



EVENT NAME

Rollin Strikez™

CATEGORY

Sports

SUBCATEGORY

Bowling

CREATED BY

Scholarships 4 Us®

DATE OF ACCREDITATION

1/24/24

SKILLS CHALLENGE FORMAT

- ◆ THE SKILLS COMPETITION WILL CONSIST OF STUDENT-PARTICIPANTS COMPETING IN A 2-ROUND STRIKEZ-ONLY EVENT
- ◆ EACH PAIR OF LANES WILL HAVE AN ASSIGNED LANE MANAGER TO MANAGE THE SCORE BOARD AND KEEP TRACK RECORD OF STRIKES ROLLED
- ◆ AFTER EACH GAME STUDENT-PARTICIPANTS WILL MOVE AT LEAST ONE PAIR OF LANES

QUALIFYING ROUND

1. ALL STUDENT-PARTICIPANTS WILL BOWL 4 GAMES OF QUALIFYING
2. EACH STUDENT WILL GET 1-SHOT PER FRAME
3. IF NO STRIKE IS ROLLED THEN THE RACK SHALL BE RESET AND A MISS WILL BE ENTERED IN THE SECOND SHOT OF THE FRAME
4. THE TOP 5 STUDENT-PARTICIPANTS WITH THE HIGHEST TOTAL NUMBER OF STRIKES ROLLED IN QUALIFYING WILL ADVANCE TO THE FINAL ROUND
5. IN THE CASE OF A TIE FOR THE TOP 5 QUALIFYING PLACES A 9TH AND 10TH FRAME ROLL-OFF WILL DETERMINE THE FINAL ROUND PLACEMENT
6. IF THERE IS STILL A TIE AFTER THE 9TH AND 10TH FRAME THEN A SHOOTOUT FRAME(S) WILL DETERMINE FINAL ROUND PLACEMENT WITH EACH STUDENT-PARTICIPANT RECEIVING ONE SHOT UNTIL ONLY ONE STRIKE HAS BEEN ROLLED
7. STUDENT-PARTICIPANTS WILL ALTERNATE GOING FIRST IN THE SHOOTOUT FRAME(S)

FINAL ROUND

8. THE TOP 5 STUDENT-PARTICIPANTS WILL BE SEEDED ACCORDING TO THE QUALIFYING ROUND FOR A 1-GAME STEP LADDER FINAL
9. 5 VS. 4 > WINNER VS. 3 > WINNER VS. 2 > WINNER VS. 1
10. STRIKES DO NOT CARRY OVER FROM QUALIFYING ROUND
11. THE STUDENT-PARTICIPANT WITH THE MOST TOTAL NUMBER OF STRIKEZ ROLLED IN THE MATCH ADVANCES
12. IF NO STRIKE IS ROLLED THEN THE RACK SHALL BE RESET AND A MISS WILL BE ENTERED IN THE SECOND SHOT OF THE FRAME
13. IN THE CASE OF A TIE FOR THE TOP 5 QUALIFYING PLACES A 9TH AND 10TH FRAME ROLL-OFF WILL DETERMINE PLACE FINISH
14. IF THERE IS STILL A TIE AFTER THE 9TH AND 10TH FRAME THEN A SHOOTOUT FRAME(S) WILL DETERMINE PLACE FINISH WITH EACH STUDENT-PARTICIPANT RECEIVING A TURN UNTIL ONLY ONE STRIKE HAS BEEN ROLLED
15. STUDENT-PARTICIPANTS WILL ALTERNATE GOING FIRST IN THE SHOOTOUT FRAME(S)

MAX EVENT POINTS: 96

EST: 3HRS

