

UNIFORM MARK SCORING SYSTEM

The Uniform Mark Scoring (UMS) system would be a slight change to traditional scoring systems used in bowling. Under UMS, spares are counted in exactly the same way that strikes are counted. That is, both spares and strikes the score would be scored as 10 PLUS count of next 2 balls.

Advantages:

- UMS makes spares more important in that they will contribute more towards final scores (in “most” games, not as true in very low scoring games where there are few if any strikes).
- UMS should help increase equity between groups of bowlers, so that when one group of bowlers (lefties OR righties, crankers OR strokers, etc.) have an edge, UMS will reduce that edge. This equity benefit occurs because when one group has an edge it is generally due to better strike carry percentage. Since disadvantaged group is shooting at more spares, this group's scores will rise slightly compared to advantaged group as now their spares will sometimes be worth practically equal to a strike.
- In tournaments where bowlers switch pairs after each game, this gives the disadvantaged group a chance for a spare to count exactly as a strike in the first frame. Though it would be nice to have something which minimizes edge through to the second frame, since it takes at least that long to generally adjust (and each lane is different), at least UMS helps out in 1 of 2 frames, which is better than no help at all.
- Also, UMS preserves the traditional scoring game max of 200.

Note: The Petraglia Stroke Play method puts even greater emphasis on spares, but this system does not help reduce equity gaps when conditions favor one group. See development of this issue is PBA Forum posts below.



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Author

Topic: New Scoring System (spares scored like strikes)

sportbowler1



PBA Forum Member

posted 02-14-2009 05:27 PM

I posted this in the Petraglia scoring system thread, but perhaps it's best to have a separate thread. This is a proposed new/optional Scoring System which might have some merit. Curious what you think. You can just read the Short Description next to get the idea.

SHORT DESCRIPTION OF NEW SCORING SYSTEM:

Make one change to current scoring procedure. (1) Score frames in which a spare is converted to count as 10 pins + the count of next two balls (instead of 10 pins + count of next one ball). in this way spares are scored identical to the manner in which strikes are scored.

Explanation:

NEW SCORING SYSTEM (spare weighted more heavily than current scoring method):

Here's a modified scoring system I've thought about before. This method attempts to give a little more weight to spares and deemphasizes strikes, by having both Strikes & Spares count as 10 + next two balls.

This system will also raise scores in general though 300 is still max. This is more likely to be popular in an offense / high scoring mindset nation we live in. However, it subtly deemphasizes strikes and adds more emphasis to spares. My ballpark estimate is that this method will raise overall scores by approximately 10% and raises importance of spares to total score by 5 - 10%. Surprisingly, the new scoring method MAY help reduce scoring differences when conditions are inequitable.

Example of NEW SCORING:

Frame = Frame Score.....Cumulative Score

- 1) $8/ = 30 \dots\dots 30$
- 2) $X = 27 \dots\dots 57$
- 3) $X = 19 \dots\dots 76$
- 4) $72 = 9 \dots\dots 85$
- 5) $X = 20 \dots\dots 105$
- 6) $9/ = 20 \dots\dots 125$
- 7) $9/ = 30 \dots\dots 155$
- 8) $X = 28 \dots\dots 183$
- 9) $X = 20 \dots\dots 203$
- 10) $8/ X = 20 \dots\dots 223$

{Spares account for 100 of 223 OR 44.8% of total score.}

Regular Scoring:

- 1) $8/ = 20 \dots 20$
- 2) $X = 27 \dots 47$
- 3) $X = 19 \dots 66$
- 4) $72 = 9 \dots 75$
- 5) $X = 20 \dots 95$
- 6) $9/ = 19 \dots 114$
- 7) $9/ = 20 \dots 134$
- 8) $X = 28 \dots 162$
- 9) $X = 20 \dots 182$
- 10) $8/ X = 20 \dots 202$

{Spares account for 79 of 202 = 39% of total score.}

Other Examples:

9/ 9/ 9/ 9/ 9/ 9/ 9/ 9/ 9/ 9/ 9/9 = 199 New Scoring OR 190 Regular Scoring
 {spares obviously 100% of scoring in both ... and in an all strike game score
 would be 300 in both with spares counting for 0% of score in both}

One possible scenario many might not like is that a 9 spare followed by 11 strikes would be equal to 12 strike game (both would be 300s). Important equity consideration should blunt criticism of this scenario, especially where bowlers are changing pairs (see below in Note).

