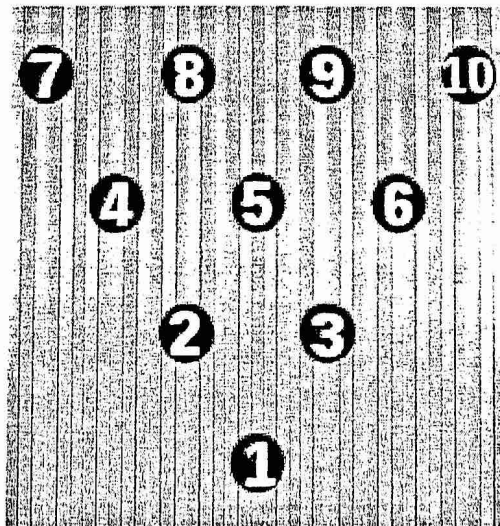


Bowling Study Guide

- A version of bowling has been around since 50 BC but it wasn't until the early 1600's that it came to the United States.
- It became popular in the late 1800's and is currently a professional sport. It is also one of the most widely played sports because it is a game that all ages can enjoy.
- The objective of bowling is to score as many points as possible by knocking down the bowling pins.
- Before your first turn there are 10 bowling pins set up.
- The range of scoring for bowling is between 0-300 points
- The pins are 60 feet away from where the bowler stands to take their turn
- The foul line is at the end of the lane near the bowler. If the bowler crosses that line they receive a 0 for their score on that turn regardless of how many pins they knock down.
- Each game is 10 frames; a frame is a bowler's turn.
- Frames 1-9 have up to 2 rolls and the 10th frame has up to 3 rolls (in case you bowl a strike or a spare).
- Your score for a frame is calculated by adding the number of pins you knock down on your first roll plus the number of pins you knock down on your second roll. Ex. 4+3 equals 7 points for that frame. Then to get your total so far you add the score from the current frame to the score from your previous score.
- A strike is indicated by an X it means that bowler knocked down all ten pins on their first roll.
- A spare is indicated by a / it means that the bowler knocked down all 10 pins by the second roll.
- If a bowler does not knock down any pins a --- is used.
- When adding your score a strike is worth 10 points plus the next 2 rolls (bowling balls thrown)
- A spare is worth 10 points plus the next 1 roll (bowling ball thrown)
- If the bowler knocks down all 10 pins on their first roll (gets a strike) their turn is over for that frame.
- An open frame is when at least 1 pin is still standing after you've taken both turns for that frame.
- Two strikes in a row is called a Double and three strikes is called a Turkey.

Pin Placement: the #1 pin is the Head pin and the #5 pin is the King pin



6	5	1	1	1
9		17		

2. **Strike** - Ten plus a bonus of the number of pins knocked down on the next two balls rolled

X	7	2
19	28	

3. **Spare** - Ten plus a bonus of the pins knocked down on the first ball of the next frame

6	5
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 balls to finish the game.

3	6	9	-	X	7	1	15	2
125		134		152		152		

Helpful Hints

A combination of strike-spare or spare-strike in successive frames is always 20. Strike = 10 + next two balls, Spare = 10 + first ball in next frame

X	7	X
20	40	

A "double" or two strikes in a row is always twenty something depending on the number of pins knocked down on the first ball rolled after the double ie: 10+10+8

X	X	8
28	48	

A triple or "turkey" scores 30 and is the highest figure which can be recorded or added on in any on frame. ie: 10+10+10

X	X	X
30		