

TENPIN BOWLING SCOREKEEPING

One of the most difficult aspects of the sport of tenpin bowling is how to keep score. Many bowlers, whether recreational or league bowlers, do not understand how to keep score.

3 basic concepts to understand:

1. An open frame is recorded if the bowler fails knock down all the pins in one frame. The total amount of pins knocked down in that frame is added to the previous frame
2. A spare is recorded when it takes both balls to knock down all the pins in one frame. A spare is worth 10 pins + the pins knocked down on the next ball. This is added to the previous frame
3. A strike is recorded when all the pins are knocked down on the first ball of the frame. A strike is worth 10 pins + the total pins knocked down on the next two balls. This is added to the previous frame

Scorekeeping Terms:

Frame - 1/10 of a game. Each game is made up of 10 frames. A bowler has 2 chances to knock down all the pins in one frame

1	2	3	4	5	6	7	8	9	10

❖ **Open** - failure to knock down all 10 pins with both balls in one frame

1	2
7	2
6	2
9	17

❖ **Spare** - knocking down all remaining pins on the 2nd ball of a frame

1	2
9	/
7	2
17	26

❖ **Strike** - knocking down all 10 pins on the first ball of a frame

1	2
X	8
1	1
19	28

❖ **Miss** - failure to knock down any pins on a spare - resulting in an open frame

1	2
9	-
8	-
9	17

❖ **Clean game** - a game with a spare or a strike in all 10 frames

1	2	3	4	5	6	7	8	9	10
9	/	X	8	/	9	/	9	/	X
20	40	59	78	98	125	145	164	183	203

❖ **Perfect game** - strikes in all ten frames (3 strikes in the 10th frame - score = 300)

1	2	3	4	5	6	7	8	9	10
X	X	X	X	X	X	X	X	X	X
30	60	90	120	150	180	210	240	270	300

❖ **Splits** - indicated on a score sheet by circling the count of the first ball

1	2
8	/
(8)	1
18	27