

# 2004 Deep South Regional Conference

## Concrete Bowling Ball Competition

### Rules and Regulations

- 1) Standard bowling rules will apply to the actual bowling competition. Each school will have 3 frames, for a maximum of seven bowls (in case of a spare or strike in the last frame). Standard bowling pins will be used, and the alley will be grass.
- 2) Each school will be required to submit a basic bowling ball design paper. This paper should be a maximum of two pages long (not including references or title page), and will be displayed in order to allow every school to see the different designs used in the competition. In the case of a tie, the paper will be the determining factor.

### Design and Construction

- All bowling balls must be between 8 inches and 10 inches in diameter at the beginning of the contest.
- No resins or epoxies may be used.
- The major constituent of each ball (at least 60%) must be hydraulic (Portland) cement. No prepackaged or premixed concrete may be used.
- Reinforcements such as reinforcing mesh, metallic or non-metallic, may be used. Absolutely none of the reinforcement may be exposed in the original ball. Exposure during competition as a result of breakage is allowable.
- The aggregate must be an inert material. Natural materials (gravel, shale) as well as man made materials (Styrofoam, glass beads, etc.) are allowed.

### Judging Criteria

Bowling Score	60%	90 pts
Bowling Ball Design	20%	30 pts
<u>Effectiveness</u>	<u>20%</u>	<u>30 pts</u>
Total Possible Score	100%	150 pts

#### **Bowling Score (90 pts)**

Standard bowling rules will apply. Each bowling frame will have a maximum possible score of 30 points, for a possible total score of 90 pts.

#### **Bowling Ball Design (30pts)**

Based on aesthetics. This will be judged at the beginning of the competition and the specifics left to the discretion of each individual judge.

#### **Bowling Ball Effectiveness (30 pts)**

For every 1 % of the total weight lost from each ball, one point will be deducted from the effectiveness score of 30 points. If a ball loses more than 30 % of its total weight, it will be disqualified. A damaged ball may be used after the first roll, but it must roll to the pins (no throwing).