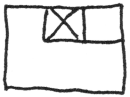


# Bowling Study Guide

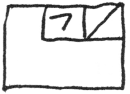
## Rules And Scoring

A game, or line, of bowling for an individual consists of ten frames. The bowler has ten frames, rolling one or two balls, to knock down all ten pins in each frame. Bonuses are awarded for getting a strike or a spare. The game score is the total number of pins knocked down in the ten frames plus bonuses.

## Symbols



Strike: All pins knocked down with the first ball.



Spare: All pins knocked down in two attempts. Figure indicates that seven pins were knocked down by first ball. On the second ball the remaining 3 pins were knocked down.

## A game of bowling involves four basic procedures:

1. **No strike or spare.** Add the number of pins knocked down on the first and second attempt; scoring is cumulative.

6	3	7	1
9		17	

2. **Strike.** A strike is worth 10 pins plus the value of the next two bowling balls, which in this case were 7 and 2. In this example the strike frame is worth 19 pins.

X		7	2
19		28	

3. **Spare.** Ten plus a bonus of the pins knocked down on the first ball of the next frame. Think of the 15 as 6+4 (equals 10) for the spare, plus 5 on the next ball for a total score of 15 in the first frame, the score for the second frame is 5+0 (equals 5) plus the first frame score of 15 (equals 20).

6	✓	5	0
15		20	

4. **Tenth frame.** If a spare occurs in the tenth frame, the bowler is entitled to roll one more ball. If a strike occurs in the tenth frame, the bowler is entitled to two additional rolls to finish the game.

X	7	1	1
15		2	