

DICE BOWLING



MATERIALS:

- ❖ A pair of dice per group
- ❖ Scoring Sheet
- ❖ Pencil

DIRECTIONS:

1. Play *Bowling Dice* in groups of up to 4 people. Use one scoring sheet for the entire group.
2. The first player throws *both* dice, and writes the total into the first square.
 - ❖ 10 = strike
 - ❖ 11 or 12 = gutterball
3. If a strike is made, the player puts an X in the first of the upper two boxes, but does NOT total their score. If a spare is made, the player puts an / in the first of the upper two boxes, but does NOT total their score.
 - ❖ Strike = add the next two "rolls"
 - ❖ Spare = add the next one "roll"
4. If a strike is not made, the player enters the number of pins (in the first of the upper two boxes) he/she knocked down on the first roll.
5. The player then determines how many points he/she would need to get a spare, and decides whether to roll *one* or *both* dice. (Depending upon the total of the first roll, there may be an advantage either way.)
6. If the second roll creates a TOTAL between BOTH rolls of:
 - ❖ More than 10 = gutterball
 - ❖ Exactly 10 = spare
 - ❖ Less than 10 = that number of pins.
7. Once the player has the total for that frame, it will be added to the player's total from the previous frame. (Unless there is a strike or a spare.)