



## BOWLO SCORES THE SAME AS BOWLING

**BOWLO** "The Card Bowling Game"—has all the score-thrills of bowling. Scoring in BOWLO is exactly the same as in the regular game of bowling and playing technique is based on official bowling rules.

The regular game of bowling consists of 10 "frames", and each player is entitled to two balls in each frame. This same principle applies in BOWLO, where a complete game consists of 10 "frames". Each player is entitled to two hands of cards, or one hand and a draw in each "frame", which is equivalent to two balls for each "frame" in bowling.

In starting the game, players are dealt a hand of five cards each. Any number of these five cards may be discarded and new cards called for to retain a total of five cards, which every player must hold in order to score.

Should the five cards dealt originally total 10 pins, it is called a "strike" and the score sheet is marked with an ( X ) in that "frame". No cards are discarded and called for after a "strike". After any second hand (or a draw) should a hand total 10 pins, it is a "spare" and marked ( \ ). Each player must see that proper scores are credited after completing the next "frame" following each "strike" and "spare".

"Ball" cards do not count in scoring, and are generally the ones discarded when drawing cards. However, there are occasions when it is best to hold a "ball" card or two and discard "pin" cards, in order to obtain or to retain a 10 pin hand and not "bust."

A "strike" ( X ) entitles player to a score of 10 pins, plus the number of pins made in the two hands of the next "frame".

A "spare" ( \ ) entitles player to a score of 10 pins, plus the number of pins secured on the first hand in the next "frame".

An "error" ( — ) entitles player to score only the number of pins (under 10) made on the two hands played in any "frame". If an 8 or 9 pin hand is held, player can stand pat and not draw cards for fear of a "bust".

A "Bust" ( • ) in BOWLO is where a player has a hand totaling more than 10 pins after drawing and consequently is unable to score in that particular "frame", which is the same as making a "foul", or getting no pins in bowling.

A "strike" in the 10th "frame", entitles player to add the score of two additional hands of 5 cards each which is dealt and scored immediately. A "spare" in the 10th "frame" entitles player to one more hand of 5 cards which is dealt immediately. In the event of an "error" or a "bust" in the 10th "frame", no additional cards are dealt.

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NAME •	1	2	3	4	5	6	7	8	9	10
	X	\	-	X	X	\	•	-	\	X XX
	20	35	43	67	87	97	97	106	126	156

  

NAME •	1	2	3	4	5	6	7	8	9	10
	X	\	-	X	X	\	•	-	\	X XX

FRAME NO. 1. In beginning the game, suppose a "strike" is made by getting a hand with a total of 10 pins. Place an X in the square of the 1st "frame". This gives player a 10 pin credit, but no score is written in "frame" right away because the number of pins secured on the next two hands in the 2nd "frame" is added to this "strike" score of 10.

FRAME NO. 2. A total of 6 pins is made on first hand in 2nd "frame" and after discarding and calling for cards, the total is 10 pins which is a "spare" (\). The "strike" in 1st "frame" entitles player to add the 10 pins made on two hands in 2nd "frame" to "strike" score of 1st "frame", making a total of 20 for 1st "frame".

FRAME NO. 3. First hand in this "frame" has a total of 5 pins which is added to 10 (on "spare" in 2nd "frame"), making a total of 15, plus 20, or a total of 35 for 2nd "frame". Second hand in 3rd "frame" brought total pins in two hands to 8, so no hands are played in 4th "frame" before placing score in 3rd "frame". Just add 8 pins to 35, making 43 for 3rd "frame".

FRAME NO. 4. In 4th "frame" a "strike" is made. No score is placed in 4th "frame" right away as the "strike" entitles player to add the number of pins secured in the next two hands, to the "10 strike" for total score to be placed in 4th "frame", so mark an X in the 4th "frame".

FRAME NO. 5. In the 5th "frame" another "strike" is made. Do not place a score in either the 4th or 5th "frame", because player still has one more hand on which to score in 4th "frame", and two more hands before placing score in 5th "frame", as each strike entitles player to two more hands in next "frame".

FRAME NO. 6. First hand has 4 pins, so place the score in 4th "frame". Add 4 for this hand, to 10 for "strike" in 5th "frame" to 10 for "strike" in 4th "frame", making 24 to add to 43 making 67 in 4th "frame". Now player discards and gets a "spare" on 2nd hand in 6th "frame", so add 10 for "spare" in 6th and 10 for "strike" in 5th making 20 to add to 67, making total of 87 for 5th "frame". "Spare" in 6th entitles player to one hand in 7th, so mark 6th "frame" (\).

FRAME NO. 7. First hand dealt has a total of 12 pins. Discard some of these cards and try to get a hand of not over 10 pins. The hand still contains more than 10 pins, so player is "busted" (•) and unable to score anything. Now bring score up to 6th "frame". Since nothing was made in the 7th, add 10 for the "spare" in the 6th, to 87, making 97 for the 6th. Nothing was made in the 7th, so place 97 in the 7th "frame".

FRAME NO. 8. In the first hand player holds 5 pins, and calls for more cards, getting a score of 9 in this "frame", which is called an "error" (-). Since no "strike" or "spare" was made, player is not entitled to any extra cards in the 9th "frame" before scoring, so add 9 to 97, making 106 for the 8th "frame".

FRAME NO. 9. First hand has a total of 6 pins. Player discards and calls for cards which provide the 4 pins necessary to make count of 10 or "spare" (\). Do not place score in 9th "frame" yet as player is entitled to add the number of pins secured in the next hand to the score for the 9th "frame".

FRAME NO. 10. Another "strike" is made in 10th "frame", which makes the score in the 9th "frame" 10 for "strike" and 10 for "spare", or 20 which is added to 106, making a total of 126 for the 9th "frame". A "strike" in 10th "frame" entitles player to two additional hands to be dealt immediately. Two more "strikes" are made, making final score 156.