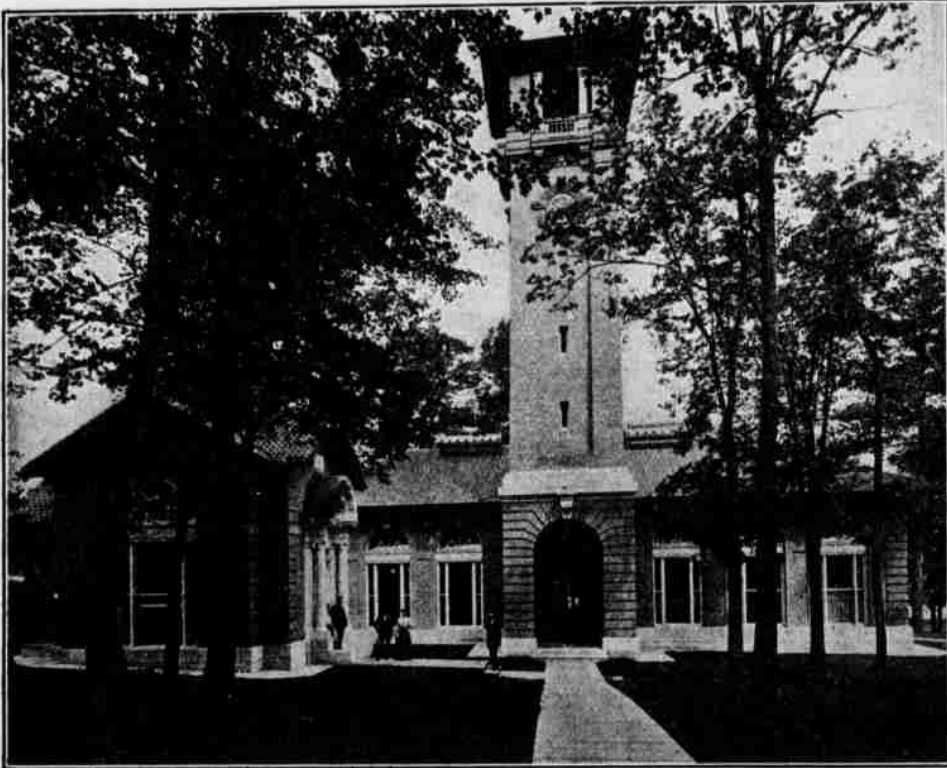


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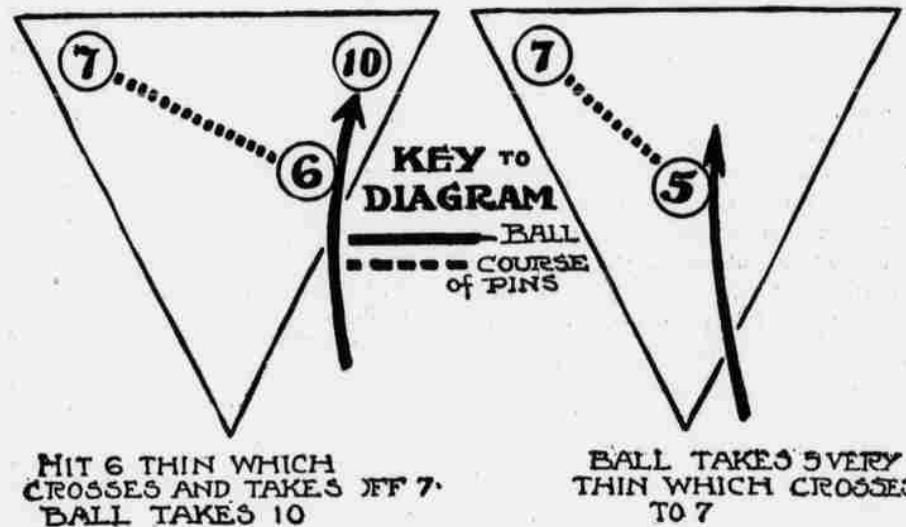
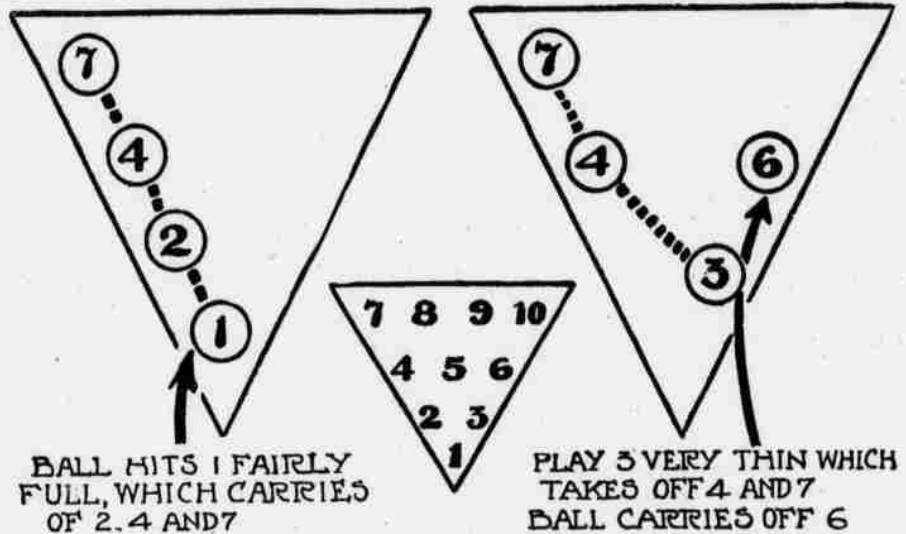
HE candlepin game has so many different combinations that they in a measure are responsible for the great hold the game has taken on the public. The opportunities for combinations are beautiful, and expert rollers take particular delight in buying up a hard spare leave.

