

## SCORING LINGO

**Delivery** – releasing the ball over the foul line into playing territory

**Strike** – knocking all 10 pins down in the first delivery

**Spare** – knocking all 10 pins down in two deliveries

**Marks** – strikes and spares

**Split** – a setup of pins left standing after the first delivery, provided the head pin is down and at least one pin is down between two or more standing pins; i.e., 7-9 or 3-10 or immediately ahead of two or more standing pins; i.e., 5-6

**Double** – two strikes in a row

**Turkey** – three strikes in a row

**4 Bagger** – four strikes in a row

**Open** – not scoring a strike or spare in the frame

**Foul** – when any part of the player's body encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery.

## SCORING THE GAME

### Basics

A game consists of 10 frames. A maximum of two deliveries is made in each frame except the 10th. In the 10th frame, if a strike is rolled, two additional deliveries are awarded. So it is possible to roll **three strikes** in the 10th frame. If a spare is rolled in the 10th frame, one delivery is awarded. USBC Rule 3a requires both the first and second ball counts be recorded unless a strike is bowled.

A **strike** is recorded on the scoresheet with an “X” in the small box in the upper right hand corner of the frame. The bowler is credited with 10 pins in that frame plus the next two deliveries.

Any other first delivery pin fall is recorded in the space next to the small box in the right hand corner.

A **spare** is recorded with a “/” in the box. The bowler is credited with 10 pins in that frame plus the total pinfall on the next delivery.

An **open** is recorded in two ways. First delivery pinfall is recorded in the space next to the small box in the right hand corner, and second delivery pinfall is recorded on the scoresheet in the small box in the upper right hand corner. If the bowler does not knock down any pins in the second delivery, it is recorded as “-” and the bowler receives credit for only those pins knocked down in the first delivery. The bowler is credited with the total of the two deliveries.

A **split** is usually recorded with a circle around the first delivery pin count or an “S” in front of the first delivery pin count. However, other methods may be used to show a split.

A **foul** is recorded with an “F” and the bowler receives no credit for pins knocked down on that delivery. If the foul is on the first ball in the frame, “F” is recorded for the first delivery and all 10 pins are respotted and only one delivery is allowed in the frame.

1	2	3	4	5	6	7	8	9	10
X	X	X	7 2	S8 /	F 9	X	7 /	9 -	X X 8
30	57	76	85	95	104	124	143	152	180

## FRAME BY FRAME

**FRAME 1** A **strike** – the total in each frame with a strike bowled is left open until the player has completed two more deliveries.

**FRAME 2** A strike – **Double!** First and second frames still cannot be scored. (Two deliveries have not yet been bowled.)

**FRAME 3** A strike – **Turkey!** The first frame can be filled in. Strikes are worth 10 pins, the player scored 20 pins on the first two deliveries after the first strike and gets 10 for the original strike – a total of 30 in the first frame. Second and third frames cannot be recorded yet. (Two deliveries have not yet been bowled for these frames.)



**FRAME 4** Seven pins on first ball - now second frame can be recorded. The player scored 7 pins plus 10 pins for the third strike and gets 10 for the strike in the second frame,  $10+10+7=27$ . Add 27 pins earned in the second frame to the 30 in the first frame for 57 in the second frame. Player missed one of three remaining pins – a 2 is recorded for the second ball. The frame is “Open” and the score is totaled.

The player scored nine pins on two deliveries after the third frame strike and earns  $10+9=19$  pins on the third frame which is added to the total in the second frame,  $57+19=76+9=85$  in the fourth frame.

**FRAME 5** Eight pins on first ball, leaving a **split** “S8” – the player **spares**. Score is not recorded until after next delivery.

**FRAME 6** A **foul** on the first delivery – delivery counts but no pinfall is scored for the delivery. Since spares are scored using 10 plus the next delivery, the player gets 10 pins only for fifth frame  $85+10=95$ . On second delivery, player scores 9 pins, the total for the frame,  $95+9=104$ .

**FRAME 7** A **strike** – two more deliveries needed to score this frame.

**FRAME 8** Seven pins on first delivery – the player spares and gets 10 pins scored on two deliveries after the last strike plus 10 for the strike, 20 pins for the seventh frame,  $104+20=124$ . The score for the eighth frame cannot be recorded until the next delivery.

**FRAME 9** Nine pins on first delivery - the player is credited with the 9 pins on the first delivery following spare plus 10 for the spare, a total of 19 pins for the eighth frame,  $19+124=143$ . Player missed the remaining pin, this is recorded as an open “-” and 9 pin total for the ninth frame,  $143+9=152$ .

**FRAME 10** A **strike** – player earns two more deliveries to complete the frame. Player strikes on second delivery in frame and scores eight pins on final ball, giving the player  $10+10+8=28$  for the 10th frame and a total score of  $152+28=180$  for the game.