

# Shuffleboard – 5 Pin Bowling



## Game Rules

1. The five pins are set up in a V pattern and the value of each pin as shown in the diagram.
2. Any number of players can play and each player records a total score for a game. Bowling can be played with each player competing on his own or it can be played with teams. If teams are selected, there must be an equal number of players on each team, to a suggested maximum of six per team.
3. The object of the game is to knock all of the pins down with as few balls as possible, a maximum of three balls are used to complete the play of a frame. A complete game consists of ten frames.
4. When each ball is thrown it is rolled down the playing surface and aimed directly at the pins to be knocked down. If a ball bounces out of the gutter or off the table side, this does not count and any pins knocked down should be restored to their original position.

## Scoring

1. The score for each frame is always recorded in the upper left-hand corner of the frame, it is then added to the running total in the previous frame and marked in the bottom half of the frame.
2. If three balls are used for any one frame, the score obtained is the sum total of the values knocked down.
3. In any frame, the King pin shown in the diagram must be knocked down in order to score points for that frame. In other words, if the King pin is still standing after all 3 balls have been thrown, the score for that frame is zero.
4. **If all the pins are knocked down in a frame and you have used less than 3 balls, you are finished bowling for that frame but you are not finished scoring, because the score for each frame must be for 3 balls bowled in a row.**

**STRIKES:** If all the pins are knocked down with the first ball thrown it is called a strike and marked ☒ in the upper right hand corner of the frame. This strike means two things: [1] One ball used [2] 15 points for one ball. The points obtained with the next two balls thrown, whether they be in the next frame or the next two frames, are added two to this 15 points to arrive at the total score for that frame in which the strike occurred.

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**SPARES:** If all the pins are knocked down with the first two balls thrown it is called a SPARE and marked ☐ in the upper right-hand corner of the frame. This spare also means 2 things: [1] Two balls used and [2] 15 points for 2 balls. The points obtained for the first ball thrown in each frame are added to the 15 points to arrive at the total score for that frame in which the spare occurred.

### SAMPLE GAME SCORING

1	2	3	4	5	6	7	8	9	10	TOTAL
10	15	18	10	35	25	12	30	45	35	5
10	25	43	53	88	113	125	155	200	235	235

**Frame 1** - Open frame, score for 3 balls = 10

**Frame 2** - Open frame, score for 3 balls = 15+

**Frame 3** - The 1<sup>st</sup> two balls [a spare = 15 plus the 1<sup>st</sup> ball in the next frame, a 3 pin: score = 15 + 3 = 18

**Frame 4** - Open frame, score for 3 balls = 10

**Frame 5** - The first ball is a strike = 15 plus the first ball in the 6<sup>th</sup> frame also a strike = 15, plus the 1<sup>st</sup> ball in the 7<sup>th</sup> frame, [a 5] score for 3 balls = 15 + 15 + 5 = 35

**Frame 6** - The first ball is a strike = 15, plus value of next two balls in the next frame [of 10], score = 25

**Frame 7** - Open frame, score of 12

**Frame 8** - The 1<sup>st</sup> two balls, a spare = 15 plus value of next 1<sup>st</sup> ball in the next frame [a strike] = 15. Score: 15 + 15 = 30

**Frame 9** - The 1<sup>st</sup> ball is a strike = 15 plus value of next 2 balls in the next frame [two strikes] = 30. Score of 45

**Frame 10** - The 1<sup>st</sup> ball [a strike] = 15. The 2<sup>nd</sup> ball [a strike] = 15. The 3<sup>rd</sup> ball [5]. Score: 15 + 15 + 5 = 35