High-Average Cards for BOWL-O-RAMA Championship Bowling Game

This idea was sprouted by Chris Scheel, Marana, AZ: "I'm looking to make cards for some modern bowlers for a 32 man tournament. In the game you provide generic cards for certain averages, (but) the two highest were 190 and 220. I was wondering if you, or anyone, has created a 250 average card? I realize that card is quite unrealistic, however if there was one for that average, I could use some sort of combination of it and the 220 card to accurately rate these modern bowlers, the best have an average in the high 220's. For example, say I wanted a bowler to have a 229 average. I could use the 220 card for 70% of games, and the 250 card for 30% of games to achieve that average. I would just have some sort of pre-game roll to determine what card to use. I thought this would be a more efficient way to approximate these higher averages, rather than try to create a card for every single exact average."

Great idea! Crunching the numbers, it appears that a 235 card would serve the purpose better, but we've included cards for both. By rolling a six-sided die, either before each game or before each frame, alternating between the 220 card, you can approximate the following averages...

Re-create THESE avareage by using the 250 card on indicated die roll(s), and the 220 card the rest of the time...

225: 250 card on "1," 220 card on "2" through "6."
230: 250 card on "1" or "2," 220 card on "3" through "6."
235: 250 card on "1" through "3," 220 card on "4" through "6."
240: 250 card on "1" through "4," 220 card on "5" and "6."
245: 250 card on "1" through "5," 220 card on "6."

Re-create THESE avareage by using the 235 card on indicated die roll(s), and the 220 card the rest of the time...

223: 235 card on "1," 220 card on "2" through "6."
225: 235 card on "1" or "2," 220 card on "3" through "6."
227: 235 card on "1" through "3," 220 card on "4" through "6."
230: 235 card on "1" through "4," 220 card on "5" and "6."
233: 235 card on "1" through "5," 220 card on "6."

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4	X	X	Х	4	/	/	/	/	/	/	/	/	/	/	/	1	/	/	/	/	/	/	/	/	2	4
5	X	X	9	5	/	/	/	/	/	/	/	/	/	/	/	1	/	/	/	/	/	/	/	/	2	5
6	х	x	9	6	/	/	/	/	/	/	/	/	/	/	/	1	/	/	/	/	/	/	/	/	2	6
7	Χ	X	9	7	/	/	/	/	/	/	/	/	/	/	/	1	/	/	/	/	/	/	/	/	2	7
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9	Χ	X	8	9	/	/	/	/	/	/	/	/	/	/	/	1	/	/	/	/	/	/	/	/	2	9
10	X	X	8	10	/	/	/	/	/	/	/	/	/	/	1	1	/	/	/	/	/	/	/	/	2	10
11	X	X	8-	11	/	/	/	/	/	/	/	/	/	/	1	1	/	/	/	/	/	/	/	/	1	11
12	Χ	X	8-	12	/	/	/	/	/	/	/	/	/	/	1	1	/	/	/	/	/	/	/	2	1	12
13	Χ	X	7	13	/	/	/	/	/	/	/	/	/	/	1	1	/	/	/	/	/	/	/	2	1	13
14	Χ	X	7	14	/	/	/	/	/	/	/	/	/	/	1	-	/	/	/	/	/	/	/	2	1	14
15	X	X	7	15	/	/	/	/	/	/	/	/	/	/	1	-	/	/	/	/	/	/	/	2	1	15
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Generic Bowler Ability	Card	0.	0		7.		
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11 X X 8- 12 X X 7 13 X X 7 14 X X 7- 15 X X 7-	11 / / / 12 / / / 13 / / / 14 / / / 15 / / /	 	 	/ 1 1 / 1 1 / 1 1 / 1 - / 1 -	 	 	/ / 1 1 / 2 1 1
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