

HOW TO SCORE 10-PIN BOWLING

The above example, which could be varied only by number of pins knocked down, should cover every situation to arise in bowling scoring with one exception. EXCEPTION: When bowler scores "strike" or "spare" in 10th frame, he rolls his extra 2 or 1 balls immediately to get his total score for that frame.

Each game of 10 Pins consists of 10 frames.

Bowler is allowed 2 balls to knock down the 10 pins in each frame.

If all pins are knocked down with 1st ball, this is a "strike" and bowler does not get 2nd ball. For a "strike", mark "X" in small box, upper right hand corner of that frame. For making a "strike", bowler scores 10, plus number of pins knocked down with next TWO balls.

If all pins are knocked down with 2 balls, this is a "spare". For a "spare", mark diagonal "/" in small box of that frame. For a "spare", bowler scores 10, plus number of pins knocked down with next ONE ball.

However, bowler does not roll these extra balls at once, but takes the count from next balls rolled in regular turn.

When bowler "strikes", if he knocks down all 10 pins with 1st extra ball (1st ball next frame), his 2nd extra ball is 1st ball in succeeding frame. If he does not knock down all 10 pins on his 1st extra ball (1st ball next frame), his 2nd extra ball is the 2nd ball thrown in that frame.

If all pins are NOT knocked down with 2 balls, bowler has an "error", or "miss". For an "error", mark "-" in small box. On an "error", bowler scores only total pins knocked down with 2 balls in that frame.

A "split" is a bowling term used to indicate pins left standing after the first ball which are far enough apart for a ball to pass between them without hitting any pin, or when 2 pins are left standing that are next to one another on the same cross row, such as 7-8 or 5-6. "Split" is marked with "o" in small box of that frame. No "split" is scored if head pin is left standing after 1st ball. SCORING AFTER A "SPLIT" is same as on "spare" or "error", whichever bowler scores after second ball. However, while "/" is placed over "o" for "spare" if "split" is made, do not mark "-" if "split" is missed, as this is not considered an "error".

SPARE-TIME BOWLING is played exactly like 10-Pin Bowling. If cube is blank on TOP, player has knocked that pin down. If pin appears on TOP of cube, that pin is standing. Player gets two rolls (if necessary) to knock pins down. Pins "standing" after 1st roll are returned to cup for 2nd roll. Score "Strikes", "Spare", and "Errors", same as in 10 Pins. There are no "Splits" in SPARE-TIME BOWLING.

**THE SPARE - TIME
GAME & TOY CO.**

Cincinnati 12, Ohio

HERE'S AN EXAMPLE OF A COMPLETE GAME FOR ONE BOWLER

1	2	3	4	5	6	7	8	9	10
X	/	-	X	X	/	X	X	X	-
20	38	47	76	96	116	146	173	192	201

FRAME 1. Bowler knocks down all 10 pins on 1st ball. This is a "strike". Mark "X" in small box, upper right, frame 1.

FRAME 2. Bowler knocks down 9 pins on 1st ball and other 1 pin on 2nd ball. This is a "spare". Mark "/" in small box. These 2 balls (9 + 1) are counted as 2 extra balls bowler earned by throwing "strike" in 1st frame. Thus, these 10 pins are added to 10 earned for "strike" in 1st frame, for total of 20 pins scored in 1st frame. Mark 20 in 1st frame.

FRAME 3. 1st ball, bowler knocks down 8 pins. So, 2nd frame "spare" earns 10, + 8 on extra ball (1st ball 3rd frame), = 18, add to 1st frame total of 20 and mark 38 in 2nd frame.

2nd ball, bowler knocks down only 1 pin. This is an "error". Mark "-" in small box. 3rd frame score is 8 (1st ball) + 1 (2nd ball) = 9, add to 38 in 2nd and mark 47 in 3rd.

FRAME 4. Bowler "strikes". Mark "X" in small box.

FRAME 5. Bowler "strikes". Mark "X" in small box.

FRAME 6. 1st ball, bowler knocks down 9 pins. Now go back to 4th frame. 4th frame "strike" earns 10, + 10 on 1st extra ball (5th frame "strike") = 20, + 9 on 2nd extra ball (1st ball 6th frame) = 29 earned in 4th, add to 3rd frame total of 47 and mark 76 in 4th.

2nd ball, bowler knocks down other 1 pin for a "spare" in 6th. Mark "/" in small box. 5th frame "strike" earns 10, + 9 on 1st extra ball (1st ball in 6th) = 19, + 1 on 2nd extra ball (2nd ball in 6th) = 20 earned in 5th, add to 76 in 4th and mark 96 in 5th.

FRAME 7. Bowler "strikes". Mark "X" in small box. These 10 pins are "extra ball" pins to be added to 10 pins earned on "spare" in 6th. So 6th frame "spare" earns 10, + 10 on extra ball ("strike" in 7th) = 20, add to 96 in 5th and mark 116 in 6th.

FRAME 8. Bowler "strikes". Mark "X" in small box.

FRAME 9. Bowler "strikes". Mark "X" in small box.

Now go back to 7th frame. 7th frame "strike" earns 10, + 10 on 1st extra ball ("strike" in 8th) = 20, + 10 on 2nd extra ball ("strike" in 9th) = 30 earned in 7th, add to 116 in 6th and mark total of 146 in 7th.

FRAME 10. 1st ball, bowler knocks down 7 pins. Now go back to 8th frame. 8th frame "strike" earns 10, + 10 on 1st extra ball ("strike" in 9th) = 20, + 7 on 2nd extra ball (1st ball in 10th) = 27 earned in 8th, add to 146 total in 7th and mark total of 173 in 8th.

2nd ball in 10th, bowler knocks down 2 pins. This is an "error". Mark "-" in small box.

Now go back to 9th frame. 9th frame "strike" earns 10, + 7 on 1st extra ball (1st ball in 10th) = 17, + 2 on 2nd extra ball (2nd ball in 10th) = 19 earned in 9th, add to 173 total in 8th and mark total of 192 in 9th.

Now add 9 (7 + 2) earned in 10th to 9th frame total of 192, for a complete game total of 201.