

WSU SHOCKER BOWLING SKILLS TEST EXPLANATION

These statistics are kept as part of the WSU Shocker bowling tryouts. This information will be used by the coaching staff to make team selection decisions.

- All players who participate in the tryout process are given a tryout number.

SQUAD – This is what date the player completed his or her skills test.

10 – In order to earn a point for this skill, an athlete must hit his or her target and knock down the 10-pin (without knocking over the 3-pin). An athlete can only earn a point for doing *both* in the same shot. For example, if an athlete's target is board 20 and he hits it, but fails to hit the 10-pin, a point is not awarded. Similarly, if the athlete hits the 10-pin but misses his target of board 20, a point is not awarded. This skill is repeated four times for a maximum point total of four.

7 – In order to earn a point for this skill, an athlete must hit their target and knock down the 7-pin (without knocking over the 2-pin). An athlete can only earn a point for doing *both* in the same shot. For example, if an athlete's target is board 20 and he hits it, but fails to hit the 7-pin, a point is not awarded. Similarly, if the athlete hits the 7-pin but misses her target of board 20, a point is not awarded. This skill is repeated four times for a maximum point total of four.

IN L#1 – The athlete is tested on their ability to hit an inside angle/line. A target is given at both the dots and the arrows and both are marked by a white piece of bowler's tape. An audible "thump" is made when each target is hit. The athlete has to hit *both* targets to gain two points. If an athlete does not hit a target or only hits one target but not the other, no points are awarded. This year, athletes have the opportunity to earn added points only if they have met the above requirements. An additional half-point is awarded to the athlete if he or she hits their respective pocket; if the athlete strikes in their respective pocket, he or she is awarded an additional half-point. A maximum of three points can be awarded for each attempt; there are four attempts total for a maximum point total of 12.

OUT L#2 – The athlete is tested on their ability to hit an outside angle/ line. A target is given at both the dots and the arrows and both are marked by a white piece of bowler's tape. An audible "thump" is made when each target is hit. The athlete has to hit *both* targets to gain two points. If an athlete does not hit a target or only hits one target but not the other, no points are awarded. This year, athletes have the opportunity to earn added points only if they have met the above requirements. An additional half-point is awarded to the athlete if he or she hits their respective pocket; if the athlete strikes in their respective pocket, he or she is awarded an additional half-point. A maximum of three points can be awarded for each attempt; there are four attempts total for a maximum point total of 12.

TOTAL PTS – This is the sum of all the points from each skill. A perfect score is 32. This consists of four points from 10-pins, four points from 7-pins, 12 points from the inside line and 12 points from the outside line.