

How To Make Sparer

There is an old saying amongst bowlers "make spares and the strikes will take care of themselves." This is sound advice. After all, you can bowl as high as 190 without ever bowling a strike!

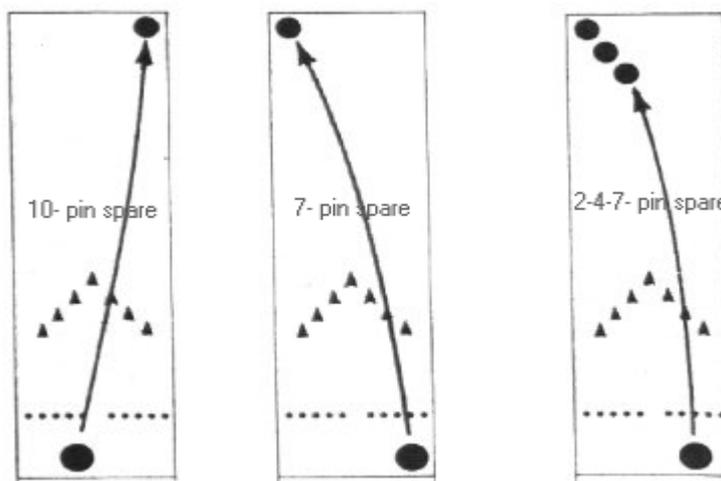
In Tenpin Bowling the idea is to knock over as many pins as possible with your first ball, if the first ball is not a strike you're going to leave pins standing. No spare is easy to convert but there are very few that cannot be picked up with a well-placed ball.

To become a good spare bowler takes practice, you must first develop a good and consistent armswing and approach, then become familiar with the angles on the lane and maintain a good shoulder position. These are the fundamentals of good spare bowlers.

Accuracy is the secret to good spare bowling and accuracy can be achieved only by constant practice. With each game your eye will become more adept at "hitting" the exact spot to convert your spares. Practice will have your arm obeying your eye with increasing frequency.

Even "Splits" which are where you have a wide gap between pins are the most difficult to make, but even some splits will be converted to spares as your consistency improves.

Many beginner bowlers try and throw as many strikes as possible and when they miss they are careless with their spare ball. A beginner bowler will not put that much thought into the "spare ball" as they would the strike ball; therefore their scores are generally low. When all is done and the game is over a couple of minutes of calculating will tell you how important it is to pick up spares.

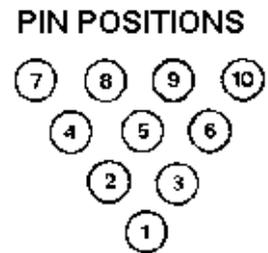


The difference between a 120 and 180 game is spares, missing all those spares along the way cost many bonus points. You should know that if you get a spare in every frame you would score as high as 190 without getting a strike.

Some good advise on spare shooting:

- Always bowl the same shot as your strike ball; changing technique is best when you develop a better understanding of your game.

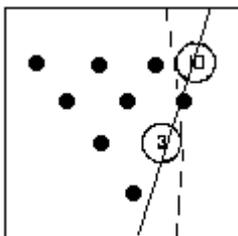
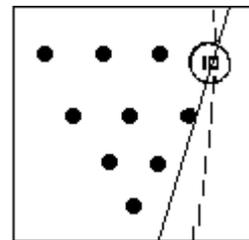
- Face the pin and target you are aiming at, always walk towards the target and maintain that same position at the foul line. If you are bowling across the lane stay in the position you are facing and DO NOT SQUARE UP TO THE FOUL LINE AT THE RELEASE
- Aim for the key pin, this is usually the nearest pin, if you were going for the 1-2-4 the headpin is the nearest.
- Learn to identify the pins by number.
- Shoot right side spares from the left side of the lane, and left side spares from your strike position or the right side of the lane. (see diagram above)
- Learn the 3-6-9 and 2-4-6 spare systems for converting spares, these are the most recognised spare systems taught today.



The following will show you some common spare leaves and how to pick them up, remember that the examples are for right handed bowlers who bowl either a straight ball or hook ball, left handers need to reverse or adjust accordingly. Position for right side spares should be from the 10-pin position moving right with your feet, targeting over 3rd arrow or 15 board. And left side spares are from the strike position (2nd arrow or 10 board) moving right with your feet aiming over the strike target, this is the basic 3-6-9 spare system.

