

How to Score

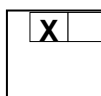
If your league is like most others, one or two members on each team usually end up doing all the scorekeeping. Whether they want to or not.

In fact, how many veteran bowlers do you know who say they don't even know how?

Here's a short course in how to keep score. Pass it around in your league. Knowing how to keep score is not only helpful, it can make the game more fun!

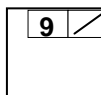
A game consists of 10 frames. A maximum of two deliveries is made in each frame except the 10th. In the 10th frame, if a strike is rolled, two bonus balls are awarded. So it is possible to roll three strikes in the 10th frame. If a spare is rolled in the 10th frame, one bonus ball is awarded.

The double box system of scoring is demonstrated in the accompanying illustration. This follows USBC's Rule 6, requiring that both first and second ball counts be recorded unless a strike is bowled. The number of pins knocked down with the first delivery in a frame is shown in the left box. The pinfall on the second delivery, if required, is shown in the right box. This system reduces scoring errors and facilitates auditing and corrections.



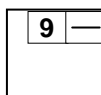
STRIKE

If a bowler knocks down all 10 pins with the first ball, it is a strike and is marked on the scoresheet with an "X" in the first box of the the frame. The next ball delivered begins a new frame. When a bowler makes a strike, the bowler is credited with a count of 10 in that frame plus the total pinfall on her next two deliveries.



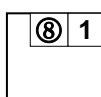
SPARE

If a bowler knocks down all the pins with two deliveries in a frame, the bowler has a spare. It is marked on the scoresheet with a diagonal line. When a bowler makes a spare, the bowler is credited with a count of 10 in that frame plus the total pinfall on her next delivery.



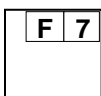
OPEN

If a bowler fails to knock down all the pins with two deliveries, the scoresheet is marked as an open and the bowler receives credit for only those pins knocked down. An open is marked with a horizontal line if no pins are picked up with the second delivery.



SPLIT

When the pins left after a bowler's first delivery in a frame constitute a split, no open is charged if the bowler fails to knock down all the remaining pins on the second delivery. A split is marked with a circle.



FOUL

A foul is charged when any part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery. A foul is marked with an "F" and the bowler receives no credit for pins knocked down on that delivery. If the foul is on the first ball in the frame, all 10 pins are respotted and one more roll is allowed in the frame.

Scoring Sample Game

1	2	3	4	5	6	7	8	9	10
1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2 3
X	X	X	7 2	Ⓢ /	F 9	X	7 /	9 -	X X 8
30	57	76	85	95	104	124	143	152	180

FRAME 1 A strike -- The count in each frame where a strike is bowled is left open until the player has completed two more deliveries.

FRAME 2 A strike -- First and second frames still cannot be marked.

FRAME 3 A strike -- First frame can be filled in. The player scored 20 pins on the first two deliveries after the first strike and gets 10 for the original strike -- a total of 30 in the first frame. Second and third frames cannot be marked yet.

FRAME 4 Seven pins on first ball -- Now second frame can be marked. The player scored 17 pins on two deliveries after the second strike and gets ten for that strike. Add 27 pins earned in the second frame to the 30 in the first frame for 57 in the second frame. Player missed one of three remaining pins -- An error is marked in the fourth frame, along with the second ball's pinfall. The player scored nine pins on two deliveries after the third frame strike and earns 19 pins on the third frame and nine in the fourth.

FRAME 5 Eight pins on first ball, leaving a split -- The player spares. Score is not marked until after next delivery.

FRAME 6 A foul on the first delivery -- Ball counts but no pinfall is scored. Player gets 10 pins for fifth frame with no additional pins credited because of foul. On second delivery, player scores nine pins, the total for the frame.

FRAME 7 A strike -- Two more deliveries needed to mark this frame.

FRAME 8 Seven pins on first delivery -- The player spares and gets the 10 pins scored on two deliveries after the last strike plus 10 for the strike -- 20 pins - in the seventh frame. The score for the eighth frame cannot be marked until the next delivery.

FRAME 9 Nine pins on first delivery -- The player is credited with the nine pins on the first delivery following spare plus 10 for the spare, a total of 19 pins for the eighth frame. Player missed remaining pin, is marked for an open and nine pin total for the ninth frame.

FRAME 10 A strike -- Player earns two more deliveries to complete the frame. Player strikes on second delivery in frame and scores eight pins on final ball, giving the player 28 for the 10th frame and a total score of 180 for the game.