

TIMBER

SCORING GUIDE

1. IN EACH **FRAME** YOU HAVE UP TO 3 BALLS TO KNOCK DOWN AS MANY PINS AS YOU CAN AND TO SCORE AS MANY POINTS AS POSSIBLE. RECORD WHAT YOU KNOCK DOWN BY EACH BALL IN EACH OF THE THREE SMALLER BOXES ALONG THE TOP.
2. EACH **PIN** IS WORTH ONE POINT.
3. A STRIKE IS WHEN YOU KNOCK DOWN **ALL THE PINS WITH YOUR FIRST BALL**. MARK YOUR CARD WITH AN 'X'. SCORE 15 + WHAT YOU KNOCK DOWN WITH YOUR NEXT **2 BALLS** IN THE FOLLOWING FRAME.
4. A SPARE IS WHEN YOU KNOCK DOWN **ALL THE PINS WITH YOUR FIRST 2 BALLS**. MARK YOUR CARD WITH A '/'. SCORE 15 + WHAT YOU KNOCK DOWN WITH YOUR NEXT **1 BALL** IN THE FOLLOWING FRAME.
5. IN THE **10TH FRAME**, YOU GET TO BOWL 3 BALLS, EVEN IF YOU SCORE A **STRIKE** OR A **SPARE**.