**Rules of play**[[edit](http://en.wikipedia.org/w/index.php?title=Ten-pin_bowling&action=edit&section=21" \o "Edit section: Rules of play)]

A game of bowling consists of ten frames. In each frame, the bowler will have two chances to knock down as many pins as possible with his bowling ball. If a bowler is able to knock down all ten pins with the 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 two balls (for a strike) or one ball (for a spare).

If the bowler knocks down all 10 pins in the tenth frame, the bowler is allowed to throw three 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](http://en.wikipedia.org/wiki/300-point_game).]

**Scoring**[[edit](http://en.wikipedia.org/w/index.php?title=Ten-pin_bowling&action=edit&section=22)]

In general, one point is scored for each pin that is knocked over.

[So 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 nine 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.