

BOWLING LEAGUES - "KEY for SCORE RECOGNITION"

Bowling leagues are advised to check their bowling rules, if they utilize the handicap system to evaluate "competition between teams with varying abilities."

The United States Bowling Congress (USBC) became the "administering" organization, January 1, 2005. The USBC provides educational material for league competition and many references are found here. Make sure your investment of time and money is well managed. Choose your league carefully.

This file updated: Nov 6, 2009 (Section 10: Updated Search Keywords Statistics)

(Your Browser Font and Size may impact the original text formatting and page breaks.)

This [file has also been saved here for download in PDF format](#), to facilitate printing selected pages easily.

Documents in .PDF format require Adobe Reader **before** download. Get the newest version FREE at www.adobe.com

A surprising number of leagues do not use the handicap format correctly.

Every team in the league should receive a handicap value, every week, for every game bowled.

Hopefully, viewers may discover interesting aspects that they had not previously realized or considered.

As some may enter, while looking for other information, subject target links are not utilized in the file.

Relevant items may catch their eye as they scroll through the file. The aim is to improve knowledge.

"FILE SECTIONS" have information or links for the following frequent questions (FAQ) or subjects:

- 1.) Check to be sure your league is using the recommended handicap system (handicap every team, every game).
- 2.) Handicap methods found to be used in leagues. Several are detrimental for league competition for awards.
- 3.) Table comparison showing examples of the recommended and detrimental handicap systems.
- 4.) How to change a league rule. Also a "handicap explanation sheet" that can be used for league meetings..
- 5.) Handicap calculator charts, League team schedules, Team & personal games sheets (PDF files at Bowl.com)
- 6.) Prize fund distribution examples & formulas to easily calculate values for position or points money.
- 7.) Comments league operations, procedures - study results handicap percentages impact. "Don't miss the fun."
- 8.) References for where to find important information in league rules, sanction kits and the operations manual.
- 9.) Links for other information and resources, including Museum Database "individual honor scores 800+,300"
- 10.) StatCounter statistics for this website.

1.) WHAT IS THE KEY for recognition of accomplishments in bowling leagues that use a handicap system?

- Using the correct handicap method is key to maintaining everyone's interest level for the whole season.
- Points seem to get the most attention for games and series won. Usually a 4-point or 7-point system.
 - (Examples: 1 point for games, 1 for total series, or 2 points for games, 1 for total series.)
 - (Other formats: "Match Points" compete "head to head", "Peterson Points" see section 7 below.)
- "Bowling league high scores" can provide numerous opportunities for team and personal satisfaction.
 - The importance of this factor increases as the season progresses. The points race for the
 - league's championship may be the domain of a small percentage of the league's teams.
 - Adopting the correct handicap method should help ensure that every team does have a real opportunity to be involved in the competition for other league awards available.

THREE SEPARATE TIERS . visualized as a **PYRAMID . constitute the bowling world.**

- The broad base contains the largest portion, the handicapped leagues that use a system designed to:
 - allow equitable competition between teams with widely varying abilities .
 - Every team should have a handicap added to ensure proper evaluation of all scores.
 - Full involvement in all opportunities of league competition should enhance experience.
- The center portion is classified and more compact with a set-range for team averages.
 - It would take a lot of extra work to do this fairly for all leagues in a center.
 - Average targets could disqualify bowlers who prefer to stay together as a team.
- The narrow top where highest caliber teams bowl 'scratch' - - thrive on the challenges of the game.
 - (A national proprietor president estimated it will never be more than 5%, maybe 10%.)

The "2x2 RULE" - - is the key that improves competition for handicapped leagues:

- EVERY LEAGUE Should Determine Handicap Correctly - - (just like tournaments).
- Use two parts (percentage allowed and the same basis for every team)
 - covering the two aspects of competition, both high scores and points won
- Every team should receive a handicap value, otherwise that omission is counter-productive.
 - Prizes should be awarded to those who truly deserve this recognition for accomplishments!
 - (Putting an * next to NEW season high scores, suggested to note the LATEST HONOREES.)

