The Baker System format places emphasis on the team effort rather than individual accomplishments of team members.

Singles
- Twelve scores are required for each athlete with state-level event registration. Six of the scores submitted must be verifiable scores from the bowling house (i.e. a computerized printout or signed by center staff).
- Singles bowlers will bowl in league format at state-level competition.
- Bowlers whose average is 40 or below will bowl 2 games. Bowlers whose average is 41 or higher will bowl 3 games.

Doubles (Traditional & Unified)
- Doubles will use the Baker System format.
- Doubles will bowl 5 games.
- **Scoring:** Instead of each player having his/her own score, the combined effort of the team constitutes a game.
- In the Baker System, doubles partners take turns bowling frames within one game (as opposed to two bowlers bowling separate games). Each bowler bowls one frame at a time, regardless of the number of pins on the lane (i.e. if Player A throws a strike, he/she completes the frame) and then Partner B bowls the next frame).

Doubles	
Frame	Bowler
1	1
2	2
3	1
4	2
5	1
6	2
7	1
8	2
9	1
10	2

- Athletes in doubles must practice in accordance with the Baker System.
- Scores entered on state-level registration form should be the doubles score (not an individual score) and the average is the total of the 12 games divided by 12.
- Six of the scores submitted for teams must be verifiable scores from the bowling house, and must have the **team name** on the printout. The athletes associated with the doubles should be indicated on the printout by the coordinator submitting registration. Printouts must accompany the registration form. A back-up 12-game average for each player is also requested. This is to place the athlete in singles competition should their partner scratch.

- If a bowler bowls a strike, he/she is done for that frame. Bowler #2 bowls out the strike. For example, if Sara bowls a strike in frame 1, Jessica bowls frame 2 since you alternate frames for each bowler.
- Doubles competition **will not use the league format.** All doubles will play in "Open Bowling Format," meaning doubles will bowl on the same lane for all games.

Team (Traditional & Unified)
- Team will use the Baker System format.
- A team **must** register with 5 bowlers. Teams can drop to 4 only if a bowler does not show up on the day of competition.
- Teams will bowl 7 games.
- **Scoring:** Instead of each player having his/her own score, the combined effort of the team constitutes a game.
- In the Baker System, team members take turns bowling frames within one game (as opposed to five bowlers bowling separate games). Each bowler bowls one frame at a time, regardless of the number of pins on the lane (i.e. if Player A throws a strike, he/she completes the frame, and then Partner B bowls the next frame, and so on).
- Athletes competing in teams must practice in accordance with the Baker System and submit scores as a team.
- Scores entered on state-level registration should be the team score (not an individual score) and the average is the total of the 12 games divided by 12.
- Six of the scores submitted for team must be verifiable scores from the bowling house, and must have the **team name** on the printout. The athletes associated with the team should be indicated on the printout by the coordinator submitting registration. Printouts must accompany the registration form. A back-up 12-game average for each player is also requested. This is to place the athlete in singles competition should their team fall below four players.
- Team competition **will not use the league format.** All teams will play in "Open Bowling Format," meaning all players of one team will bowl on the same lane for all games.

Bowler rotation for 5 person team

3 person team		4 person team		5 person team	
Frame	Bowler	Frame	Bowler	Frame	Bowler
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	1	4	4	4	4
5	2	5	1	5	5
6	3	6	2	6	1
7	1	7	3	7	2
8	2	8	4	8	3
9	3	9	1	9	4
10	1	10	2	10	5

- Teams will be allowed to bowl with a minimum roster of 3 and max of 5. If a registered team has an athlete who does not attend the event at the last minute, the team will be

allowed to bowl with less than 5 bowlers. The rotation would continue through 3 games with bowlers 1 and 2 bowling the 9th and 10th frame in the first game and bowler 3 starting off the 2nd game and so on. (See table or illustration above for five-person teams.)

- If a team falls below 3 bowlers, the 2 remaining bowlers will be moved to singles.

Special Notices
- Singles, singles ramp, doubles and team competition will run according to a scratch tournament.
- Foul lights will be on during competition.
- Any team arriving late will begin play with the score to count from the frame then being bowled. A zero will be given for all prior frames.
- A bowler may only compete in one event.
- Unified Bowling
  - o Local programs participating in Unified bowling should notify SONC of their intentions and include participation numbers on the census form.
  - o Each local program is required to have a coach certified in Unified Sports before beginning training.
  - o Unified Teams should always have at least one more athlete than Unified partners.
- Ramp Bowling
  - o If an athlete uses a ramp to bowl, please bring a ramp for each bowler to competition. Programs have the option of supplying a ramp assistant for the athlete(s).