

## TOURNAMENT SETUP

1. Decide how many Bowlers will be in the Qualifying Round (40, 60, 80, 100).
2. Decide how many Bowlers will make the Tournament (4, 8, 16, 32).
3. Choose Bowlers for the Qualifying Round.
4. Once you have your list of "Qualifying" Bowlers, roll for 14 Game Pin Total (Chart Below) for each Bowler.
5. Sort your Top Bowlers out with the Highest Pin Total and place them in your Tournament Brackets.



### QUICK PLAY 14 GAMES PIN TOTAL

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	
1	3500	3430	3360	3290	3220	3150	3080	3010	2800	2660	2520	2380	2240	2100	1
2	3150	3080	2940	2800	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	2
3	2758	2590	2520	2436	2254	2128	1960	1848	1778	1666	1414	1316	1260	1120	3
4	3094	2954	2814	2674	2534	2394	2254	2114	1974	1834	1694	1554	1414	1274	4
5	3122	3010	2870	2716	2590	2408	2250	2100	2058	1904	1736	1428	1288	1148	5
6	2912	2828	2800	2618	2492	2366	2212	2058	1946	1764	1652	1330	1246	1106	6
7	2968	2884	2786	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	1260	7
8	2716	2632	2548	2380	2254	2128	1960	1862	1694	1582	1400	1330	1246	1105	8
9	3150	3080	2940	2800	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	9
10	3360	3290	3220	3150	3080	3010	2940	2870	2520	2380	2240	2100	1960	1820	10
11	3500	3430	3360	3290	3220	3150	3080	3010	2800	2660	2520	2380	2240	2100	11
12	3150	3080	2940	2800	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	12
13	2758	2590	2520	2436	2254	2128	1960	1848	1778	1666	1414	1316	1260	1120	13
14	3094	2954	2814	2674	2534	2394	2254	2114	1974	1834	1694	1554	1414	1274	14
15	3122	3010	2870	2716	2590	2408	2250	2100	2058	1904	1736	1428	1288	1148	15
16	2912	2828	2800	2618	2492	2366	2212	2058	1946	1764	1652	1330	1246	1106	16
17	2968	2884	2786	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	1260	17
18	2716	2632	2548	2380	2254	2128	1960	1862	1694	1582	1400	1330	1246	1106	18
19	3150	3080	2940	2800	2660	2520	2380	2240	2100	1960	1820	1680	1540	1400	19
20	3360	3290	3220	3150	3080	3010	2940	2870	2520	2380	2240	2100	1960	1820	20

Once you have your Round 1 Setup for your Tournament, you can either roll each game Frame By Frame or Quick Play each Game with One Roll on the Chart Below. The Chart below is the Bowler's Game Score for the One Game.

The Bowler with the Highest Score moves to the next Round in the Brackets until you have a winner!

### QUICK PLAY GAME SCORE

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	
1*	285	285	270	260	250	240	230	220	200	190	180	170	160	150	1*
2	230	220	210	200	190	180	170	160	150	140	130	120	110	100	2
3	197	185	180	174	161	152	140	132	127	119	101	94	90	86	3
4	221	211	201	191	181	171	161	151	141	131	121	111	101	91	4
5	223	215	205	194	185	172	161	150	147	136	124	102	92	82	5
6	208	202	200	187	178	169	158	147	139	126	118	95	89	79	6
7	212	206	199	190	180	170	160	150	140	130	120	110	100	90	7
8	194	188	182	170	161	152	140	133	121	113	100	95	89	81	8
9	230	220	210	200	190	180	170	160	150	140	130	120	110	100	9
10	280	270	260	250	240	230	220	210	180	170	160	150	140	130	10
11	285	285	270	260	250	240	230	220	200	190	180	170	160	150	11
12	230	220	210	200	190	180	170	160	150	140	130	120	110	100	12
13	197	185	180	174	161	152	140	132	127	119	101	94	90	85	13
14	221	211	201	191	181	171	161	151	141	131	121	111	101	91	14
15	223	215	205	194	185	172	161	150	147	136	124	102	92	82	15
16	208	202	200	187	178	169	158	147	139	126	118	95	89	83	16
17	212	206	199	190	180	170	160	150	140	130	120	110	100	90	17
18	194	188	182	170	161	152	140	133	121	113	100	95	89	83	18
19	230	220	210	200	190	180	170	160	150	140	130	120	110	100	19
20	280	270	260	250	240	230	220	210	180	170	160	150	140	130	20

\* Roll d10. Even add 15. Odd subtract 15. This gives Bowler Rated "A" or "B" an outside chance of rolling a 300 Game!