





## Calculating Multiple “Marks” in a Row

- 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 “Spare” 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.
- 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	/	x								
20										

- 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	5	6	7	8	9	10
	X	x	x							
30										

- Let’s progress through the game above to show you how to calculate your scores as you complete a game. In the 4<sup>th</sup> 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 2<sup>nd</sup> frame. Shown below:

	1	2	3	4	5	6	7	8	9	10
	X	x	x	8	/					
30		58								

- At this point you can also figure out the running total for the 3<sup>rd</sup> 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 3<sup>rd</sup> frame that you would add to the total in the previous frame to get your new running total in the 3<sup>rd</sup>, which is shown below:

	1	2	3	4	5	6	7	8	9	10
	X	x	x	8	/					
30		58	78							

- At this point we must wait to score the 4<sup>th</sup> frame because of the “Spare”. Let’s complete this game and follow along.

	1	2	3	4	5	6	7	8	9	10
	X	x	x	8	/	9				
30		58	78	97						

1	2	3	4	5	6	7	8	9	10
X	x	x	8 /	9 -					
30	58	78	97	106					

1	2	3	4	5	6	7	8	9	10
X	x	x	8 /	9 -	x				
30	58	78	97	106					

1	2	3	4	5	6	7	8	9	10
X	x	x	8 /	9 -	x	9 /			
30	58	78	97	106	126				

1	2	3	4	5	6	7	8	9	10
X	x	x	8 /	9 -	x	9 /	F		
30	58	78	97	106	126	136			

1	2	3	4	5	6	7	8	9	10
X	x	x	8 /	9 -	x	9 /	F /		
30	58	78	97	106	126	136			

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

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

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

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

7. I threw a curveball in there for you with the "F" in the 8<sup>th</sup> 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 10<sup>th</sup> 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 10<sup>th</sup> frame, you get 1 extra ball rolled. If you get a "Strike" on your first ball in the 10<sup>th</sup> 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	6	7	8	9	10							
7	-	9	/	X	X	9	-	7	1	X	5	/	X	8	/	6

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

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

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

# BLANK WORKSHEET

1	2	3	4	5	6	7	8	9	10

1	2	3	4	5	6	7	8	9	10

1	2	3	4	5	6	7	8	9	10

1	2	3	4	5	6	7	8	9	10

1	2	3	4	5	6	7	8	9	10

1	2	3	4	5	6	7	8	9	10

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

# Bowling Pin Layout and Numbers

