A game of bowling consists of ten frames. In each frame, the bowler will have chances to knock down as many pins as possible with their bowling ball. If a bowler is able to knock down all ten pins with his first ball, he is awarded a strike. If the bowler is able to knock down all 10 pins with the two balls of a frame, it is known as a spare. Bonus points are awarded for both of these, depending on what is scored in the next 2 balls (for a strike) or 1 ball (for a spare). If the bowler knocks down all 10 pins in the tenth frame, the bowler is allowed to throw 3 balls for that frame. This allows for a potential of 12 strikes in a single game, and a maximum score of 300 points, a perfect game.

In general, one point is scored for each pin that is knocked over. Therefore, if a player bowls over three pins with the first shot, then six with the second, the player would receive a total of nine points for that frame. If a player knocks down 9 pins with the first shot, but misses with the second, the player would also score nine. When a player fails to knock down all ten pins after their second ball it is known as an open frame. In the event that all ten pins are knocked over by a player in a single frame, bonuses are awarded.

When all ten pins are knocked down with the first ball, a player is awarded ten points, plus a bonus of whatever is scored with the next two balls. In this way, the points scored for the two balls after the strike are counted twice. The most points that can be scored in a single frame are 30 points (10 for the original strike, plus strikes in the two subsequent frames). A player who bowls a strike in the tenth (final) frame is awarded two extra balls so as to allow the awarding of bonus points. If both these balls also result in strikes, a total of 30 points (10 + 10 + 10) is awarded for the frame. These bonus points do not count on their own; they only count as the bonus for the strike.

A ten-pin bowling score sheet showing how a spare is scored:

A “spare” is awarded when no pins are left standing after the second ball of a frame; i.e., a player uses both balls of a frame to clear all ten pins. A player achieving a spare is awarded ten points, plus a bonus of whatever is scored with the next ball (only the first ball is counted). It is typically rendered as a slash on score sheets in place of the second pin count for a frame.

A player who bowls a spare in the tenth (final) frame is awarded one extra ball to allow for the bonus points.  The maximum score in a game of ten-pin is 300.

A strike can be followed by a spare. The strike and spare scores can be combined. At first, the strike’s score is combined with spare’s score. After that, spare’s score is combined with ordinary frame score. The final score is combination of strike, spare and ordinary score frame.

2 strikes in a row are possible. In this case, the score of first strike is the sum of first two strikes and first throw of third frame. The score of second strike is the sum of second strike and third Frame.

two spares in a row are possible. Let’s assume that situation is when there is two spares in a row. The score of first frame is the sum of its two elements and first element of next frame. The same situation is for next frame.

If the last frame is a spare. The player is allowed to have a bonus throw. Bonus throw is added to the spare. It is important to note the bonus throw doesn’t belong to any frame.

If the last frame is a strike. The player is allowed to have two bonus throws. They also don’t belong to a regular frames as well.

Further bonus throws are not granted when a game’s last frame is a spare and the bonus throw is a strike.

Perfect consists of all strikes (a total of 12 of them including bonus throws), and has a score of 300