That situation aside, strikes generally will contribute more to score because stringing strikes will net a higher score than a pure all spare game would (i.e., all spare game max is 199 vs all strike game max is 300). This addresses Blockhater's concerns about importance of doubles (i.e., the doubles count for more, just not quite as much as in regular scoring). Under new scoring a 9/ 9/ = 20 in first frame - whereas a 9/ X X = 30 in first frame - so strikes are more important, just slightly less than now. Example to follow.

9/ X X 9/ X X 9/ X X 9/X = 257 New Scoring OR 227 Regular Scoring {spares account for 110 of 257 = 42.8% in new scoring - OR - 80 of 227 = 35.2% in regular scoring ... a mild boost to importance of spares in overall score}

So, to summarize. In new scoring system where spares & strikes both count

as 10 + next two balls. Spares contribute a greater percent of total score (not ridiculous though as all spare game is still lower than clean game with 3 doubles). Overall scoring is slightly higher which may make it more receptive to many. Maximum score still the same. This new scoring emphasizes spares by approximately 5 - 10% more, nothing drastic.

Note: Take conditions which may be favoring one group of bowlers more than another due to slightly higher carry percentage. By giving a 5 - 10% more emphasis on spares and their contribution to total score, this should somewhat negate scoring differences amongst groups on inequitable conditions. Reasoning is that spare conversion percentages are not changed as much as strike percentages are, when conditions are unequal (especially in an era where most throw plastic balls hard and straight at spares).

Also, bowlers encountering a new transition when switching pairs would have luxury of a spare counting as much as a strike in the first frame. This is exact moment it might be equitable for scoring to be a bit more forgiving as this is the point in time when bowlers are guessing the most and have had no time to adjust to new lanes.

This new scoring method could also slightly minimize scoring differences when one lane is playing drastically differently than another and where strikes aren't carrying as well on that lane (especially if that's a bowler's first frame BUT probably just "slight" difference in this scenario, but a few pins could be meaningful).

Thus, the new scoring system puts more weight on spares, slightly increases overall scores, and slightly evens out inequities. This is a combination which might make the system worthy of consideration. Curious what flaws there are in the logic as undoubtedly there are (i.e., maybe strikes should count MORE than current, etc., that's pure opinion).

[02-14-2009, 09:37 PM: Message edited by: sportbowler1]

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From: **Tallahassee, FI** | Registered: **Jan 2005** | IP: [Logged](#) |  Report Post

DONK



PBA Forum Member

 posted 02-14-2009 06:24 PM    “ ”

Smoke more f***ing weed dude.

I don't even go on here anymore.
I don't even read this crap.

From: **SoCal** | Registered: **Apr 2008** | IP: [Logged](#) |  Report Post

Tomkat

PBA Forum Member

📅 posted 02-14-2009 07:32 PM 🗂️ 👤 📧 📌 “ ”

sportbowler,

Ummm, are you nuts?

...Modern bowling balls allow bowlers to score beyond their capabilities and they don't have to be bowling on a stone wall. -trackster

From: **Pennsylvania***** | Registered: **Aug 2001** | IP: [Logged](#) | 📧 Report Post

sportbowler1

PBA Forum Member

📅 posted 02-14-2009 08:25 PM 🗂️ 👤 📧 📌 “ ”

DONK, Tomkat ... thanks for the supportive comments. Why don't you try to come up with a scoring system which is more equitable OR just a novel new option to consider at times. I'm trying to think of something which might work and/or just be a fun option.