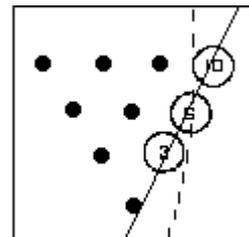
Right Side Spares 10-pin position moving right

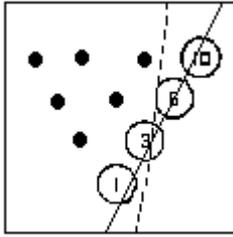
(10 Pin Spare) A difficult spare for the right hander, particularly with a hook ball - stay out of the gutter but makes sure you do not hook the ball too much - practice making the spare. Find 10-pin position by using the 3rd arrow as the target and adjust right or left until you can spare the 10 pin consistently.



(3-10 The Baby Split) If the angle is right and you hit the right hand side of the 3 pin, the ball should deflect and carry the 10 pin.
Stance is from 10-pin position and move feet 4 1/2 boards right, and pivot towards 3rd arrow target.

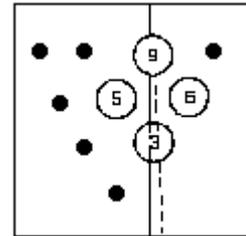
(3-6-10 Spare) Both balls if aimed for the right side of the 3 pin should take out all three unless the 6 pin beats it to the 10 pin. Stance is from 10-pin position and move feet 4 1/2 boards to the right and pivot towards 3rd arrow target.





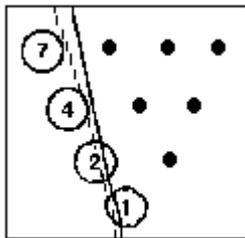
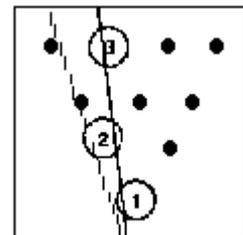
(1-3-6-10 Spare) A straight ball right of the head pin bowled across should run down touching all pins. A hook ball relies upon the 6 pin taking out the 10 pin. Stance is from 10-pin position and move feet 8 boards to the right and pivot to 3rd arrow target.

(3-5-6-9 Right Hand Bucket) Both the hook and the straight ball should finish almost straight onto the 3 pin, the hook ball slightly more to the right. Stance is from 10-pin position and move feet 5 boards right, pivot over 3rd arrow target.



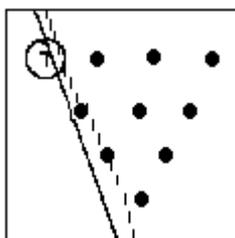
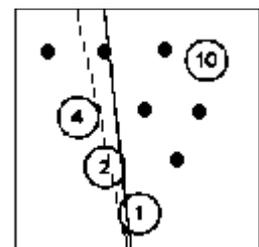
Left Side Spares Strike position moving right

(1-2-8 Spare) A frequent leave, the spare is converted by striking the left-hand side of the 1 pin, the ball is deflected onto the nose of the 2 pin driving it back onto the 8 pin. Move feet 3 boards right from strike position pivot towards strike target.



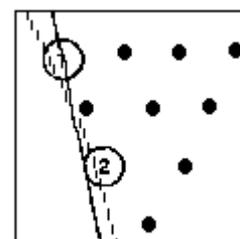
(1-2-4-7 Spare) By aiming directly between the 1 and 2 pins the 2 pin then does the work of knocking over the 4 and 7 pins. Start from strike position, move feet 3 boards right, pivot towards strike target.

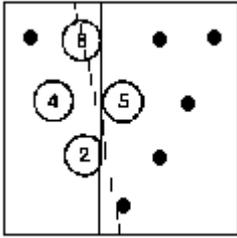
(1-2-4-10 Spare) A washout but it is not as hard to convert as it looks. By striking the left side of the 1 pin, the 2 pin looks after the 4 pin whilst the 1 pin takes out the 10. Start from strike position, move feet 3 boards right, pivot towards strike target.



(7 Pin Spare) The simplest spare for a right hander. Always aim for the right hand side of a 7 (or 4) pin leave. Stand 9 boards right of strike position, pivot towards strike target.

