowling league was formed in 1975 and we have learned a lot over the years. The following is a collaboration of the learnings and recommendations from all the teams.

Weekly Cost & Envelopes

Molex Bowling costs each player to pay \$15 per bowler. Each player should put the \$15 in the team envelope.

Fee.Covers

- The Bowling fee covers the fee to bowl for 1 bowler for three games.
- End of year Prize money & end of year party

Fee.Does.Not.Cover

- Shoes
- Entry to the Handicap pot

Team envelopes must be delivered to the President or Treasurer by the end of the first game. Check with your team captain on how they will use the team envelope.

Scoring

We are so excited to strike up this new bowling conversation. Whether you're a seasoned veteran or completely new, we want to help make bowling the most fun for you. Below shows many terms and details to help understand as we bowl together.

Strikes show as an X on the screen, count at 10 pins & count the next two throws. For example, a strike in the first frame would count for ten. In the 2nd frame if you throw a 6 & 2 frame, Frame 1 will count as 18 (ten for the X plus 8 (2+6)).

1	2	3	4	5	6	7	8	9	10	Hdcp Score	Max Possible
X	6 2									26	266
18	26										

Spares show as a / on the screen, count for 10 pins & count the next throw. For example, a spare in the first frame would count for ten. In the 2nd frame if you throw a 6 would count at 16.

1	2	3	4	5	6	7	8	9	10	Hdcp Score	Max Possible
9 /	6									16	276
16											

10th Frame Extra Ball if you get a strike or a spare in the 10th frame, you will receive one third extra bonus throw.

1	2	3	4	5	6	7	8	9	10	Hdcp Score	Max Possible
X	X	X	X	X	X	X	X	X	9 / 1	270	270
30	60	90	120	150	180	210	239	259	270	270	

Best Score in Bowling - The best score in bowling is a 300. To get a 300 a bowler would need to throw 12 strikes in a row.

Handicaps

To offer a more competitive and fun game experience, we bowl using handicaps. Handicaps are calculated by the bowler's average of all games bowled & a handicap formula. The formula is 210 minus the bowler's average times by 90%. For example, if a bowler bowls a 95, 102 and 82 game their handicap would be 105.

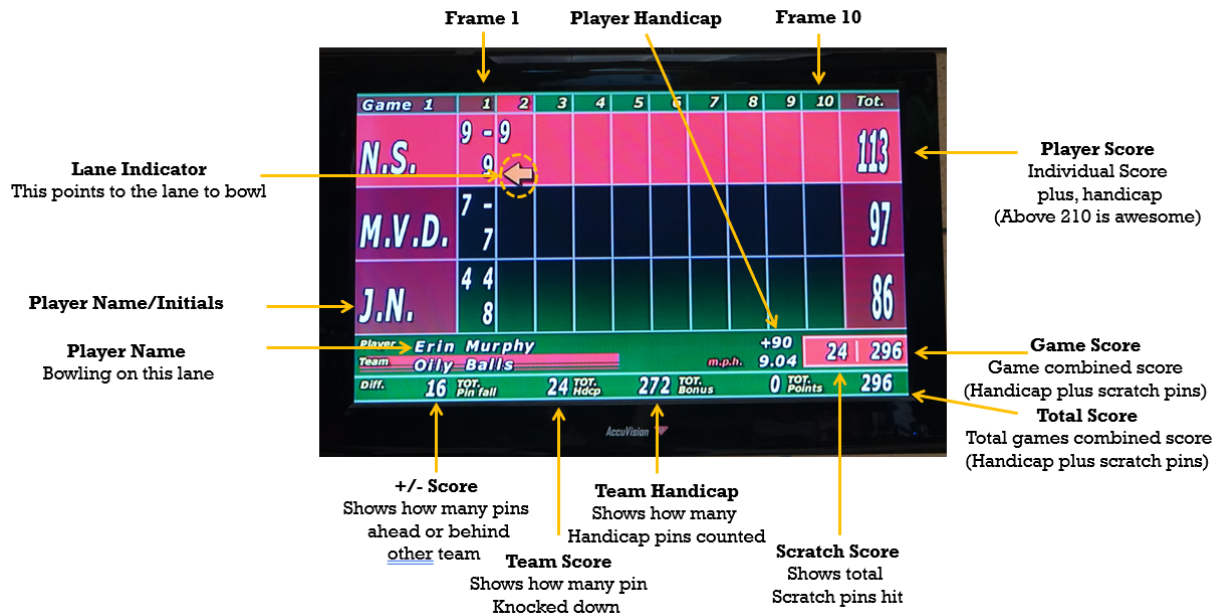
Week 1	Game 1	Game 2	Game 3	Average
	95	102	82	93
				Handicap
Calculation	210	93	117	105.3
	Average	Equals	less 10%	

