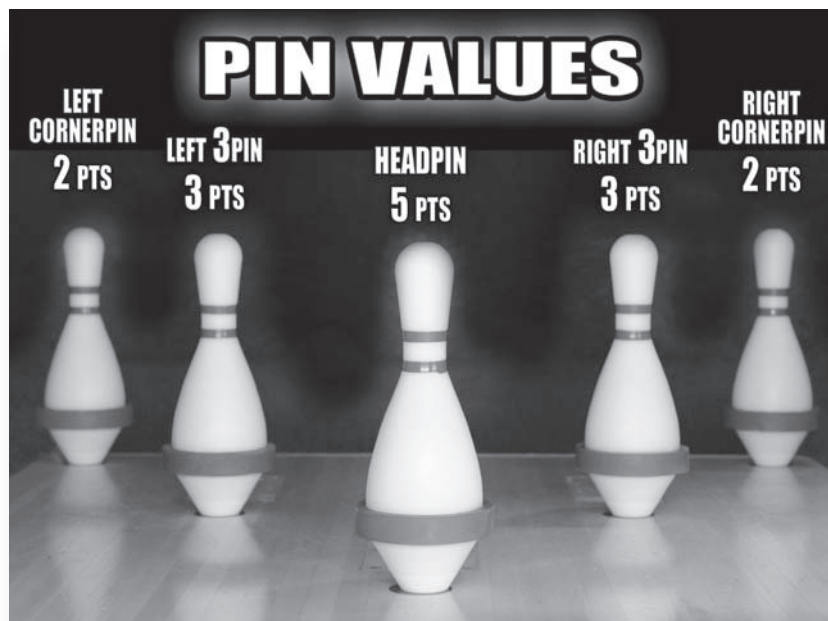


PIN VALUES & HOW TO SCORE WELL

Most bowling centres today are modern entertainment facilities and include automatic (computerized) scoring systems. While you don't necessarily need to know how to keep score when you begin bowling, it is certainly helpful to understand the basics of how the game is scored so as to maximize performance. Following is a brief introduction which should help.

Fivepin bowling uses, of course, five pins. The picture to the right illustrates a full rack of pins as well as their designation and point value.

The aim of the sport is to knock down all the pins but how you knock them down is also important. Bowlers are



allowed up to 3 balls in each frame to bowl (knock) down the 5 pins. Basically, the best outcome of a frame is a **STRIKE**, followed by a **SPARE** and lastly, if both Strike and Spare were unattainable, bowling all the pins down by the 3rd delivery. To explain:

Should a bowler get all 5 pins down on his first ball of a frame the bowler is credited with a **STRIKE** (marked as an "X" on the scoreboard). This gives the bowler the full value for the 5 pins knocked down (15 points) but also adds into that frame the value of the points earned on the next two balls thrown. A strike, therefore, allows you to potentially triple the value of a rack of pins. It is the most valuable shot a bowler can make.

Should a bowler not be able to bowl down all 5 pins on the first shot, the bowler will attempt to **SPARE** the frame. A spare is when there were pins still standing after the first delivery but these pins were all bowled down by the second delivery. Spares are marked on the scoreboard as a "/". A Spare means all the pins were knocked down in the frame earning 15 points for the bowler, but because they were bowled down with only 2 balls, the bowler also adds into that frame the value of the pins knocked down by the next delivery, potentially allowing the bowler to double the value of the rack of pins.

When a bowler is unable to Strike or Spare in a frame there is still considerable benefit in making sure that any pins left standing after the first two deliveries are knocked down with the third ball, allowing the bowler to count 15 points in the frame. With each pin being worth 2, 3 or 5 points, missing as much as one pin can mean defeat when entering the competitive levels of the sport. If the remaining pins (after two deliveries) are set up in a manner which may be difficult to knock down, bowlers should consider the point value of each remaining pin so as to capitalize as best as possible on the final shot of the frame.

In Chapter 4 you'll find a complete lesson on Keeping Score should you wish to utilize this module of the program for your class. Sample tests are also available (see Resources).