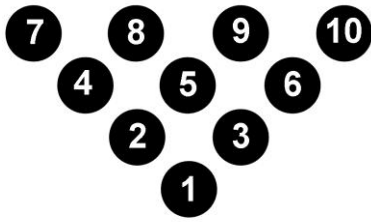




International Candlepin Bowling Association



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How to Keep Score

3 BALLS per TURN

Roll 3 balls, enter the number of pins knocked down after 3 balls

take two turns in a row (typically)

There are 10 pins total

Keep score from top to bottom (typically)

TEN ✕

If you get all of the pins down in 3 balls:
You score a 10. For paper scoring write an X in the box.
Or press the **10 button**. On the screen it is an ✕
You do not get any extra points for a 10.

SPARE ▽

If you get all of the pins down in 2 balls:
You score a Spare. For paper scoring, shade a triangle in box.

- Press the **spare** button which looks like:
- This completes your turn.
- **On your next turn, roll 3 balls as usual.**
- Enter the number of pins you knocked down on your first roll Do not reset pins yet!
- **Roll 2 more balls** and add these pins to your first roll then enter the total.
- This completes two frames (or turns).

STRIKE ▽

If you get all of the pins down in 1 ball:
You score a Strike. For paper scoring, shade both corners.

- Press the **strike** button which looks like:
- This completes your turn
- **On your next turn, roll 3 balls as usual.**
- Enter the number of pins you knocked down On your first 2 rolls Do not reset pins yet!
- **Roll 1 more ball** and add these pins to your first 2 rolls then enter the total.
- This completes two frames (or turns).

	what you knocked down	running total
	—	5
This marks a ten	✕	15
	4	19
	7	26
# of pins from 1st ball	5	41
They hit 3 more pins with two more rolls to make 8 total	8	49
	7	56
# of pins from first 2 balls	3	69
They hit 6 more pins with one more ball to make 9 total	9	78
	5	83