

Bowling

INSTRUCTIONS

AGES: 6+

PLAYERS: 1+

OBJECT: Score points by knocking down as many pins as you can.

EQUIPMENT: 1 bowling ball, 10 bowling pins, & paper to keep score (paper not included)

PLAY: There are ten frames in one game. You have a maximum of two chances (called deliveries) in each frame to knock down the ten pins (with the exception of the tenth frame, see next paragraph).

When the bowler knocks down all ten pins with the first delivery of the ball it is called a strike. The frame is completed and your turn is over (except in the tenth frame, where a strike grants you a second delivery. If you make a second strike, you are allowed a third and final delivery). Your total score for that frame is ten points plus a bonus - you will also get credited for the pin-fall on your next two deliveries. Stringing strikes together will raise your score dramatically. A strike is marked on the score sheet with an "X" (Example A).

If you leave one or more pins standing after your first delivery, you get a second chance to knock all the pins down, this is your "spare" shot. If you knock all remaining pins down on the second shot you have made your spare. The scoring system rewards you by giving you ten points plus the total pins from the next delivery. A spare is marked on the score sheet with a diagonal line (Example B).

If you fail to make your spare, i.e. knock all pins down in two shots, it is called an open frame or error. You receive credit only for the pins knocked down in that frame. An error is marked with a horizontal line (Example C).

When pins left following a first delivery constitute a split (two or more pins left standing with a gap between them), draw a circle around the pin count on the score sheet to indicate the split (Example D). No error is charged in the event of a split if the bowler fails to knock down any remaining pins on his second delivery.

WINNING: The person with the highest score at the end of the game is the winner.