Where is this idea wrong? If you don't like it ... please explain. Surely just because something is new or different it isn't wrong per se is it?

IMO, counting spares like strikes (i.e., 10 pins + next 2 balls), will raise overall scores by about 10%, will make spares about 5-10% more important to final score, and will close equity gap a bit when conditions are inequitable (as carry % for strikes is affected more by inequitable conditions than spare conversion %). In tournaments where bowlers are switching pairs and coming in cold to new lanes, this would afford them chance to have one frame to adjust, as spares in first frame would be equal to a strike for all practical purposes. What's crazy about that?

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From: **Tallahassee, FL** | Registered: **Jan 2005** | IP: [Logged](#) | 📧 Report Post

sprocket

PBA Forum Member

📅 posted 02-14-2009 08:44 PM 🗂️ 👤 📧 📌 “ ”

While I get the concept, I don't like the idea of anyone getting rewarded any more than the current system allows for what they are SUPPOSED to do. You are SUPPOSED to throw strikes. You are SUPPOSED to make your spares.

What I do see right now is that the importance of making spares is deemphasized in the current high scoring environment. You can simply toss a bunch of strikes to make up for missed spares.

So I propose this:

If you miss a spare then you get zero for the first ball in the frame and get the total of all pins knocked down for the second ball in the frame. Thus: 72 becomes 09 and 62 becomes 08.

If you are on a spare and you miss a spare in the next frame you will be doubly penalized. You will just get 10 for the frame in which you threw the spare. You will also only get 20 for a double that precedes an open. So:

X X 90 becomes X X 09. Instead of getting a total of 57 you get a total of 48.

The only time you would not get penalized extra for an open is if a single strike precedes an open. So:

X 90 and X 09 both add up to 28. I think that's OK because it makes throwing strikes important but once you start to string strikes, making spares become MORE important. In the current environment they become LESS important.

One last thing: If you leave a split you must get at least HALF of the pins on the spare in order to avoid getting zero for the first ball. So if it's a split: 72 stays 72 but 71 becomes 08.

Consistency is the last refuge of the unimaginative.

From: **Hastings mn us***** | Registered: **Oct 2001** | IP: [Logged](#) | Report Post

muckwa
PBA Forum Member

posted 02-14-2009 08:48 PM

How about the endless 10th frame? There would be no limit to the top score.

Registered: **Nov 2004** | IP: [Logged](#) | Report Post

sportbowler1



PBA Forum Member

posted 02-14-2009 09:15 PM

sprocket, muckwa - I was trying to devise a scoring method which increases importance of spares, while still leaving strikes more important overall (which this system does, with spares only modestly/reasonably more important) ... added bonus was to try and create method that achieves this and is also more equitable.

We've got a lot of tournaments today where either right or left has a significantly better look. This scoring method should help to reduce the advantage of whichever group has the edge. In particular, in those qualifying & round robin formats where bowlers go to next pair each game pretty much blind with respect to ball reaction in first frame. They get in essence a frame to adjust (assuming they don't open), and that reduces edge of group that has better look and is not having to make adjustments as rapidly. And emphasis on SPARES is a positive for many who criticize current game as too much of a carry contest.

[02-14-2009, 07:20 PM: Message edited by: sportbowler1]

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From: **Tallahassee, FL** | Registered: **Jan 2005** | IP: [Logged](#) |  Report Post

James Mick



PBA Forum Member

 posted 02-14-2009 11:08 PM    “ ”

Sportbowler,

Your concept is fine (putting more emphasis on spare-making) however you need to explain it in one paragraph or less. Most of the neanderthals who post here do not have the intellectual capability or attention span to grasp your system (nor would your average league bowler).

The extravagant length of your original post offers a clue why your system would not fly.


The bowling world has been poisoned by high tech steroid balls and easy walled up cheater patterns that guide the ball right to the pocket. Let's work together to detoxify our diseased sport and bring back true competition and shot-making skill.

