Keeping Score in Bowling

How to fill in a score sheet

a)

b)

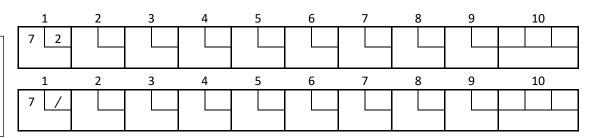
- 1. Each frame will have up to 2 balls rolled with the exception of the 10th frame which could have 3 depending on if you score a "Mark"
- 2. A "Mark" is a "Spare" (knocking all 10 pins down with both rolls in a single frame) which is shown with / in the upper right box of the frame or a "Strike" (knocking all 10 pins down with the first roll of a frame) which is shown with an **X** in the upper right box of the frame.
- 3. Below is the score card for a single game:

 1	2	3	4	5	6	7	8	9	10

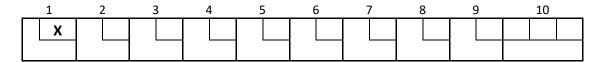
4. The number of pins you knock down on your first roll goes in the upper left corner. The exception to this is if you were to get a "Strike". Example of how this would look if you knocked down 7 pins on your first ball rolled:

	 	<u> </u>	 	7	 	10
7						

5. The box in the upper right corner is where the number of pins you knock down on your second roll goes. Below are examples of a) knocking down 2 pins on your second ball and b) knocking down all 3 pins remaining, resulting in a "Mark" or "Spare":

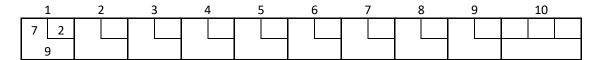


6. If on your first ball rolled you knock down all 10 pins, that is a "Strike" and that is marked with an **X** in the upper right box for that frame as shown below:



Calculating your score throughout the game.

1. After you finish a frame, you add the total of your first ball with the total of the second ball and it goes at the bottom of that frame box as shown:



2. Once you finish the next frame, you will add the total pins in that frame with the score in the previous frame. That total goes at the bottom of the frame box for your last completed frame giving you a running total score throughout the game as shown below. A miss or no pins knocked down is marked as -

1	L		2	3	4	5	6	7	8	9	10	
7	2	9	-									
ģ)	1	.8									

3. A "Spare" and a "Strike" are calculated a little differently. Once you complete a frame with a "Spare - /" or a "Strike - X" you will not know the total for that frame right away. A "Spare" equals 10 pins plus the total of your next ball rolled. If you were to roll a 9 count on your first ball and knock that single pin down on the second ball, you would have 9 / for that frame with no total. The first ball that you roll in the next frame will be added to the 10 from the spare and be totaled at the bottom of the frame box with the "Spare" shown below:

	1	2	;	3	4	1	5	(6	7	7	8	3	ç	9	10	
9	/	8															
	18																

4. Knocking down all 10 pins with the first ball is a "Strike" and would be marked with an X in the small box in the upper right of that frame. You will not see a score in the frame with the "Strike" yet as it counts as 10 pins plus the total of your next 2 balls rolled. For example, if you were to get a 7 then a 2 for the next two balls rolled in the frame after the strike, you would add 10 + 7 + 2 and get 19 pins for the frame with the "Strike" as shown. Since there was not a "Mark" rolled in the frame after the "Strike" you would be able to total up your score in that frame as well:

1	2	3	4	5	6	7	8	9	10
Х	7 2								
19	28			·	·				

Calculating Multiple "Marks" in a Row

- 1. As our game progresses and you start to get many "Marks" in a row, you will need to pay more attention to the rule of "Strikes" and "Spares" calculation. Remember a "Strike" equals 10 plus the total of the next 2 balls rolled and a "Spare" equals 10 plus the total of the next ball rolled.
- 2. Getting a "Strike" after a "Spare" equals 10 for the "Spare" plus 10 for the "Strike" making the total pins in the frame with the "Spare" 20 as shown below. As you can see, there is no score in the second frame with the "Strike" because you do not know what your next 2 balls rolled after the "Strike" are to calculate it.

1	2	3	4	5	6	7	8	9	10
7 /	Х								
20									

3. Scoring a frame with a "Strike" is done after your next 2 balls are rolled. If you were to get three "Strikes" in a row, your total for the frame with the first "Strike" will equal 30. Thirty is also the max number of points you can earn in a frame, and you do that by getting 3 "Strikes" in a row. Doing this is also known as a "Turkey".

1	2	3	4	1	5	6	5	7	7	8	3	g)	10	
Х	Х	Х													
30															

4. Let's progress through the game above to show you how to calculate your scores as you complete a game. In the 4th frame an 8 is rolled for the first ball and 2 for the second ball completing the frame with a "Spare". The "Strike" in the second frame is 10 plus the next 2 balls rolled, so the total score for frame 2 would be 28 pins. You then add the 30 pins from the first frame with the 28 pins for the second frame and get 58 pins running total in the 2nd frame. Shown below:

1	2	3		4	1	5	(5	7	8	!	9	10	
Х	Х)	X	8	/									
30	58			_										

5. At this point you can also figure out the running total for the 3rd frame. "Strike" is 10 plus the next 2 balls rolled total which is 10 for the "Spare". That would equal 20 total pins for the 3rd frame that you would add to the total in the previous frame to get your new running total in the 3rd, which is shown below:

