Keeping Score

A game of bowling consists of ten frames. Two ball deliveries are allowed in each frame except when a bowler scores a *strike*. A strike occurs when all ten pins are knocked down in the first delivery. On the scorecard, a strike is marked with an "X." If all pins are knocked down with two deliveries in the frame, it is called a *spare*. A spare is marked with a "/" on the scorecard.

<u>Scoring a frame</u>: The number of pins knocked down with the first ball is placed in the upper left corner of the box. The number of pins knocked down with the second ball is placed in the upper right box. The total of the numbers is placed at the bottom of the box. For example, if the bowler knocks down 2 pins with the first ball and 7 pins with the second ball (total of 9 pins knocked down), the scorecard would be marked like this:

<u>Scoring a Spare</u>: For a spare, you get a score of 10 *plus* the score of the total pins knocked down in the next delivery. In the example below, the bowler scored a spare in the second frame. The bowler receives a score of ten for that frame *plus* seven, which is the number of pins knocked down by the first ball in the third frame. The scorecard is marked like this:

1 2 3 Frame 2: 10 points for the spare + 7 for the next ball = 17.
Add this to 9 from frame 1 to equal 26.
9 26 34 Frame 3:
$$26 + 7 + 1 = 34$$

<u>Scoring a Strike</u>: For a strike, you get a score of 10 *plus* the score of the total pins knocked down in the next two deliveries. In the example below, the bowler scored a strike in the fourth frame. The bowler receives a score of ten for that frame *plus* nine, which is the total number of pins knocked down in the next two deliveries (frame 5). The scorecard is marked like this:

1	2	3	4	5	Frame 4:	10 points for the strike $+ 6 + 3$ for the next two balls = 19.
2 7	8/	7 1	X	6 3		Add this to 34 from frame 3 to equal 53.
9	26	34	53	53 62	Frame 5:	Add this to 34 from frame 3 to equal 53. $53 + 6 + 3 = 62$

<u>The tenth frame</u>: The bowler gets two deliveries on the tenth frame *unless* a strike or spare is scored. If a strike or spare is scored, the bowler takes three deliveries. All three deliveries are added to the bowler's final score.

Zero: If no pins are knocked down, the scorecard is marked with a line "—".

<u>Foul line</u>: If the bowler crosses the foul line, the delivery counts, but the player receives a score of zero for that delivery.