

Week Ending October 27, 2024

BOWLERO MECHANICSVILLE

	<u>GAME</u>	<u>SERIES</u>
Friday Night Mixed		
<i>Chris Mozingo</i>	286	797
<i>Tonia Haney</i>	246	673
<i>Kevin Randesi</i>		727
<i>Zack Sessoms</i>	279	
<i>Grant Wright</i>		638 (140+ pins over avg series)
Wednesday Morning Doubles		
<i>Ollie Morton</i>	267	673

BOWLERO WEST END

Thursday Night Mixed		
<i>Woody Woodruff</i>	279	757
<i>Zachary Rogers</i>	290	752
<i>Scott Nelson</i>	279	722
<i>Jeff Harris</i>	279	712
<i>Ken Biggs</i>		735
<i>Dan Larioni</i>		727
<i>Brian Wickham</i>		726
<i>Andy Kubyako</i>		716
<i>Tonia Haney</i>		671
<i>Tammy Spivey</i>		662
<i>Joe Toskes</i>	299	
<i>Chuck Newton</i>	277	
<i>Karen Harrison</i>	246	
Telephone Ten Pinner		
<i>Dillon Irby</i>	286	712
<i>Andy Kubyako</i>		720
Friday Night Coed		
<i>Matt Payton</i>		717

BOWL AMERICA SOUTHWEST

Monday Nite Madness		
<i>Andy Kubyako</i>	289	745
<i>Earl Poulston</i>	300	709
<i>Teresa Rast</i>	247	640
<i>James Brooks</i>		736
<i>Oscar Herring</i>		727
<i>Davis Taylor</i>		708
Merchants Men's		
<i>Chris Huie</i>	299	734
<i>Phil Ledwon</i>		752
<i>Charles Byers</i>		737
<i>Ken Dich</i>		710
<i>Jay Wallen</i>	298	
<i>Joseph Henry</i>	277	

BOWL AMERICA SHORT PUMP**GAME****SERIES****Short Pump Scratch**

<i>Tony Marino</i>	279	739
<i>Curtis Martin</i>		723
<i>Scott Jackson</i>	270	

League Secretaries: Send your league's high scores to scores@grusbc.com.

High Score Criteria's:

Men (Adult)	270+ Game	700+ Series
Women (Adult)	240+ Game	630+ Series
Youth (Pee Wee Bumper 2 Games)	80+ Game	160+ Series
Youth (Pee Wee Bumper 3 Games)	80+ Game	240+ Series
Youth (Bantams 8 yo and under)	100+ Game	300+ Series
Youth (Prep 9 – 11 yo)	150+ Game	425+ Series
Youth (Junior Boys 12 – 14 yo)	200+ Game	550+ Series
Youth (Junior Girls 12 – 14 yo)	175+ Game	475+ Series
Youth (Majors Boys 15 – 17 yo)	225+ Game	600+ Series
Youth (Majors Girls 15 – 17 yo)	200+ Game	500+ Series

Split Conversions: 7-10 and 4, 6, 7, 10

100+ Pins Over Average Game

140+ Pins Over Average Series

Triplicate

All Spare