

Roll & Bowl

Number of players: Any (individually or in teams)

Object of the game: Win by getting the highest total score.

Materials & setup:

- [Scorecard](#) and pen/pencil for each player or team
- 2 dice
- Dice cup (if desired)

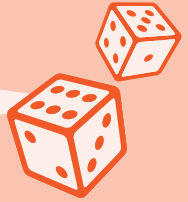
Get rolling:

1. Just like regular bowling, players get two rolls per “frame.” They roll both dice during each turn.
 - If a player rolls double on their first turn, it counts as a strike. They still add up the sum of both turns but add 6 points to their total score for the frame.
 - If a player rolls double on their second turn, it’s a spare, and they add 3 points to their total score for the frame.
 - If a player rolls double on both turns, it’s a “turkey,” and they add 10 points to their total score for the frame.
2. At the end of the tenth frame, each player totals their scores from all the frames. Record the final score in the top left square on the scorecard. The player with the highest final score wins.





Dice Bowling



| | FRAME 1 | FRAME 2 | FRAME 3 | FRAME 4 | FRAME 5 | FRAME 6 | FRAME 7 | FRAME 8 | FRAME 9 | FRAME 10 |
|--------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| ROLL 1 | | | | | | | | | | |
| ROLL 2 | | | | | | | | | | |
| FINAL | | | | | | | | | | |



Dice Bowling



| | FRAME 1 | FRAME 2 | FRAME 3 | FRAME 4 | FRAME 5 | FRAME 6 | FRAME 7 | FRAME 8 | FRAME 9 | FRAME 10 |
|--------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| ROLL 1 | | | | | | | | | | |
| ROLL 2 | | | | | | | | | | |
| FINAL | | | | | | | | | | |



Dice Bowling



| | FRAME 1 | FRAME 2 | FRAME 3 | FRAME 4 | FRAME 5 | FRAME 6 | FRAME 7 | FRAME 8 | FRAME 9 | FRAME 10 |
|--------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| ROLL 1 | | | | | | | | | | |
| ROLL 2 | | | | | | | | | | |
| FINAL | | | | | | | | | | |