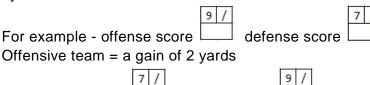
How Pin Fall Converts to Yardage

Results of frames provide movement of the ball in a positive or negative direction

- Offense strikes (x) and defense strikes (x) = no gain
 - Offense strikes (x) and defense spares (/) = gain
 - $\circ \quad \text{Result depends on first ball thrown}$
 - 9/ = 10 yards, 8/ = 15 yards, 7/ = 20 yards, 6/ = 25 yards, 5,4,3,2,1 / = 30 yards
 - Offense strikes (x) and defense opens = gain
 - Result depends on first ball thrown

9 =20 yards, 8 = 30 yards, 7 = 40 yards, 6 = 50 yards, 5,4,3,2,1 results in a touchdown

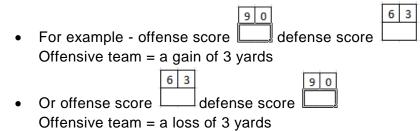
- Offense spares (/) and defense strikes (x) = loss
 - Result depends on first ball thrown
 - 9/ = -1, 8/ = -2, 7/ = -3, 6/ = -4, 5/ = -5, 4/ = -6, 3/ = -7, 2/ = -8, 1/= -9, 0/= -10
- Offense spares (/) and defense spares (/)
 - Offensive team yards gained or lost = the difference in pins on the first ball thrown in the frame, by each team



Or - offense score defense score

Offensive team = a loss of 2 yards

- Offense spares (/) and the defense opens = gain of yards
 - Results depend on 1st ball thrown by defense
 - 9 = 3 yards, 8 = 6 yards, 7 = 9 yards, 6 = 12 yards, 5 = 15 yards, 4 = 18 yards,
 - 3 = 21 yards, 2 = 24 yards, 1 = 27 yards, 0 = 30 yards
- Offense opens and defense strikes (x) results in a turnover, either a fumble or an interception drawn by the computer. Ball is advanced from original spot of play
 - Results depend on 1st ball thrown by offense
 - 9 = 5 yards, 8 = 10 yards, 7 = 15 yards, 6 = 20 yards, 5 = 25 yards,
 - 4, 3, 2, 1, 0 = 30 yards
- Offense opens and defense spares (/) = a loss of yards
 - Results depend on 1st ball thrown by offense.
 - 9 = -1, 8 = -2, 7 = -3, 6 = -4, 5 = -5, 4 = -6, 3 = -7, 2 = -8, 1 = -9, 0 = -10
 - Offense opens and defense opens (both teams do not spare or strike)
 - Offensive team yards gained or lost = the difference in pins on first ball thrown in the frame, by each team



- 10th frame
 - Only the first 2 balls thrown in the frame count towards results
 - For example a player scores
 Only the first strike is used

Or a player scores