LEAGUE HANDICAP COMPONENTS:

- Suggested League Rule:
 - Handicap will be ____% (such as 90%) of the difference between average and a
 - basis figure of _____ (base or scratch figure set higher than the highest average in the league)
 - Handicap shall not be limited, unless otherwise provided by league rule.
- Individual Method -
Set basis higher than any person's average in the league, such as 210. If 90% handicap is allowed, single game handicap $(210 - \text{Average}) \times \text{Percentage}$, such as $(210 - 175) = 35 \times .90 = 31.5$ (use 31)
Team handicap for a single game would equal the sum of all of the handicaps of the team's players.
- Team Method -
Set basis higher than the highest team average in the league, such as 1050.
If 90% handicap is allowed, the single game handicap would equal $(1050 - \text{Team Average}) \times \text{Percentage}$, such as $(1050 - 850) = 200 \times .90 = 180$.
- The 2 Handicap Components - (additional comments)

BASIS might be set as often done for bowling tournaments, as a function of team size, such as, 1000 for 5-players, 800 for four, 600 for three, 400 for two, 200 for singles.

It could also be set closer to the league's actual ability by setting the value:

- GREATER than the HIGHEST AVERAGE for the league,
- with ALLOWANCE added to provide for improvement (estimate 10 pins for player),
- and finally rounded up to a CONVENIENT NUMBER for ease of use.

[Example: High team average 720, five-per-team (add $5 \times 10 = 50$) yields 770, use 800]

PERCENTAGE, such as 80%, 90%, 100% (**NOTE: see research statistics, in Section 7**).

Higher percentage has been adopted by many leagues. Studies have shown important benefits.

Even at 100%, the higher average team still has an edge. Lower average teams are more involved, higher-average teams will still be well-served by their talent and experience.

Handicap example: $(\text{BASIS} - \text{TEAM AVERAGE}) \times \text{PERCENTAGE} = \text{HANDICAP}$

$[(800 - 720) \times .9 = (80) \times .9 = 72 \text{ pins per game, } \underline{\text{drop fractions}}], [72 \times 3 = 216 \text{ total for a 3-game series}]$

Then, if the team bowls a 770 game scratch, their total score with handicap would be = 842)

- "League Recap Sheet" handicap methods, scores, how points won, choose file: [HTML](#) or [PDF \(2 pages\)](#)
- As games progress, telescoper boxes indicate scratch and handicap scores to the current frame position.

2.) HANDICAP METHODS "FOUND TO BE USED BY LEAGUES:"

A.) Individual method of handicapping is used in many magazine articles for examples, because it is the

- Best means to get everyone involved in all aspects and the fun of competition.
 - Note - some leagues, do not think to adopt the individual method that would
 - Take advantage of a computer's ability to do the extra work and
 - Provide more opportunities for everyone to get the fullest enjoyment for their efforts.
- The team handicap is then calculated as the sum of the individual members' handicaps.

B.) Team method of handicapping is most common. Many leagues use the recommended method, but others introduce problems into league management, by using distortions of the handicap system.

Examination of statistics posted on the Internet provides many examples of questionable practices, that prohibit bowlers from having their true achievements receive the recognition that they deserve.

**** Do not be misled by insufficient handicap instructions found on some recap sheets used by leagues.**

Following are 4 examples of distortions that have a major impact on league scores competition:

*** BEWARE of handicap based on "Difference Between Team Averages" of Team and Opponent**

- Team average difference handicap can only determine which of 2 teams wins their scheduled games.
- Score comparison really has no significance for the whole league, because half of the teams have
 - ZERO handicap and the rest get a DUBIOUS number based on whom they happen to bowl.
- The fact that every team is not using a handicap is a significant indicator that a major problem exists.
- Competition for high scores is distorted. Accomplishments deserving recognition are overlooked.
- Team games and total series scores will not reflect "how well the teams bowled over average."
 - -- >>> (See team score examples in Section 3 below, for a detailed example of the problem.)

