

# DUCKPIN BOWLING RULES

All participants must be at least 55 years of age by December 31 of the year of the games.

## AGE CATEGORIES / EVENTS:

AGE	EVENTS	NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY
55-64	Women (Singles - Scratch)	2
65-74	Women (Singles - Scratch)	2
75+	Women (Singles - Scratch)	2
85+	Women (Singles - Scratch)	2
55-64	Men (Singles - Scratch)	2
65-74	Men (Singles - Scratch)	2
75+	Men (Singles - Scratch)	2
85+	Men (Singles - Scratch)	2
55-64	Team (POA)	10
65-74	Team (POA)	10
75+	Team (POA)	10
85+	Team (POA)	10
<b>MAXIMUM NUMBER OF PARTICIPANTS PER PROVINCE / TERRITORY = 56</b>		

Minimum number of games: 4

## **RULES:**

Duckpin bowling has rules similar to ten-pin bowling, but is scored like Candlepin bowling. In a 10-frame game, bowlers try to knock down pins in the fewest rolls per frame. Bowlers have three balls per frame, instead of two in ten-pin bowling, to knock over a set of 10 pins. If a bowler knocks down all 10 pins with their first roll in a frame, it is scored as a strike. If all the pins are knocked down in two rolls, the bowler has made a spare. If all the pins are knocked down in three rolls, the bowler gets 10 points, as in candlepins, with no bonus. If pins are still standing after the third ball, the bowler gets one point for each pin knocked down.

In the case of a strike, the bowler gets 10 points plus the total number of pins knocked down with the next two balls rolled, for a maximum of 30 points. In the case of a spare, the bowler gets 10 points plus the number of pins knocked down with the next ball, for a maximum of 20 points. If it takes three balls to knock down all 10 pins, the bowler gets 10 points, with no bonus. A bowler's final score is the sum of the points earned over 10 frames (a spare or a strike in the tenth frame earns one or two rolls respectively). The maximum possible score is 300 points, which is accomplished by rolling 12 strikes in a row. The variant of this game played in Quebec is called **rubber band duckpins**. The pins are circled with hard rubber bands to increase action and scoring. Bowlers tend to throw slowly with their fingers facing forward to give the ball backspin. There have been perfect games bowled in rubber band duckpin. Since it is easier to knock

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down pins in rubber band duckpin than in regular duckpin its rules are identical to those of standard ten-pin bowling.

Separate conversion charts from 5-Pin/Candlepin to Duckpin in order to convert averages for POA will be established once proper data has been collected.

### COMPETITION:

1. A round robin format will be used depending on the number of entries.
2. Teams must consist of five bowlers and may consist of any combination of men or women.
3. **Singles Competition:** The top three female and the top three male participants in each age category with the highest scratch average score will be awarded medals.
4. **Team Competition:** The top three teams in each age category with the best average will be awarded medals.
5. In the event of a tie, there will be a one game tiebreaker.
6. The decision as to whether bowlers playing singles can also participate on the team bowling will depend on the number of lanes available and thus as to whether singles bowling can be conducted separately from the team bowling. The host committee will inform the CSGA as soon as possible whether the schedule will allow for both events to be run separately. If this is possible, then bowlers playing singles may also play on a team.

### TEAM COMPOSITION:

1. Teams may consist of any combination of men and women.
2. The age bracket for a team is determined by the age of the youngest bowler on the team. (for example: if four men all aged 75+ team up with a younger lady of the age of 55, they must bowl in the 55-64 age category).

### NOTE:

Duckpin will replace 5-Pin as a Mandatory event when the Games are held in QC.