 1	2	3		4	5	(6	-	7	8	3	9	9	10	
Х	Х	Х	8	/											
30	58	78	'-												

6. At this point we must wait to score the 4th frame because of the "Spare". Let's complete this game and follow along.

_	1	2	3	4	5	6	7	8	9	10
	Х	х	х	8 /	9					
		58								

1	2	3	4	5	6	7	8	9	10
Х	Х	Х	8 /	9 -					
30	58	78	97	106					
1	2	3	4	5	6	7	8	9	10
Х	х	Х	8 /	9 -	Х				
30	58	78	97	106					
1	2	3	4	5	6	7	8	9	10
Х	х	Х	8 /	9 -	Х	9 /			
30	58	78	97	106	126				
1	2	3	4	5	6	7	8	9	10
X	х	х	8 /	9 -	Х	9 /	F		
30	58	78	97	106	126	136			
1	2	3	4	5	6	7	8	9	10
Х	х	Х	8 /	9 -	Х	9 /	F /		
30	58	78	97	106	126	136			
1	2	3	4	5	6	7	8	9	10
Х	Х	Х	8 /	9 -	Х	9 /	F /	Х	
30	58	78	97	106	126	136	156		
1	2	3	4	5	6	7	8	9	10
Х	Х	Х	8 /	9 -	Х	9 /	F /	Х	Х
30	58	78	97	106	126	136	156		
1	2	3	4	5	6	7	8	9	10
Х	Х	Х	8 /	9 -	Х	9 /	F /	Х	X 9
30	58	78	97	106	126	136	156	185	
1	2	3	4	5	6	7	8	9	10
Х	Х	Х	8 /	9 -	Х	9 /	F /	Х	X 9 /
30	58	78	97	106	126	136	156	185	205

- 7. I threw a curveball in there for you with the "F" in the 8th frame. "F" in bowling stands for a foul and it occurs when you pass the line at the beginning of the lane called the foul line. If you pass this line when you bowl, you receive 0 pins for that roll even if you were to knock some pins down. If you knock pins down and foul, you receive an "F" for that ball and the pins are reset for your second ball. If you foul on your second shot of a frame, you receive an "F" for 0 pins and that frame is over. It is very important to stay behind the foul line while bowling. It is not only against the rules but a big safety concern. The bowling lanes have an oil on them that is very slippery, and you could seriously injure yourself if you fall on the lanes from slipping out there.
- 8. In the 10th frame, there are a possible 3 balls that you can roll. This is the only frame in the game that allows you to roll more than 2 balls. If you get a "Spare" in the 10th frame, you get 1 extra ball rolled. If you get a "Strike" on your first ball in the 10th frame, You receive 2 extra balls rolled.

This concludes the lesson on how to keep score in bowling. On the next page there are several games with each frame entered on how many pins were knocked down per frame so you can practice calculating bowling scores. Please feel free to ask coaches any questions you may have on scoring in bowling. I will also have blank score sheets for you to keep your own scores as you bowl without looking at the scoreboard. Remember to HAVE FUN!

WORKSHEET

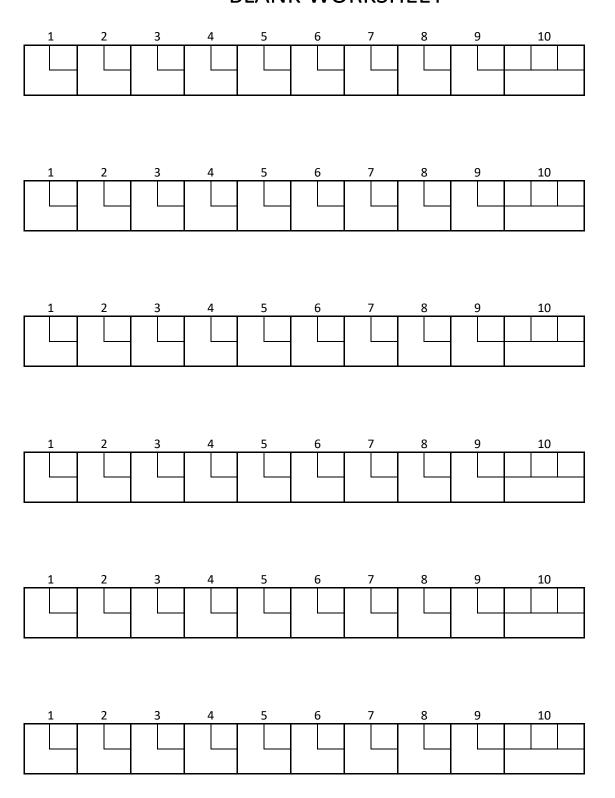
	1		2	3	4	5	5	(5	7		8	9		10	
7	-	9	/	Х	Х	9		7	1	Х	5	/	Х	8	/	6

	1 2		3		4		5		6		7		8		9		10			
	Х	9	-	8	/	F	9		Х	5	3	8	/		Х	7	/	8	1	

	1		2		3		4		5		6		7		8		9		10		
8	/	-	7	5	4		X	6	/	6	3	8	-		Х	7	2	Х	7	/	

	1		2		3		4		5		6		7		8		9		10		
9	/		X		Х		Х		X	8	/		X		X	9	-	х	Х	9	

BLANK WORKSHEET



REMEMBER: 'STRIKES' are 10 plus next 2 balls rolled. 'SPARES' are 10 plus next 1 ball rolled.

Bowling Pin Layout and Numbers