*** BEWARE of league formats with a "Combination of Individual & Team and Opponent Methods"**

- Some leagues have adopted "Individual Handicap" for Individual Scores for Game/Series Awards,
- combined with "Pin Diff" between "Team & Opponent" for Team Scores for Game/Series Awards.
- The true team handicaps would best be calculated by adding the individual handicaps for a team total.
- If the problem is explained, perhaps the league could try the "right way" the next round or half season.
- Leagues have changed their method, so all teams can get proper recognition for achievements.

*** BEWARE of HANDICAP leagues that "only use scratch scores" (NO handicap scores posted).**

- Some handicap leagues only post "scratch scores" for team high game and series honors.
- This severely degrades "equitable evaluation" of scores for all of the teams across the league.
- USBC Rule (117b Item 3) Prize Qualification - Handicap Leagues is an indication of the importance of this issue: All special prizes should be awarded on a handicap basis.
 - That is the default because it is the best policy.
 - Leagues can add additional scratch prizes, if covered by league rules or prize list.
- (Use the recommended handicap methods where every team has handicap for every game and series.)

*** BEWARE of YOUTH LEAGUES (that do not use the recommended handicap procedures).**

- Some YOUTH HANDICAP LEAGUES also are found using questionable practices, including:
 - using "team and opponent" or "difference between team averages" handicap procedures,
 - only posting "scratch scores" for team high game and series honors in their HANDICAP leagues.
- Kids trust that their leaders are teaching them correct bowling procedures, but miss that opportunity.

3.) COMPARE HANDICAP Methods Basis (Regular or Team and Opponent Average Difference)

- Team numbers correspond to team-average-ranking,
- Team schedule has these teams bowling each other (1-week during each round, or segment),
- Every team bowls a game 100 pins-over-their-average.
- "Regular handicap" uses basis=800 and percentage=90%,

Regular Handicap = (800 - TeamAvg) X .9 (and drop all fractions)

Example: (800 - 704) = 96, (96 X .9 = 86.4) drop fractions, so use 86 for game.

Team & Opponent Handicap (where the higher average team gets zero for handicap)

Example: (753 - 704) = 49, (49 X .9 = 44.1) drop fractions, so use 44 for game.

Team	Avg	100 POA Game	* Game Hdcp	Hdcp'd Total Score	* Game Hdcp	Hdcp'd Total Score	***	Re-calculate T&O POA Needed for "League High 853" if used T&O and these Percentages		
								Reg 90%	90%	80%
1	753	853	42	895	0	853		100	100	100
2	704	804	86	890	44	848		105	110	100
3	700	800	90	890	0	800		153	153	153
4	681	781	107	888	17	798		155	157	153
5	670	770	117	887	0	770		183	183	183
6	654	754	131	885	14	768		185	187	183
7	639	739	144	883	0	739		214	214	214
8	625	725	157	882	12	737		216	217	214
9	600	700	180	880	0	700		253	253	253
10	594	694	185	879	5	699		254	255	253

The team and opponent average difference handicap method defeats the purpose of handicapping.

Every team is in jeopardy. their true achievements are misrepresented and will not be recognizable.

League high scores are the same as bowling in a tournament; every team should receive a handicap for every game, during the league's schedule. (A "pins over average" POA tournament is sometimes erroneously considered to be a different format, in reality it uses a 100% handicap allowance.

If 100% "Regular Handicap" had been used - - - Every team would have showed a score of 900.)

[Online searchable \(Index Option\) rules CAQ \(100g/3\)](#) average difference method is Not Recommended.

4.) HOW TO CHANGE A LEAGUE RULE: (League Handicap Explanation - comment added Mar 28, 2009)

[League Handicap Explanation Sheet](#) (in PDF format), to aid league discussion of methods.

Rule 122: Rules shall be adopted at a meeting prior to the start of the league schedule by the board of directors, unless the league elects to have its rules adopted by the membership.

After the league schedule begins, a change in the league rules and approved prize list can be made only with the written consent of every team captain or designated representative.

