

## Playing Rules For Hi-Score Bowling Card Game

BY DUKE FEHER  
N. J. Individual State Champion  
A-B-C  
Passaic, 1931-1932 New Jersey

Total number of cards in complete deck is Fifty-four (54).  
22 STRIKE cards, 24 SPARE cards, 8 MISS cards, including Foul card.

Any number of players up to FIVE can play at one time.

Dealer deals ONE card at a time until each player has FOUR cards.

Remaining cards are placed face down in center of table. Player on left of dealer draws from the center pile before making his first play. The draw rotates until game is completed.

First player then selects from his hand the card he desires to play and calls the score on that card to the score keeper. Assuming he leads with a 9—\ card, player calls "NINE off, made SPARE." He then discards that card, retaining the other four. Thus, he always has four cards in his hand up to the EIGHTH frame, when he must start to play the last FOUR cards in the eighth, ninth and tenth frames to complete the game. However, if the player has a STRIKE card remaining in his hand in the tenth frame, he may draw from the center pile. Should he draw another STRIKE card, he again draws from the center pile, thus completing his score.

The score is kept just as in a regular game of bowling. Most important thing to remember is that each card represents a complete frame and that the game consists

of ten frames. The figure on the left side of the card represents pins knocked down with the first ball and the figure on the right, the total number of pins for the frame.

TEN pins knocked down with the first ball is a strike. TEN pins knocked down with both balls is a spare. Two five-man teams can play a match game by using two decks of cards.

### Strike High

Place pack face down in center of table

Now each player in turn picks a card and places it face up on table, calling each draw to the scorer. For example, if Player No. 1 draws Nine off—Spare, he calls only a Spare for his first frame. After the first frame, he if draws a Seven-Spare card, he calls "Seven off—Spare."

If player picks a Spare card in the Tenth frame, he is entitled to one extra drawn from the center pile. If he picks a Strike card in the Tenth frame, he then is entitled to another draw. Should he draw another Strike card, then he makes his final draw to complete his game.

### Bidder's Game

Dealer deals one card at a time until each player has TEN cards in his hand. Remaining cards go into the center pile. Player to left of dealer starts the play.

Player selects from his hand the card he desires to play first, and calls off the total to the scorer. That card is then discarded, completing the first frame. The same procedure is repeated for each frame. After completing the TENTH frame, the player finishing with a strike card may draw cards from the center pile to complete his game.

Or he can bid his hand for what he thinks it is worth, with the kitty going to the highest bidder. Four cards are set aside for the kitty. If the bid is 205, bidder must make

205 or more to win the game, using the kitty to better his plays. (Bid as in pinochle, play like in bowling).

### How To Keep Score

Keeping score, in reality, is part of Duke's Bowling Card Game, which makes it educational. There is nothing intricate about scoring. A little practice and it can be mastered, as can the terms of playing BOWLING with cards. A game consists of TEN frames.

If TEN pins are not made with discarding card, count only actual number of pins in upper right corner of cards, if working on SPARE.

If SPARE is made count 10 plus the number of pins knocked down in the left corner of card.

If a STRIKE is made, count 10 plus the number of pins knocked down with the next play. Continue to add the results of each complete frame until TEN frames have been played.

Simply keep in mind that a STRIKE (X) means ten plus pinnage on the next TWO balls.

A SPARE (\) means ten pins plus pinnage on the next first ball.

First ball means the total, in the LEFT HAND corner of the Bowling card reading L—R.

Second ball means the total in the RIGHT HAND corner of Bowling card reading \ SPARE.

Highest score possible 300 or Twelve strikes in a row.

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### INSTRUCTIONS FOR PLAYING

## DUKE'S HI-SCORE BOWLING CARD GAME

•  
Exciting Fun For  
Everybody

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