

HOW TO SCORE

A game consists of ten boxes, in which not more than three balls are allowed for each box.

If all pins are felled by the first ball it is a STRIKE and is marked with a double line.



If all pins are felled by the first two balls it is a SPARE and is marked with a single line.



If all pins are felled by three balls it is a ten box and is marked by an X.

A STRIKE permits you to score ten plus a bonus of the pins felled by the 1st and 2nd balls on your next box.

A SPARE permits you to score ten plus a bonus of the pins felled by the 1st ball on your next box.

In the 1st box:

You felled 8 pins after 3 balls.

In the 2nd box:

You felled 7 pins after 3 balls totaling 15.

In the 3rd box:

You felled all pins with 3 balls

In the 4th box:

You felled all ten pins with 1 ball scoring a STRIKE. You add the first 2 balls on the fifth box to the strike (10 + 5) then roll your third ball and put the total pins felled in the 5th box.

In the 6th box:

You felled all 10 pins in 2 balls scoring a SPARE. Your spare is worth 10 plus pins fallen from the first ball of the 7th box. In this case a 6.

In the 7th box:

Finish rolling the 2nd and 3rd ball and total after all 3 balls is 8.

In the 8th box:

You felled 9 pins after three balls.

In the 9th box:

You score a STRIKE!

In the 10th box:

You scored a SPARE filling your strike with a 10, making the total 20 in your 9th box. To finish out the 10th box and your spare roll 1 ball and add it to your spare. (10 + 8 = 18)

	8
7	15
X	25
15	40
9	49
16	65
8	73
9	82
20	102
18	120