In The Pocket Bowling Game
Version 2 (2014)

Overview

What is needed to play?

- Three six-sided dice.
- One or more bowler cards.
- A special chart ("Out Of The Pocket Chart").
- A printed or electronic score-sheet.

This game was created to play faster than most bowling games and allowing for less lookups on player cards and/or charts. Memorization of results will be explained at the end of this document.

Everything starts with rolling three six-sided dice. The dice are read as a sequence so different colored dice are not required.

Getting Started

Choose one or more bowler cards. The "Out-Of-The-Pocket Chart" (OOTP) should be kept to the side as you will need to consult this chart when directed to do so on the bowler's card.

Reading A Bowler's Card

The top section identifies the bowler's name, season, average and either an L or R to indicate which hand he bowls with.

The middle part of the bowler's card is where you will look for results after each dice roll. Except for results on the "Out-Of-The-Pocket Chart", each frame result is resolved with one roll.

Results Section

The Results Section consists basically of five "sections" that you will use after you roll the dice.

"222, 333, 444 Section" – Any time you roll triple 2s, 3s or 4s, for any bowler, you will need to re-roll the dice and look at the OOTP chart for the possible spare pickup.

"Pair of 1s Section" – If you roll at least two 1s, you refer to the specific row for the result, except for when you roll a pair of 1s and a 3, because it adds up to 5. Anytime, for any bowler, if you roll a total of 5, you will need to re-roll the dice and look at the OOTP chart for the possible spare pickup.

"Pair of 5s/6s Rule" – This is a message section that simply acts a reminder as to how the cards were calculated with regards when at least two 5s or 6s are rolled. For seasons such as the NBL, where averages are lower than 205, this rule will be ignored which allows the bowler to average as low as 186.

This rule simulates if a bowler has "figured out" a specific lane on a pair of lanes being bowled (5s) and it simulates if a bowler is on a "hot streak" (6s).

"Pair of 5s/6s Section" – How this works, is if you roll a pair of 5s, then look back 2 frames and if the bowler rolled a strike, then you automatically score a strike for the current frame. If you are in the 1st or 2nd frame of a game, you can't look back 2 frames, so the bowler does not get an automatic strike. You simply look up the 3-dice result on the bowler's card in the "Pair of 5s or 6s" section.

This works the same way with the pair of 6s, except you look back 1 frame. If you see a strike, then the bowler rolls a strike in the current frame. If you are in the 1st frame, you can't look back 1 frame, so you resolve the current frame by looking at the row that matches your roll.

This rule applies to when the previous result (after the 1st or 2nd frame) is a strike, then the bowler strikes in the current frame. Otherwise, find the result on the card using the pair of 5s or 6s section.

In the 10th frame, you need to think about the pair of 5s a little more closely. Let's say in the 8th frame the bowler did not throw a strike. But, in the 10th you roll a strike on your first ball. On the next shot, if you roll a pair of 5s, you will NOT look at the 8th frame for the current lane. You just rolled a strike on the lane, so the bowler "has figured this lane out" and you will count the second shot as a strike. The same logic applies if you have thrown 2 strikes and the 3rd shot is a pair of 5s. This is also a strike.

"5, 6, 7, 8, 9, 10-15 Section" – If you do not find your sequence of the 3 dice in the top section, then simply add up the 3 dice to arrive a total. Every bowler is the same, so this can be memorized for all bowlers. Any total of 5 (including the pair of 1s with a 3) will result in you having to roll on the OOTP chart for the spare shot. If the total is 6, 7, 8 or 9, the result is that total followed by a spare. If the total is 10 or more, then you have a strike.

Most professional bowlers will knock down 7, 8, 9 or 10 pins on their first roll. First-ball results of 6 or less means that the bowler has really thrown an errant shot. With this in mind, you will soon see how the game works with memorizing results because typically, the total of your three dice will tell you how many pins were knocked down on the first roll. Obviously, you can't knock down more than 10 pins. For total rolls of 10 to 15, the result is a strike.

I suggest you first see if you have thrown triple 222, 333 or 444, then check for pairs of 1s, 5s or 6s. All totals of 5 will result in OOTP. Anything is simply a spare if less than 10, or a strike if 10 or greater.

"Out-Of-The-Pocket Chart"

You will need to roll the three dice again and based on the sequence you will find the final result on the chart.

These results simulate a speed-bump that could cost the bowler the game or tournament. Every bowler has a chance (although very small) to recover their composure and pick up the spare, or with even a single-pin spare chance, it ends up being an open.

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Tips and Notes

For every bowler, a TOTAL roll of 5 will direct you to the "Out-Of-The Pocket Chart".

For every bowler, a roll of 222, 333 or 444 will direct you to the OOTP Chart.

For every bowler, look for rolls that have at least a pair of 1s, 5s or 6s and look at appropriate section, using the sequence of the dice to find the result.

For every bowler, if you have not rolled something mentioned above (total of 5, trips, pair of 1s, 5s or 6s), then simply look at the total. If it is less than 10, it is that total roll and a spare. If it is greater than 10, then it is as strike. Remember to check to make sure you don't see two 5s or 6s, if your total is greater than 10.

Each card pattern was tested for tens of thousands of games, simulated using MS-EXCEL. Every card pattern has a chance to throw a 300 game, but those high average, high strike percentage bowlers will have more of a chance.

Professional bowlers can have some very low games to go along with their 300 games or 290+ games. Most card patterns showed a very low score in the low 100s. The lowest total for a TV match was 100 in the 2011. Even professional bowlers can have an off game just like they can crank out a 300.

I hope you enjoy the game. Having owned other games such as Home Court Games, BOWL-O-RAMA and APBA, I believe I have a very unique system that is fun, fast, realistic and accurate. Memorization of results and single rolls for almost every frame will allow you to roll a tournament in a very short period of time.

Many thanks to Mike Glaze and Kevin McIntyre, both of whom kicked the tires with several versions that I have sent to them. They have been with me since the first version and I appreciate all they have done to make this a much better game today.

Many thanks to Andy Lewis, Brien Martin and Pete Ventura for helping with the most difficult part of the game – the look and feel.

These rules are for Version 2 of In The Pocket Bowling cards. There is a version 1 set that has a different set of rules, card layouts and OOTP chart. These are still very good cards to use, but I created V2 of ITP to include more first-ball 6 counts, plus taking out the really weird rules for injuries, spectator interference, etc. in the OOTP and just make that the spot where every possible spare chance requires a second roll to see if the bowler picks up the spare.

Look for a V3 that will be a pure shot-by-shot game, where you have to roll for every shot.