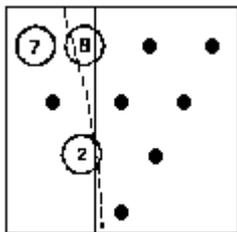
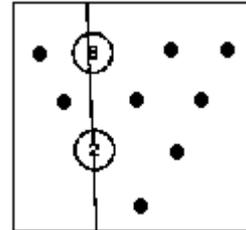
(2-7 Baby Split) A relatively easy conversion aim for the left-hand side of the 2 pin, which if struck correctly will deflect the ball onto the 7 pin. Start from the strike position, move feet 4 boards right and pivot towards strike target.





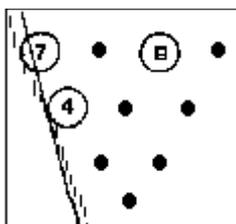
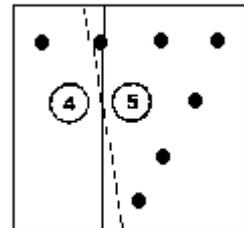
(2-4-5-8 Spare) This left-hand bucket is a tricky leave. A hook ball is the most effective here because it will resist the deflection away from the 8 pin. Start from strike position and move feet 3 boards right, pivot towards strike position.

(2-8 Sleeper Spare) Both hook and straight balls must make contact in the front centre of the 1 pin which will then carry the 8 pin, a hook ball can be used by bowling the ball slightly right of the 2 pin, which will carry the 8 pin. Start from strike position and move feet 2 boards' right, pivot towards strike target.



(2-7-8 Spare) A nasty little split. The ball must strike the right hand side of the 2 pin to send it over to the 7 pin whilst the ball continues on to take out the 8 pin. Start from strike position and move feet 2 boards right, pivot towards strike target.

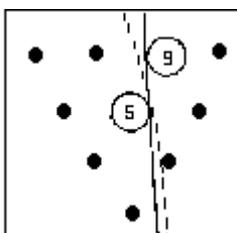
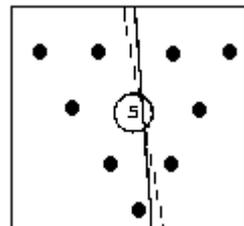
(4-5 Baby Split) This formidable looking split is a headache. The ball will not pass between the two without touching, so it is a matter of placing it exactly in the centre to touch both pins. Start from strike position and move feet 2 boards right, pivot towards strike target.



(4-7-9 Split) A difficult split, but this one is converted quite a lot. Aim across the lane to barely touch the 4 pin and take out the 7 pin. The 4 pin hit correctly, will travel across to take out the 9 pin. Start from strike position and move feet 8 boards right, pivot towards strike target.

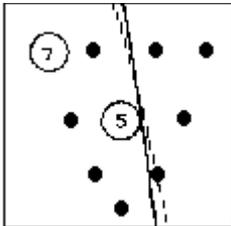
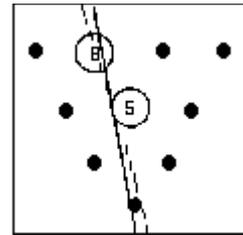
Centre Spares A slight move left from strike position

(5 Pin Spare) A simple spare, which looks like a strike ball, but the 5 pin, is actually 20" inches behind the headpin, a strike ball won't spare it. Start from strike position and move feet 1 board left, pivot slightly towards strike target.



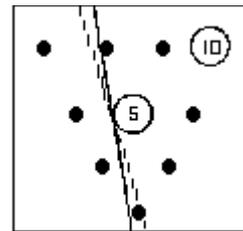
(5-9 Spare) Aim at the right hand side of the 5 pin and use it to deflect the ball onto the 9 pin. Start from strike position and move feet 2 boards left, pivot towards strike target.

(5-8 Spare) Aim from the centre to left-hand side of the 5 pin and use it to deflect the ball onto the 8 pin. Start from strike position and move feet 2 boards left, pivot towards strike target.



(5-7 Split) The ball should just clip the right side of the 5 pin in order to throw it across to the 7 pin. Start from strike position and move feet 3 boards left, pivot towards strike target.

(5-10 Split) The ball should just clip the left side of the 5 pin to throw it across to the 10 pin. Try this spare from your strike position with a 1/2 board move left with your feet, slight pivot towards strike target.



There are close to 1200 different spare combinations, many you will never see and many are quite rare. The above gives you a basic idea of the spares you may encounter. Remember that it is only a bowler who is consistent in technique that will be a good spare shooter. Hope this has helped.