Handicaps are fixed during the week and updated at the end of the week. Handicaps do not update during the games.

Week 1	Game 1	Game 2	Game 3	Average
	95	102	82	93
				Handicap
	95	102	82	
	105	105	105	
Score with Handicap	200	207	187	

Week 2	Game 1	Game 2	Game 3	Average
	110	109	111	110
Handicap	105	105	105	
	215	214	216	
Week 3	Game 1	Game 2	Game 3	Average
				0
Handicap	97	97	97	

Understanding Live Scoring Screen



Frame 1 - A frame in bowling refers to a single turn by a bowler. For each frame, each bowler is given two rolls, with exception of the final tenth frame which is a max of three. If a bowler hits a strike or spare, then they are given one more additional roll. If neither a strike or spare is achieved, then they are not rewarded with the third extra roll.

Lane Indicator - We bowl across two lanes when bowling. This arrow will indicate its your turn and which lane to bowl on.

Player Name/Initials - This shows the player's name.

Player Name - Shows the bowlers name to bowl on this lane.

+/- Score 1 - Shows the total pins ahead or behind of the other team.

Team Score - Shows the team scratch pins for the total games.

Team Handicap - Shows the team handicap applied to the total games.

Scratch Score - Scratch refers to the pins knocked down without handicap. This shows the teams total scratch for only this game.

Total Score - Shows the total score of all games with handicap added.

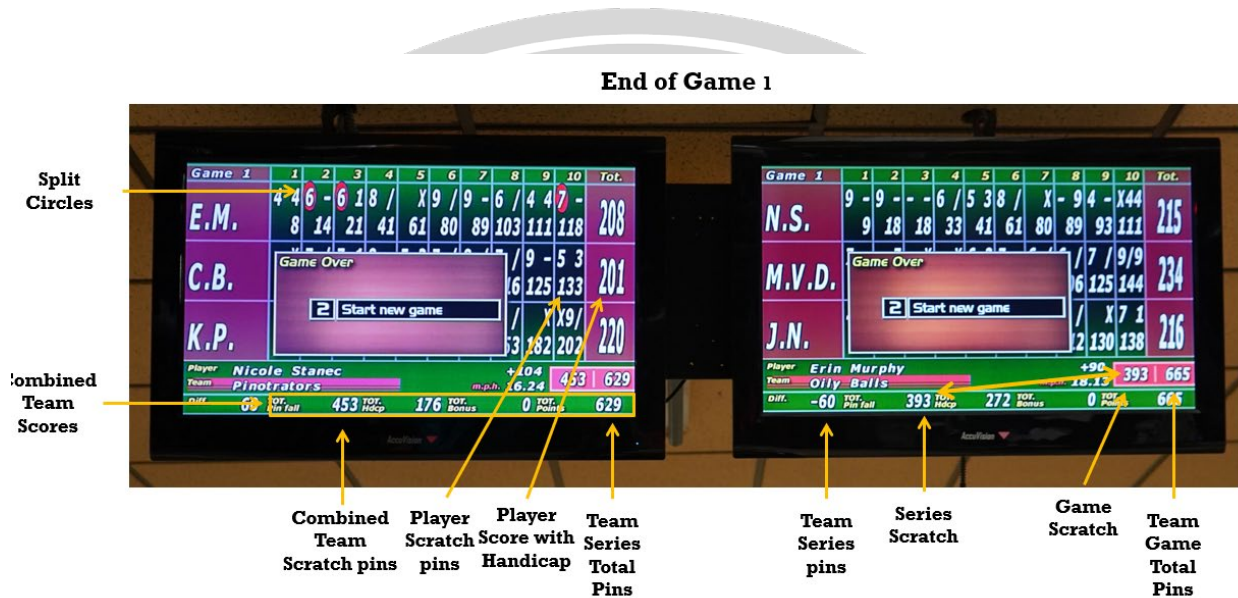
Game Score - Shows the total score of all the players with handicap for this game only.