5.) LEAGUE HANDICAP TABLES, TEAM SCHEDULES, INDIVIDUAL GAME SHEETS:

- Bowl.com website at <http://www.bowl.com/rules/index.jsp> has links for league materials:
- Sections have "lateral scanning" for topics (items may require patience to find).
- Use Additional Resources Box below, click MORE to get Resources - League (click ReadMore)
 - USBC team lane schedule for 4&6, 8, 10, 12, 14, 16, 18, 20, 22, 24 team formats.
 - USBC handicap charts, single or 3-game values, for percentages 95-90-85-80-75-70%.
 - [Record-keeping sheets](#) for games, series, averages bowled by Individual or Teams.
- Note also the "MYTHBUSTERS" item at the top, and click for more information there.
- USBC also has a link <http://www.bowl.com/awards/index.jsp> regarding Awards & Applications.

- 6.) Link has prize list examples and formulas to help [determine distribution of bowling prize money](#) between teams.

7). LEAGUE OPERATIONS: Don't miss any of the fun, an important part of league competition:

TWO CATEGORIES FOR TEAM AWARDS (using both Scratch and Handicap basis)

provide the means for everyone to have their achievements be recognized, reflecting "how much they were able to bowl over their averages." Higher average teams may sometimes complain about how many pins they have to give away for handicap. Close examination would show that when the team and opponent average difference method is used, it is the majority of other league teams that are giving away pins. (Possibly, complainers should join or start their own scratch league.)

Most leagues divide their schedule into 2 halves, or use rounds where every team bowls every other team within a segment and also include "team position weeks" to fill scheduled contract. At season's end, the "team champion" is determined by a "roll-off" scheduled between the half or round winners.

League high scores may be determined for each half or round, for handicap and scratch recognition. Usually leagues set a rule that a team is eligible for only 1 game and 1 series, and determines which score (for the handicap or scratch categories) should take precedence for posting on the standing sheet. Usually the prize of greatest value is used; if the scores are of equal value, the scratch award is used. It is good to divide the honor periods, considering that it is harder to "bowl over average" as average becomes more established, as the season progresses. The league's board of directors would resolve any unforeseen issues that develop during the season.

(Handicap Percentage) Many years ago, ABC and WIBC analyzed statistics for a four-year period, the impact of percentage on the team points accumulated towards winning the league championship. Their research was published in a small blue pamphlet "The Facts About League Handicaps." The study included numerous leagues sanctioned at that time - - men's, women's and mixed formats. The results showed that, even at 100%, the higher average teams or bowlers have a decided edge. A handicap of 116% was found to be needed to even out the competition to a 50-50 probability.

League Handicap Percentage	Championship Won by Team with Average Below Median in the League	Championship Won by Team with Average Above Median in the League
70	0 out of 100	100 out of 100
75	0 out of 100	100 out of 100
80	0 out of 100	100 out of 100
85	6 out of 100	94 out of 100
90	11 out of 100	89 out of 100
95	24 out of 100	76 out of 100
100	30 out of 100	70 out of 100

+See valuable additional comments in Mythbusters (Section 5) about league competition aspects. (Example: Will a lower-average team or the higher-average team be more likely to win?)

A comment about the bowling pyramid: It is a good structure. The broad base encompasses most bowlers. Some move up to the other sections. In addition to bowling in leagues using handicap, this author also enjoyed competition in scratch (no handicap) team leagues: 5 person, trio, doubles and singles formats. Over the years, "simultaneous participation" in handicap leagues continued to provide good competition. An interesting singles format was the **Peterson Points** system. In addition to points awarded for winning games/series, **bonus points are earned for bowling well during matches, for a determined pin-block-size.** If the size was set at 50 pins, an individual bowling a 573 scratch series, would earn 11.46 extra points. A 5-person team level approach could use a 250 value for 1-point additionally earned. The system is used usually for scratch leagues, but handicap leagues would include handicap in the pin-block determined.