From: **New Jersey** | Registered: **Jan 2009** | IP: [Logged](#) |  Report Post

sportbowler1



PBA Forum Member

 posted 02-15-2009 12:17 AM    “ ”

quote:

Originally posted by James Mick:
Sportbowler,

Your concept is fine (putting more emphasis on spare-making) however you need to explain it in one paragraph or less. Most of the neanderthals who post here do not have the intellectual capability or attention span to grasp your system (nor would your average league bowler).

The extravagant length of your original post offers a clue why your system would not fly.

OK ... it's extremely simple. Results are debatable but here's what I think.

SHORT DESCRIPTION OF NEW SCORING SYSTEM:

Make one change to current scoring procedure. (1) Score frames in which a spare is converted to count as 10 pins + the count of next two balls (instead of 10 pins + count of next one ball). in this way spares are scored identical to the manner in which strikes are scored.

ANTICIPATED RESULTS OF NEW SCORING SYSTEM:

- 1) 5-10% increase in contribution of spares to total score;
- 2) Approximate 10% increase in overall score;
- 3) Reduction in advantage that a favored group will enjoy when conditions are not evenly scoring;
- 4) Reduction in advantage that a favored group will enjoy when round robin matchplay is in use, or any competitive format requiring bowlers to change lanes after each game.

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sportbowler1



PBA Forum Member

 posted 02-15-2009 12:39 AM    “ ”

What's surprising is that at first you might think scoring spares just like strikes would make spares almost equal to strikes. That simply isn't the case. But, this should make just enough of a difference to put things into better balance without rocking the boat too much. Ironically, slightly higher scores here are not necessarily a negative thing for bowling.

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From: **Tallahassee, FL** | Registered: **Jan 2005** | IP: [Logged](#) |  Report Post

davey rosen

PBA Forum Member

 posted 02-15-2009 12:46 AM    “ ”

you want to make spares more important?

well maybe if we shot more of them
reduce the number of strikes and spares become more important

gotta hand it to ya though
ya made me laugh

From: **illinois** | Registered: **Dec 2004** | IP: [Logged](#) |  Report Post

Chuck Riess

PBA Forum Member

 posted 02-15-2009 01:12 AM    “ ”

Chuck Riess
PBA Forum Member

📅 posted 02-15-2009 01:28 AM



Did not realize Petraglia system and stroke play were the same thing. I bowled stroke play events in 1981.

This post may self destruct soon.

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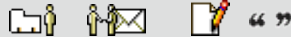
From: **Tukwila Just South of Seattle** | Registered: **Apr 2001** | IP: [Logged](#) | Report Post

sportbowler1



PBA Forum Member

📅 posted 02-15-2009 01:41 AM



quote:

Originally posted by davey rosen:
you want to make spares more important?

**well maybe if we shot more of them
reduce the number of strikes and spares become more important**

**gotta hand it to ya though
ya made me laugh**

Davey, that's exactly right. Glad you brought this up. This new scoring method really only makes spares more important IF the game is relatively high scoring where just a few spare attempts are being made. IF the conditions are so difficult that you're always shooting spares to begin with then there's virtually no difference. See example below of high & low scoring games using both methods.

Problem is, many persons today feel scores are too high to where it's a carry contest and thus spares aren't as important as they should be. This new scoring system corrects that situation somewhat while not drastically changing environment. Where it's not needed, it works largely like regular scoring.

Thanks for mock type post which made me step through and double check this. The system works when needed, you're describing scenario when it's not needed as much (i.e., if you're shooting more spares to begin with then importance of spares goes up). The new scoring is a way to bring greater equity in light of current realities. Here's the examples.

LOW SCORING GAME EXAMPLE:

New Scoring System (in game where you are shooting at spares 100% of the time, extremely difficult conditions)

7/ 8/ 9/ 9/ 8/ 9/ 81 9/ 9/ 8/9

OR

$20+20+20+20+20+20+9+20+20+19 = 188$

Spares contributing 179 of 188 / 95.2% of total score.