Player Score - Shows the individual players score for this game with handicap added.

Frame 10 – This is the last frame of the game. If a bowler hits a strike or spare, then they are given one more additional roll. If neither a strike or spare is achieved, then they are not rewarded with the third extra roll.

Player Handicap – This shows the handicap for the active bowler on this lane.

Understanding End of Game Score Screen



Split Circles – These indicate when a bowler rolls a split (when two pins are far away from each other and hard to convert to a spare)

Combined Team Scores – This shows the teams scores added together for the scoring sheet.

Combined Team Scratch pins – This shows the teams pins knocked down without handicap.

Player Scratch Pins – This shows the player score without handicap.

Player Score with Handicap – This shows the combined score of a scratch pins & handicap. Typically, bowlers view 210 as an average game and anything above 210 as good.

Team Series total Pins – This shows the total combined pins for the entire team has throughout the 3 games games.

Team series pins – This shows how map pins your team is ahead or behind for the 7th point in the match.

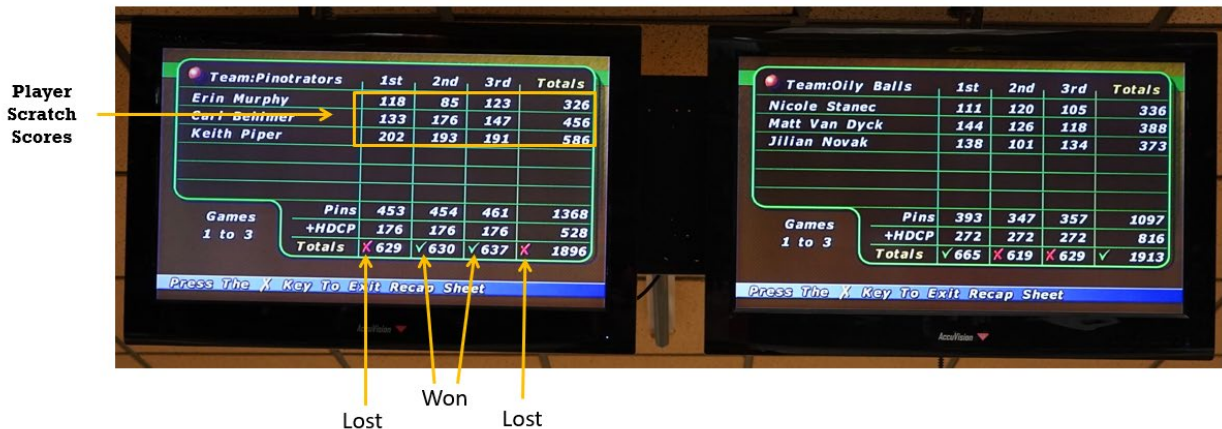
Series Scratch – This is the same as Combined Team scratch pins. See above.

Game Scratch – This indicates the total pins all three bowlers have knocked down before handicap. This is recorded on the weekly game sheet.

Team game total pins – This is the score for the three bowlers combined score with handicaps to see if your team won the game.

Understanding End of Series Score Screen

At the end of the game this screen will appear to help complete the scoring sheet.



Player Scratch Scores – These scores show the players total pins without handicap for the three games. If you missed or forgot to record them during the game, this is a send chance to record them.

Points Won or Lost – Along the bottom will show X's and Check's. Checks indicate a won game or won point, while X means lost. Scoring for our league is as follows.

Scoring (Score Sheet)

Each week two teams face off for 7 points. The winner of each game gets 2 points and 1 point is awarded at the end of the game for most pins with handicap.

	Game 1	Game 2	Game 3	Total Pins	Total Points
Team 2 Score	629	630	637	1896	
Points Won		2	2		4
Team 6 Score	665	619	629	1913	
Points Won	2			1	3

If there is a tie during the games, the points are divided evenly 1 point per team. If the total pins is tied then each team would receive 0.5 points.

Thank you for taking the time to read these guidelines and tips. Let us know how we can improve by letting one of officers know!