Some of the breaks are practically impossible unless there is a piece of deadwood resting in a good position on the alley. On those occasions a man must use the most minute calculation and depend upon absolute accuracy. He may try to hit a particular combination many

connect with No. 2. No. 1 pin will roll and bring down 3, 6 and 10, while No. 2 will carry with it 4 and 7, and the ball going through between 1 and 2 will drop 5 and 8. Pin 5 will topple pin 9. The hit can also be made by a 1 and 3 combination. One of the worst hit a man can make is to cut out No. 2 or No. 3 pin.

A 1-10 spare is impossible unless there is deadwood which lies between the two, 3 or 4 inches up. The ball will carom off and get 1 while deadwood gets the 10 pin. For 1-2-4-7 play between No. 1 and 2 as is done with a strike ball.

For 4-7-3-6 play 3 thin and the pin will be thrown onto 4 and 7, while the ball



times before he is successful, but practice will develop accuracy of eye and hand, and a man in time can get a fair percentage of good hits.

There is one thing, however, a league bowler should remember and that is, that every pin counts and that if he can buy up 10 by using the three balls it is safer as a general rule, than playing difficult combinations for spare.

However, where the break is an ordinary one it is advisable to take a chance at the spare, but one will find that the man with the high average for week after week of bowling is the man who buys up every pin and not the man who is after skyrocket shots continually with his second ball.

The hit that all men naturally desire to make is a strike, and that invariably can only be made with a perfect ball. For a right-handed bowler to make the perfect hit he should hit the No. 1 pin about on the quarter from which it will

will get 6. For 7-6-10 hit 6 thin; for 5-7 hit light on right side of 5 and it will slide.

With a 3-8 break, carom off 3 and the ball gets 8, or hit fairly full on 3 and the pin will get 8. The latter is the safest way, for on candles a good carom is seldom secured. Against 1-4-7 the 1 pin should be hit on the outside and the pin will slide and hit 4.

A hard spare is 2-4-7-5-8 and must be hit as one would for a strike, between 2 and 4. For 2-4-5-7-8 the 2 pin must be hit thin between 2 and 4. The ball takes 2-4-7-8 while the 2 pin gets 5 and 10. When it is 2-4-7-10 the shot is the same for the 2 pin will get the 10.

Two noted breaks are the half and full Worcester. The half is with either the 2 and 8 or the 3 and 9 pins out. The full Worcester has both combinations out. When 2-8 are out, hit between 1 and 3, hitting one on about the quarter.

(Concluded on page 5)