Serving as secretary for many leagues, members enjoyed having their accomplishments be recognized. Adopting 100% handicap percentage improved league competition and increased enthusiasm of the teams. Trust the system. When all aspects of league competition can be fully utilized, it works well. The best leagues are organized in a way that every team has a "genuine opportunity" to really share the fun and prizes !!! Unique [League using Divisions + Double-Format Points](#) (Handicap + Scratch) Results Full-Round-Completed. Comments about historical items and possible changes ["Bowling Leagues of the Future"](#)

8.) REFERENCES FOR INFORMATION regarding the 2009-2010 USBC Playing Rules:

You can obtain materials to sanction (USBC new term is certify/certified) your league (application and membership cards) from local representatives. The local groups (men, women and youth) have the option to be combined or operate as unmerged associations. If there is no contact information posted on the bulletin boards, ask someone on the bowling center staff, or contact USBC at 800-514-2695 Ext 3158.

- Documents in .PDF format require the newest version Adobe Reader **before** download. Get the newest version FREE at www.adobe.com

If you do not personally have the books referenced, you can check the following links:

<http://www.bowl.com/rules/index.jsp> (has Links for a wide-variety of information)

(Rules effective August 1, 2009) There are 2 options for the rulebook:

- 1.) Fully searchable online option: [Bowl.Com - Online Version](#)
(Note: To see suggestions for "Running Successful Leagues" go to Search "Successful" use the 2nd item, for several topics)
- 2.) Separate PDF file: [2009-2010 PlayingRules](#)
Changes are noted at the beginning: (See Page 7)
Index has a special format specifying (General, League, Tournament) items.
"Commonly Asked Questions" (follow the rules items to which they refer),

Also available - **League Operations Handbook** (see PDF link and references below) for:

[Adult League Rules](#) (pages 37-38) / [Youth League Rules](#) (pages 39-40)

or Sample Files (6-24-09): [Adult League Rules](#) / [Youth League Rules](#)

USBC Playing Rules (112 PDF pages) includes the following references and league management topics:

Page 4 / USBC Board of Directors
 Page 5 / USBC Executive Team
 Page 6 / USBC Contact Information
 Page 7 / Rule Changes for 2009-2010
 Page / Table of Contents
 Page 8 / Chapter 1 - USBC Introduction
 Page 13 / Chapter 2 - General Playing Rules
 Page 28 / Chapter 3 - USBC Awards
 Page 34 / Chapter 4 - USBC League Rules
 Page 73 / Chapter 5 - USBC Sport Bowling
 Page 78 / Chapter 6 - USBC Certified Tournament Rules
 Page 93 / Chapter 7 - USBC Equipment Specifications and Certifications
 Page 95 / Chapter 8 - USBC Bonding, Burglary & Holdup Insurance
 Page 100 / Chapter 9 - USBC League Information **(HANDICAP PROCEDURES)**
 Page 101 / Index

- **New bowlers may be looking for information regarding:**
- Rulebook Page 13-14 **Bowling Game - How to mark for Strikes, Spares, Splits, Fouls and Total Scores.**
 - How to Score a Bowling Game (No separate explanation as a PDF file, at Bowl.com)
 - [Bowling Score Sheet \(format - 3 games, 6 bowlers\)](#) (PDF file, at another website)
- Rulebook Page 11 Youth Membership Eligibility (Rule 400)
- Rulebook Page 35 Youth Leagues (Rule 100c)
- Rulebook Page 67 Average - (Rule 118) Has several sections covering different situations:
 - How Determined, Established, League Entering Average, Changing Hand, Unusual Delivery, Injuries