Compare to Regular Scoring ...

7/ 8/ 9/ 9/ 8/ 9/ 81 9/ 9/ 8/9

OR

$18+19+19+18+19+18+9+19+18+19 = 176$

Spares contributing 167 of 176 / 94.9% of total score.

*In extremely difficult game where your shooting spare every frame, the New Scoring Method is virtually identical with respect to contribution of spares contributing to final score than when regular scoring used, by 94.7% to 94.8%.

- CONTRAST -

HIGH SCORING GAME EXAMPLE:

New Scoring (where only 4 spares attempted)

9/ X X 9/ X X 9/ X X 9/X

OR

$30+29+20+30+29+20+30+29+20+20 = 257$

Spares contributing 110 of 257 = 42.8%

Compared to Regular Scoring

9/ X X 9/ X X 9/ X X 9/X

OR

$20+29+20+20+29+20+20+29+20+20 = 227$

Spares contributing 80 or 227 = 35.2%

*New Scoring Method results in spares being greater contributor to final score than when regular scoring used, by 42.8% to 35.2%.

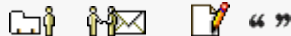
[02-14-2009, 11:42 PM: Message edited by: sportbowler1]

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From: **Tallahassee, FL** | Registered: **Jan 2005** | IP: [Logged](#) |  Report Post

 posted 02-15-2009 11:13 AM



Since the ball is rolled and not stroked, bowling's version of stroke play should be called ROLL PLAY. 😊

From: **NY** | Registered: **Jan 2008** | IP: [Logged](#) |  Report Post

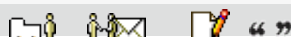
iBowl



PBA Forum Member

sportbowler1

 posted 02-15-2009 11:21 AM



sportbowler1



PBA Forum Member

posted 02-16-2009 01:10 PM



A system which scores strike & spares the same way could be called "Uniform Mark Scoring." It would be nice to start using a broader range of formats & environments in our sport. We have possibilities which might be an improvement and/or provide enjoyable new experiences, that we aren't taking advantage of.

Here's short list of possibilities.

2 Broad Environments:

- 1 - Rapidly Transitioning Environment (high volume oil + high flare high porosity balls OR mix of varying balls, on challenging conditions);
- 2 - Stable Environment (low volume oil + low flare low porosity balls on all conditions) {OR - super walled conditions with high tech balls in play}

of Patterns:

- 1 - Single Pattern;
- 2 - Multiple Patterns

Various Ratio Patterns (differing challenge levels):

- 1 - Low Ratio patterns (3-to-1 and below);
- 2 - Medium Ratio patterns (3.1-to-1 thru 5-to-1);
- 3 - High Ratio patterns (above 5-to-1).

3 Scoring Systems:

- 1 - Regular Scoring;
- 2 - Uniform Mark Scoring;
- 3 - Petraglia Stroke Play Scoring.

of Balls;

- 1 - One ball;
- 2 - Multiple balls.

It would be very interesting to test all three scoring systems on various configurations of the rapid & stable environments, different pattern environment (varying in quantity and ratios), different #s of balls allowed, etc. I bet we could come up with a combination which would be much more equitable, yet still provide a very exciting and dynamic experience. If we want to add new options to the sport we should experiment around with things like this, imo. In that way we can learn what WORKS and we can learn what is ENJOYED by bowlers.

My BET would be that a Stable Multiple Pattern Environment using Uniform Mark Scoring would be the most equitable environment right vs left, and with respect to style/rev-rates. But, regardless, there's a whole world of fun opportunities we're neglecting to use as we keep our eyeballs on the Rapidly Transitioning scheme for vast majority of COMPETITIVE bowling AND the artificial stability of super walls & high tech balls for vast majority of league, amateur, and handicap bowling. We need to start providing something new, imo.

[02-16-2009, 11:58 AM: Message edited by: sportbowler1]

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