

Name	1		2		3		4		5	
Player 1	X		5	4	–	6	4	/	2	3
Score	19		28		30		42		47	

A sample bowling score sheet.

## Scoring the Game

Even though most bowling alleys have computers to figure out the scores during the game, knowing how to figure out a bowling score on your own is a great way to see how you and your team are doing while practicing valuable math skills. One game of bowling consists of 10 frames, or turns. Each frame allows the player two chances to knock down the 10 pins. That's a total of 100 pins a player will get a chance to knock down in a game, with a minimum score of 0 and the maximum score of 300 points.

A strike is worth 10 points, plus the value of the next two rolls in the next frame. In the example above, Player 1 rolled a strike in frame 1, earning 10 points. Player 1 also gets to add the value of the next two rolls, which were a 5 and a 4. Therefore, Player 1 earned 19 points in frame 1 ( $10+5+4$ ) and 9 points in frame 2, giving Player 1 a total of 28 points after the second frame.

A spare is worth 10 points, plus the value of the next roll in the next frame. In the example above, Player 1 knocked over 4 pins in the first roll and then 6 in the second roll of frame 4. So for frame four, the player gets 10 points for the pins knocked over in that frame plus the 2 points from the first roll in the fifth frame for a total of 42 points. ( $30+4+6+2=42$ ).

An open frame is worth the number of pins knocked down. In frame 5, Player 1 knocked down 2 pins and then 3 pins, earning 5 total points. Note: Frame 10 has three boxes, so in case the player earns a strike or spare, he or she can record the extra pins that they will add to their score in the last frame.

### Common Bowling Terminology

- Frame- Each game consists of 10 frames, or turns. A frame allows the player two chances to knock down the 10 pins.
- Open Frame- After two shots, at least one pin is still standing. Open frames are counted at face value.
- Strike-player knocks all 10 pins down with their first ball on a turn (if the first ball misses and all 10 are knocked down on the second ball, it is a spare). A strike is denoted as an "X".
- Spare- player knocks all 10 pins down using both chances in the frame. A spare is denoted with a "/". A spare earns the player 10 points, plus the points from the first chance in the next frame.
- Gutter- The ball does not knock down any pins. It may just miss them, or fall into the gutter on either side of the lane. It is denoted by a "–"