- **HANDICAP IS REFERENCED IN THE CHAPTERS & TOPICS NOTED:**

- General Playing Rules
- Rulebook Page 23 - Rule 15 - Gambling
- Rulebook Page 24 - Rule 17a - Unfair Tactics
- USBC Awards
- Rulebook Page 32 - Rule 53 - Average Based Awards (Tournament)
- Rulebook Page 33 - Rule 54b - League High Series / Game
- USBC League Rules
- Rulebook Page 37 - Rule 100g - Handicap Leagues
- Rulebook Page 45 - Rule 103b - Board of Directors - Duties (see CAQ Box)
- Rulebook Page 47 - Rule 105 - Absentee and Vacancy Scores
- Rulebook Page 51 - Rule 107c - Substitutes and/or Replacements
- Rulebook Page 59 - Rule 111e - Procedure for Prebowl - Postponements
- Rulebook Page 61 - Rule 113b - Playoff Procedures
- Rulebook Page 67 - Rule 117b - Prize Qualifications
- Rulebook Page 67 - Rule 118a - Average How Determined
- Rulebook Page 69 - Rule 118c - League Entering Average
- Rulebook Page 71 - Rule 120 - Position Matches
- USBC Sport Bowling
- Rulebook Page 75 - Rule 202b - Average Adjustment / Sport to Standard League
- Rulebook Page 75 - Rule 202d - Average Adjustment / Sport to Standard Tournament
- USBC Tournament Rules
- Rulebook Page 80 - Rule 301c - Adult/Youth Tournaments
- Rulebook Page 84 - Rule 308 - Fees and Prizes - Distribution of Prize Funds
- Rulebook Page 86 - Rule 317 - Entry Rules: Handicap - Youth Competition
- Rulebook Page 86 - Rule 318 - Entry Rules: Averages - Youth Competition
- Rulebook Page 86 - Rule 319a - Entry Rules: Average - Conditions That Apply
- Rulebook Page 88 - Rule 319d - Entry Rules: Reporting Prior Prize Winnings
- Rulebook Page 89 - Rule 319e - Entry Rules: Average Adjustment for Entry
- Rulebook Page 90 - Rule 322b - Tournament Playing Rules: Absentee/Vacancy Scores
- Rulebook Page 93 - Rule 328 - Tournament Playing Rules: Changing Delivery in Handicap & Classified Tournaments
- USBC League Information
- Rulebook Page 100-101 **HANDICAP PROCEDURES**, team & individual methods, information, examples.
- **(Warning about problems with handicap based on difference of averages of two competing teams.)**
- Rulebook Page 103 - Index (Competition Types)
- Rulebook Page 105 - Index (Handicap)

USBC League Operations Handbook (2009-2010), (40 PDF pages) All aspects of management, including;

- Page 3 - League Quick Start Checklist
- Page 4 - Running Successful Leagues (**Handicaps** comments)
- Page 9 - League Leadership - Duties&Responsibilities,Board of Directors,Officers,TeamCaptains,Committees
- Page 13 - Meetings - Quorum, Agenda, Committee reports, Motions, Organizational Meeting, Protests
- Page 17 - League Elections
- Page 19 - Managing League Funds - Bonding, Tax information, Sample accounting form, Financial statement
- Page 25 - USBC Awards
- Page 34 - Alternate League Formats (Baker,NoTap,3-6-9,Mail-o-graphic,Scotch Doubles) + [Baker additional PDF](#)
- Page 35 - Sport Bowling Information & PBA Experience Program
- Page 36 - SMART Enrollment Form (Scholarship Management and Accounting Reports for Tenpins)
- Page 37 - USBC Adult League Rules (**Rule #8** relates to **handicap** / scratch league format)
- Page 38 - USBC Youth League Rules (**Rule #7** relates to **handicap** / scratch league format)
- **See Handicap References** (Items on pages 4,6,7,8,33,37,38,39,40)

9.) OTHER RESOURCES:

BOWL.COM website for the United States Bowling Congress (USBC) has lots more, such as,
 Tips bowlers all skill levels: <http://www.bowl.com/coaching/index.jsp> (see Coaching Tips)
 Local Association Information: <http://www.bowl.com/associations/index.jsp>
[League Audit Sheet](#) (Monthly Verification Sheet for League President to check funds)
[Financial Statement 2009 \(Sample\)](#)
[League Standing Sheets](#) (Link for leagues that post their weekly competition results.)
[Discussion Forums](#)
[Find A Member](#) Note: Season averages estimated, NOT TO BE USED as official.
 (Forums comments - indicate possible navigation problems during processing.)
[Don't miss your league's organizational meeting](#) - It is important !!!

UBL = Ultimate Bowling League "Enhanced League Format" - National project started in 1999.

Divide a league into divisions, so more teams could be involved in roll offs for league championship.

Bowling's Team Concept - - - (1997 book by Charles Martin, PhD) ISBN 1-57034-060-9 (pbk)

Covers numerous aspects of competition. (Locate it by using your preferred search engine.)

