

## Bowling Rules

## 1. Championship Programme

Day 1: arrival of the teams, technical meeting and ID-Check*
Day 2: competitions
Day 3: competitions
Day 4: competitions, technical meeting and closing ceremony
Day 5: departure of the teams
*Necessary documents from the Head of Delegation for the ID-Check: Signed form "Declaration of Participation" and personal legitimation from the participants.
The opening ceremony will be held either on day 1 or day 2 .
The excursion will be no more than half a day and will be held at the discretion of the organisers during the USIC championships.

## 2. Composition of Delegations

Each delegation will consist of a maximum number of 8 (9) participants:
Men 4
Women 2
Head of Delegation 1
Trainer $\quad \frac{1}{8}$
Participants 8
Interpreter * 1

* for delegations who speak no English (only if required)


## 3. Competitions

a) Singles events

- Men
- Women
b) Team events

Each team will consist of four men and two women

## 4. Competition System

2 times 6 series $=12$ series

- Day 1: 6 "European" series
- Day 2: 6 "American" series
subject to the international FIQ rules


## 5. Game system

by a maximum of 18 teams. Bowling club has minimally 18 lanes.

## European concept

Every team ( 2 women and 4 men ) will play every time 1 game on the same lane, players regularly take turns. Team will move to a next lane after finishing the first game. Every player has 6 games on 6 different lanes.
The teams (nations) will be drawn to the lanes and change to

- the uneven lanes, two lanes to the left
- the even lanes, two lanes to the right

|  | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane | Lane |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 1 | A | B | C | D | E | F | G | H | 1 | J | K | L | M | N | 0 | P | Q | R |
| 2 | C | R | E | B | G | D | 1 | F | K | H | M | J | 0 | L | Q | N | A | P |
| 3 | E | P | G | R | 1 | B | K | D | M | F | 0 | H | Q | J | A | L | C | N |
| 4 | G | N | 1 | P | K | R | M | B | 0 | D | Q | F | A | H | C | J | E | L |
| 5 | 1 | L | K | N | M | P | 0 | R | Q | B | A | D | C | F | E | H | G | J |
| 6 | K | J | M | L | 0 | N | Q | P | A | R | C | B | E | D | G | F | 1 | H |

For the American concept the teams will be set in the order of the result of the European concept from lane 1 to lane x
$\mathrm{X}=$ Amount of participants

For example: No. 1 first two 1-2, 2-1, 3-4, 4-3, 5-6, 6-5
other two 7-8, 8-7, 9-10, 10-9, 11-12, 12-11
other two 13-14, 14-13, 15-16, 16-15, 17-18, 18-17
Teams will play on lanes according to numbers which were drawn on the technical meeting.

## Lanes 1-6.

No. 1. 1-2, 2-1, 3-4, 4-3, 5-6, 6-5
No. 3. 3-4, 4-3, 5-6, 6-5, 1-2, 2-1
No. 5. 5-6, 6-5, 1-2, 2-3, 3-4, 4-3
Lanes 7-12.
No. 7. 7-8, 8-7, 9-10, 10-9, 11-12, 12-11
No. 9. 9-10, 10-9, 11-12, 12-11, 7-8, 8-7
No. 11. 11-12, 12-11, 7-8, 8-7, 9-10, 10-9

No. 2. 2-1, 1-2, 4-3, 3-4, 6-5, 5-6
No. 4. 4-3, 3-4, 6-5, 5-6, 2-1, 1-2
No. 6. 6-5, 5-6, 2-1, 1-2, 4-3, 3-4
No. 8. 8-7, 7-8, 10-9, 9-10, 12-11, 11-12
No. 10. 10-9, 9-10, 12-11, 11-12, 8-7, 7--8
No. 12. 12-11, 11-12, 8-7, 7-8, 10-9, 9-10

## Lanes 12-18.

No. 13. 13-14, 14-13, 15-16, 16-15, 17-18, 18-17
No. 15. 15-16,-16-15, 17-18, 18-17, 13-14, 14-13
No. 17. 17-18, $18-17,13-14,14-13,15-16,16-15$

No. 14. 14-13, 13-14, 16-15, 15-16, 18-17, 17-18
No. 16. 16-15, 15-16, 18-17, 17-18, 14-13, 13-14
No. 18. 18-17, 17-18, 14-13, 13-14, 16-15, 15-16

Timetable: 2 players play on one lane. 3 rounds are played.

## Timetable for two players on one lane:

```
st
1 round 9,00-11,30 18 teams, 2 players = 36 players
nd
2 round 11,45-14,15 18 teams, 2 players = 36 players
rd
3 round 14,30-17,00 18 teams, 2 players = 36 players
```


## 6. Evaluation

All points from the European concept ( 6 games) and from the American concept ( 6 games) will be counted towards the individual and team competitions.
If two or more teams will achieve the same number of points in the individual or team competitions, the following will resolve upon the rank:

1. The higher maximum performance in one game from played games;
2. The higher minimum performance in one game from played games;
3. The second higher maximum performance in one game from played games;
4. The second higher minimum performance in one game from played games; etc.

## 7. Type of brake point:

Short

## 8. Final provision

If more than 18 teams would like to participate, the organizer of the Championship will propose an adjustment of the game system so that the two days for the competitions are kept in a program of the Championship.
If the number of teams is uneven $(11,13,15 \ldots)$, the organizer of the Championship can replenish the number with own second team and by this can change the number of teams to even. Results of this team are not counted towards the individual nor team competitions. The even number of teams is more sporting and motivational for players, particularly during the American concept of the game.

## Change History

| Approved | Date | Theme |
| :--- | :--- | :--- |
| PTC Almaty (KAZ) | 6. Sept. 2015 | Adopted Game-System |
| Board | Aug 2021 | ID-check |

