




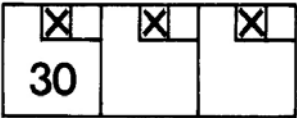
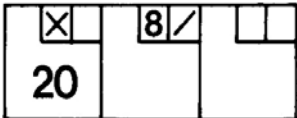
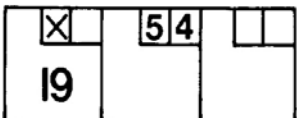
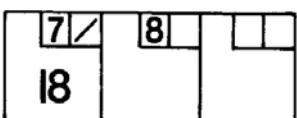
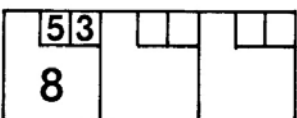


SCORING THE GAME

- A complete game consists of 10 frames.
- Each player tries to knock down 10 pins in each frame.
- You are allowed to bowl 2 balls in each frame. Exceptions: (a) if you knock down all the pins on the 1st ball, you won't need the 2nd. (b) If you score a strike on the first ball in the 10th frame, you are entitled to 2 bonus balls.

	If you knock down all the pins on the first ball, you have scored a STRIKE (indicated with an X)
	If you knock down all the pins with 2 balls, you have scored a SPARE (indicated with /)
	A SPLIT occurs when 2 pins are left widely separated, such that the ball cannot hit both pins (indicated with a circle O)
	If you fail to knock over any pins it is called a MISS (indicated with a dash -)
	If your foot goes over the foul line, you have scored a FOUL (indicated with an F)

A STRIKE gives a count of 10 + the number of pins knocked down in the next two balls, it is marked with an X in the first box.

	Bowling a strike with each ball, would give you a score of: $10 + 10 + 10 = 30$ for that frame.
	Bowling 10 pins on the next two balls would give you a score of $10 + 8 + 2 = 20$ for that frame.
	Knocking over less than 10 pins on the next two balls would give you a score of $10 + 5 + 4 = 19$ for that frame and 28 for the next frame.
	A SPARE counts as 10 + the pins you knock down on the first ball of the next frame: Your score would be $10 + 8 = 18$ for that frame.
	If you fail to knock over all the pins in your two balls, you simply count what you have knocked down; there is no bonus in that frame.

1	2	3	4	5	6	7	8	9	10	
×	×	×	8/	(7)1	9/	F 8	8	F/	9/	×
30	58	78	95	103	113	121	129	148	168	

In the last or tenth frame, there are no following frames from which to score your bonus pins. To compensate for this, bowlers are allowed to bowl two extra balls if they achieve a strike, or just one extra ball if they achieve a spare to enable the calculation of bonus pins.

The following is a demonstration game to illustrate all the above points:

Score in Frame 1	= Strike + Strike + Strike	= 10 + 10 + 10 = 30
Score in Frame 2	= Frame 1 + Strike + Strike + 8	= 30 + 10 + 10 + 8 = 58
Score in Frame 3	= Frame 2 + Strike + 8 + 2	= 58 + 10 + 8 + 2 = 78
Score in Frame 4	= Frame 3 + Spare + 7	= 78 + 10 + 7 = 95
Score in Frame 5	= Frame 4 + 7 Split + 1	= 95 + 7 + 1 = 103
Score in Frame 6	= Frame 5 + Spare + 0	= 103 + 10 + 0 = 113
Score in Frame 7	= Frame 6 + Foul + 8	= 113 + 0 + 8 = 121
Score in Frame 8	= Frame 7 + Gutter Ball + 8	= 121 + 0 + 8 = 129
Score in Frame 9	= Frame 8 + Foul + Spare + 9	= 129 + 10 + 9 = 148
Score in Frame 10	= Frame 9 + Spare + Strike	= 148 + 10 + 10 = 168

Please note that the strike in the 11th frame bowled is the bonus ball in the 10th frame, which will equal 10. If the score were anything other than a strike that amount would be used instead.

The following game examples used will give you a good perspective, of what the bonus pin system does for scoring, and how it rewards the bowler for more difficult feats. Strikes are difficult to get and are rewarded with a double bonus, spares are not as difficult so attract only a single bonus.

1	2	3	4	5	6	7	8	9	10
×	×	×	×	×	×	×	×	×	×
30	60	90	120	150	180	210	240	270	300

The perfect game is 12 strikes in a row

1	2	3	4	5	6	7	8	9	10
9/	9/	9/	9/	9/	9/	9/	9/	9/	9/
19	38	57	76	95	114	133	152	171	190

The highest score that is possible with all spares and without a strike

1	2	3	4	5	6	7	8	9	10
9-	9-	9-	9-	9-	9-	9-	9-	9-	9-
9	18	27	36	45	54	63	72	81	90

The highest score possible without a spare