Bowlers Journal International Excellent magazine, 2009 (96th Year) January issue has BJI Almanac.

Canadian Tenpin Federation web site for the Canadian Provinces:

BPA of Canada (BPAC) Agrees to 100 % membership in BPAA (eff 8-1-2008, for 3 years, 440 centers)

International Bowling Museum and Hall of Fame was located in St. Louis MO (will be moving to TX)

History of Bowling - - Interesting tidbits, ancient to contemporary times.

Database for Scores: - - Check 800/900 series, 300 games, by Name or City(bowlers residence)

Perfect Secretary League software available from Treasure Software.

Bowling League Secretary - BLS League software available from CDE Software.

League Secretary Another web site for leagues to post their team standing sheets.

The Foundation group's Home Page dedicated to research the technical difficulties of equitable bowling.

Phantom Radio (Current Show)

Phantom Radio Previous (339+ Shows, since May 2002. Use "Search Forum" link to find person/topic.)

Ask The Phantom Q/A sections for the numerous aspects of competition and bowling conditions.

Foundation Newsletter (2009 June) - Integrity Threatened (Handicap Manipulators Sandbagging Offenses)

Bowling Organizations (historical timelines):

2005 - - United States Bowling Congress (USBC) combined ABC, WIBC, YABA, College and USA Bowling

2003 - - Contemporary Bowling Association (Bowling Proprietors Association of America - BPAA)

1998 - - College Bowling moved to be under the direction of the ABC and WIBC

1989 - - USA Bowling - United States Tenpin Bowling Federation (USTBF) for international competition

1986 - - Team USA

1982 - - Young America Bowling Alliance (YABA) combined AJBC, YBA and Collegiate groups

1966 - - Collegiate division to bridge gap between youth and adult bowling,

1964 - - Youth Bowling Association (YBA)

1951 - - Federation Internationale des Quilleurs (FIQ) (currently has 80 member nations)

1946 - - American Junior Bowling Congress (AJBC)

1932 - - Bowling Proprietor's Association of America (BPAA)

1916 - - Women's International Bowling Congress (WIBC)

1895 - - American Bowling Congress (ABC)

5443 bowling centers are Certified in the United States (USBC July 31, 2008 Report).

3873, as of Dec 1, 2007, are members of the BPAA (noted in Bowlers Journal International - 2009 Almanac).

10.) "StatCounter" Statistics have been a great tool for adding content to this website.

That is a service provided by Aodhán Cullen and his team, located in Dublin, Ireland.

It checks country, state, city, search engine and keywords, or direct links from other websites.

Recent statistics (7-30-05 to 10-31-09) for this website (51-months of USBC administration):

87.01% viewers located in the United States, 12.63% for 120 other countries, 0.36% undetermined.

The U.S. is followed by Canada, the United Kingdom, Australia, Malaysia, Phillipines and Singapore.

Every state is represented in the viewer counts, led by NY, CA, VA, TX, IL, OH, FL, MI, NJ and PA.

(Note: the real locations can be distorted by the way that service providers route their connections.)

15.37% of the searchers entered the keywords "bowling league" or the search string was not decoded.

84.63% of the searchers were looking for more specific information regarding numerous bowling topics.

362 keywords or phrases were examined for this analysis period.

The bowling file was created, in 1997, and has grown over the years. StatCounter added April 12, 2004.

Learning what keywords were used by www searchers helped determine items to be added.

The most unique addition was the formulas to help divide a league's prize money (Sept 2004).

You can see: [Statistics regarding bowling search keywords](#) (Updated information 11-6-2009)

StatCounter places a cookie, just to determine which viewers may return to the site at a later date.

StatCounter does not store personal information. Viewers' geographical location is the main interest.

It blocks recording loads done by me for any of the files, so statistics are not inflated.

If you entered the URL address directly yourself, that is shown as "No referring link."

If you have saved the URL, I hope the information that you found here has helped you to enjoy bowling!!!

Appreciated using [Fetch 5](#) Macintosh program for Mac OS X to transfer the files to the Internet server.

Return to [Home Page](#)