

9:95 BOWL-O-RA
And Up SPORT SHOP
12/13 NEWINGTON BOWL-O-RAMA NEWINGTON, CONN.



EACH SCORING BOX represents one frame. TWO BALLS ARE ROLLED per frame (unless a strike is scored), and each of the small boxes represents a ball rolled. TEN FRAMES is

a game or line. Mark (F) in the score box if a Foul is committed—crossing the Foul Line on the lane when delivering the ball. The pinfall on a Foul ball does not count.



All pins knocked down with first ball—nets the bowler 10 pins plus total pinfall on next two rolls.



All pins knocked down with two balls—nets 10 pins plus pinfall on next ball.



Two or more pins left standing after first ball, with a space between and the headpin down.



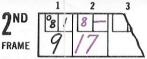
Failure to knock down all pins with two balls except with a "split".



First ball leaves the 7-10 SPLIT. Mark 8 and (0) in the first box. Second ball picks up the 10-pin. Mark 1 in the second box, score 9 for the frame.



First ball leaves a five pin SPLIT set up. Mark (0) and 5 in the first box, and add fifteen (10 for spare in 3rd frame, plus 5) to your 2nd frame total. Second ball picks up three pins, failing to convert the split. Mark 3 in the second box and add 8 to the frame total.



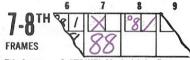
First ball leaves 6 and 10-pins. Mark 8 in the first box. Second ball misses both pins for an ERROR. Add 8 pins to your first frame total, mark(—) in the second box.



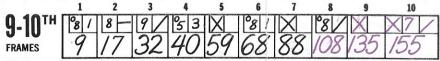
5th frame — A STRIKE! Mark (x) in first box and hold score total. 6th frame, first ball leaves 7-10 SPLIT. Mark (0) and 8 in first box. Second ball picks up 10-pin. Mark 1 in second box, add 19 to 4th frame total (10 plus 8 and 1), then add 9 to the 5th frame total.



First ball leaves the 8-pin. Mark 9 in the first box. Second ball picks up the pin for a SPARE. Mark (/) in the second box and hold score total.



7th frame — A STRIKE! Mark (x) in first box and hold score total. 8th frame, first ball leaves 5-10 SPLIT. Mark (0) and 8 in first box. Second ball converts the split to a SPARE. Mark (/) in second box, and add twenty (10 plus 8 and 2) to the 6th frame total.



9th frame — A STRIKE! Mark (x) in first box and add twenty (10 plus 10) to your 7th frame total.

10th frame — A STRIKE! . . . which entitles you to two extra rolls. Mark (x) in the first box. Second ball clears seven pins. Mark 7 in the second box and add twenty-seven (10 plus 10 plus 7) to the 8th frame total. Third and last ball gets remaining three pins for a SPARE. Mark (/) in third box and add twenty (10 plus 7 and 3) to your 9th frame total, giving you a game total of 155!



BC

## **SCORING RECORD**

Brunswick THE NO. 1 NAME IN BOWLING.	0
THE NO. 1 NAME IN BOWLING.	$\circ$

Name		Season	To	
Address	Phone	League		

DATE	1st GAME	2nd GAME	3rd GAME	SERIES TOTAL	TOTAL PINS	GRAND AVERAGE
1						
2					1	
3						1 100
4						
5						
6						. 9.59
7						23
8						
9						
10	1					
11						
12						
13						
14						
15						
16						
17						
18			1 10			
19						

	DATE	1st GAME	2nd GAME	3rd GAME	SERIES TOTAL	TOTAL PINS	GRAND AVERAGE
20							
21							
22	4 1166	- A		4 -19			
23				1000			
24							
25			- 4				
26			LNI				
27							
28				Lin			
29	grande 1	A					77.2
30					155		
31				7			
32							
33				1			
34							
35							
36						24	
37							
38							

HIGH GAME

**BEST SERIES** 

**HIGH GAME** 

**BEST SERIES** 



8583



Custom LTD



Crown Jewel, Cherry (also in Wine & Blue)



Contender



Astro Star



Neptune



Black Diamond



Crown Jewel 75



Crown Regal, Yellow/White (also in Orange/Brown)



Crown Regal, Blue/Grape



Black Beauty



Crown Jewel, Peach (also in Butterscotch)



Wind Jammer, Burgundy (also in Gold)



Black Pearl



Caravan



Executive, Souffle (also in Mahogany)



Regency, Expresso Brown (also in Tan/Orange)



Cameo, Red/White



Sociabelle, Blue (also in Yellow)



Wind Jammer, Blue (also in Orange/Brown)



Cameo, Tan/Green



Wind Jammer, Denim (also in Beige and Black)



Pacer, Red/White/Blue (also in Brown/Orange)



Raider, Black (also in Blue)

