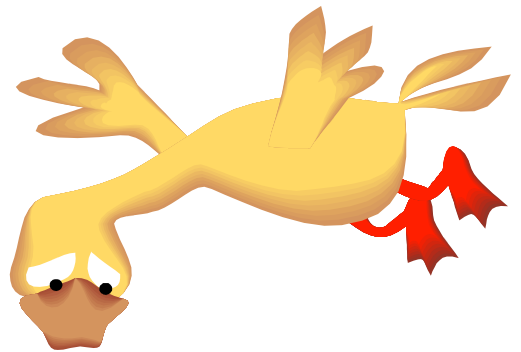




# **GWRRA Maryland**

## **Chapter A's**

### **2010 Bowl-A-Thon**



# **Duckpins!**



**Pre-Register Now**

**Date:** Sunday, March 7, 2010,  
Noon - 4 p.m.

**Time:** First Ball Rolls at Noon  
(be ready to bowl)

**Place:** AMF Southwest Lanes  
4991 Fairview Avenue  
Linthicum, MD 21090  
(I-695 Baltimore Beltway to  
Exit 8, Nursery Rd.)

**Fee:** \$12 Per Person  
(\$14 after 2/21/10)

Annual Fund Raiser with  
Bowling Awards  
50/50 Raffle (3 winners)  
Charity Raffle

Chapters, please send  
registration forms and  
fees to:

Gail McCormick  
49 Glendale Avenue  
Glen Burnie, MD 21061

Make checks payable to  
GWRRA MD A

The following excerpt is taken from *The Book of Duckpin Bowling*, by Henry Fankhauser and Frank Micalizzi.

*The sport of duckpins was born at the old Diamond Alleys on Howard Street in Baltimore, Maryland. Diamond Alleys was owned by a couple of members of the old Baltimore Orioles minor league club -- Uncle Wilbert Robinson and John McGraw (you may remember McGraw as manager of baseball's New York Giants in the early 1900's).*

*At the turn of the century, bowling leagues operated only during the winter months. In the summer, many centers closed down. However, a few centers (including Diamond Alleys) remained open for open play during the spring and summer. Diamond Alleys had some smaller six inch balls that were used for such off-the-wall games as cocked-hat (using only the 1, 7, and 10 pins) and five back (using the 5, 7, 8, 9, and 10 pins).*

*During one of these matches, Frank Van Sant, the manager at Diamond Alleys, was drawn into a conversation about the small balls. Someone suggested that a set of his old, battered tenpins could be made over into little pins to conform to the six inch ball. Several days later, an old set was sent to John Dettmar, a wood-turner in Baltimore. About ten days later, Van Sant gathered all his regulars and dumped the new little pins in front of them.*

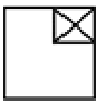
*Within minutes, the little pins were set up on the tenpin spots and the first unofficial "small ball" game was underway. Only two balls were used, as in tenpins, and score was kept in the same way. When Robinson and McGraw (whose other hobby was duck hunting) saw the pins fly as the ball plowed into them, they remarked that the pins looked like a "flock of flying ducks." Bill Clarke, a sportswriter for the Baltimore Morning Sun, wrote a story on the fascinating new game and christened them "duckpins." The name has stuck ever since.*

### What is duckpin bowling?

It's the same as tenpin bowling . . . only smaller. The balls weigh anywhere from 2-4 lbs. and are a little bigger than a typical softball. The pins are also smaller, about 2/3 the size of a regular tenpin. Duckpins can be found mostly on the East Coast of the U.S., and in Argentina and the Philippines. A great game for kids and seniors, but everyone does it. Give it a try!

The game of duckpins is very similar to most types of bowling in its scoring. The only major difference between tenpins and duckpins is that in duckpins you get THREE balls per turn. Everything else is the same...Let's recap:

Knock all pins down on 1st ball = **STRIKE**



Knock all pins down on two balls = **SPARE**



Knock all pins down on three balls = **TEN**

STRIKES count as 10 pins plus your first two balls from the next frame.

SPARES count as 10 pins plus your first ball from the next frame.

TENS count as just ten. That's it...you get no more.

So, a typical game might look something like this when scored on paper:

1	2	3	4	5	6	7	8	9	10			
X	6 2 1 8	X	6	X	9 0 1	X	X	5 3 1	8 1 1	7	X	6
18	27	43	62	72	97	115	124	134	150			

Keep in mind that **ANYTHING over 100** is considered pretty good in duckpins. **The game in the box score above is VERY GOOD.** The top averages in duckpins are right around 140-150 and a perfect game has **NEVER** been done (the highest game is 279). [How do they know?]