Keeping Score

What’s the score?

This is a frame

You get to roll the ball 2 times in one frame, unless you get a strike.

There are 10 frames in 1 game

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This is a strike
A strike is marked when you knock down all the pins with your first roll. A strike gives you extra pins as a bonus. You do not add up the score for this frame until you have rolled the ball two more times.

This is a spare
A spare is marked when you knock down all the pins with two rolls. A spare gives you extra pins as a bonus, too. You do not add up the score for this frame until you have rolled the ball one more time.

This is a miss (or 0)
If you roll the ball into the gutter on the first roll, it means no pins were hit. Remember, you have two rolls per frame so you still have a chance to knock down some pins or maybe you might knock them all down and get a spare.

If you knock down eight pins on your first roll and then you miss the two pins that were standing on the second roll, that also is a miss and you only get to add the eight pins you knocked down to your score.
Here is what scoring a game looks like

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<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<tr>
<td>1</td>
<td>8</td>
<td>5/</td>
<td>3</td>
<td>5</td>
<td>81</td>
<td>71</td>
<td>X</td>
<td>9/</td>
<td>X</td>
<td>8/6</td>
</tr>
<tr>
<td>2</td>
<td>21</td>
<td>29</td>
<td>38</td>
<td>46</td>
<td>66</td>
<td>86</td>
<td>114</td>
<td>134</td>
<td>150</td>
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1\textsuperscript{st} Frame
- Roll #1 – Bowler knocks down 8 pins.
- Roll #2 – Bowler misses the 2 pins left standing, for a score of 8 in the first frame.

2\textsuperscript{nd} Frame
- Roll #1 – Bowler knocks down 5 pins.
- Roll #2 – Bowler knocks down the 5 pins left standing for a spare.

3\textsuperscript{rd} Frame
- Roll #1 – Bowler knocks down 3 pins; now the score for the second frame goes in. How do you do this? Simply add the 8 from the first frame, plus 10 for the spare in the second frame plus the 3 pins that were knocked down on the first roll in the third frame: $8 + 10 + 3 = 21$.
- Roll #2 – Bowler knocks down 5 of the 7 pins that were left standing, so the total for the third frame is 29 ($21 + 8 = 29$).

4\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down 8 pins.
- Roll #2 – Bowler knocks down 1 of the 2 left standing, so the score in the fourth frame is 38 ($29 + 9 = 38$).

5\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down 7 pins.
- Roll #2 – Bowler knocks down 1 of the 3 pins left standing, so the score in the fifth frame is 46 ($38 + 8 = 46$).

6\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down all 10 pins for a strike, so mark an X.
- Roll #2 – Since the bowler knocked them all down on the first roll, they do not get to roll again until the next frame.

7\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down 9 pins but you must wait to add the score for the sixth frame since the bowler gets one more roll before that happens.
- Roll #2 – The bowler knocks the pin down for a spare, so the score for the sixth frame is 66; the 46 plus 10 for the strike, then 10 for the next two rolls: $66 + 10 + 10 = 86$.

8\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down all 10 pins for a strike, mark an X and a score of 86 goes into the seventh frame: $66 + 10 + 10 = 86$.
- Roll #2 – No roll, cannot add score yet

9\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down all 10 pin for another strike, mark an X.
- Roll #2 – No roll, cannot add score yet.

10\textsuperscript{th} Frame
- Roll #1 – Bowler knocks down 8 pins, since strikes count 10 plus the next two rolls, a score of 114 gets marked in the eighth frame. Here is how it works: After the strike in the eighth, the first roll was a strike in the ninth frame and the second roll was the 8 pins knocked down in the 10th frame ($86 + 10 + 10 + 8 = 114$).
- Roll #2 – Bowler knocks down the two pins standing for a spare, which is the second roll for the strike that was rolled in the ninth frame so 20 ($10 + 10$) gets added to the 114 for a score of 134 in the ninth frame. Since the bowler get a spare they get one more bonus roll.
- Roll #3 – Bowler knocks down 6 pins, now 16 ($10 + 6$) pins are added to the 134 for a total score of 150.
Here are a few practice frames for you to try.

Fill in the score

Make your own score