



MATHDICE®

BOWLING 10 TARGET SOLUTIONS

1

Roll #1: 4, 5, 5
Roll #2: 2, 2, 4

Target	Roll#	Solution
8	2	$(4 + 2) + 2$
10	2	$(4 * 2) + 2$
12	2	$2 * (4 + 2)$
15	1	$(5 * 4) - 5$
18	2	$(4 ^ 2) + 2$
20	x	Cannot be hit
22	x	Cannot be hit
25	1	$(5 * 4) + 5$
28	x	Cannot be hit
29	1	$(5 * 5) + 4$

2

Roll #1: 3, 4, 6
Roll #2: 2, 4, 4

Target	Roll#	Solution
3	2	$(4 / 4) + 2$
4	2	$(4 * 2) - 4$
7	1	$(6 + 4) - 3$
9	1	$3 ^ (6 - 4)$
10	2	$(4 + 4) + 2$
13	1	$(6 + 4) + 3$
20	2	$(4 ^ 2) + 4$
23	x	Cannot be hit
24	2	$4 * (4 + 2)$
32	2	$(4 * 4) * 2$

3

Roll #1: 2, 5, 5
Roll #2: 3, 4, 5

Target	Roll#	Solution
4	2	$(5 + 3) - 4$
6	2	$(5 + 4) - 3$
7	2	$(4 * 3) - 5$
9	x	Cannot be hit
20	1	$2 * (5 + 5)$
28	x	Cannot be hit
29	x	Cannot be hit
30	1	$(5 ^ 2) + 5$
32	2	$4 * (5 + 3)$
37	1	$(2 ^ 5) + 5$

4

Roll #1: 3, 6, 6
Roll #2: 2, 6, 6

Target	Roll#	Solution
6	2	$(6 * 2) - 6$
8	1	$(6 / 3) + 6$
14	2	$(6 + 6) + 2$
16	x	Cannot be hit
30	2	$(6 ^ 2) - 6$
32	x	Cannot be hit
33	1	$(6 * 6) - 3$
36	1	$3 * (6 + 6)$
39	1	$(6 * 6) + 3$
42	2	$(6 ^ 2) + 6$

5

Roll #1: 2, 2, 5
Roll #2: 3, 3, 5

Target	Roll#	Solution
2	x	Cannot be hit
13	x	Cannot be hit
16	1	$(2 ^ 5) / 2$
18	2	$(5 * 3) + 3$
20	1	$(5 * 2) * 2$
23	1	$(5 ^ 2) - 2$
24	2	$3 * (5 + 3)$
32	2	$(3 ^ 3) + 5$
33	x	Cannot be hit
50	1	$2 * (5 ^ 2)$

6

Roll #1: 3, 5, 6
Roll #2: 1, 4, 5

Target	Roll#	Solution
6	2	$(1 ^ 4) + 5$
12	1	$6 * (5 - 3)$
16	2	$4 * (5 - 1)$
19	2	$(5 * 4) - 1$
27	1	$(6 * 5) - 3$
31	x	Cannot be hit
32	1	$(6 / 3) ^ 5$
79	x	Cannot be hit
80	x	Cannot be hit
131	1	$(5 ^ 3) + 6$

