

RULES OF SKITTLES

AIM OF THE GAME

Players knock down skittles by throwing the balls at the skittles. Points are scored for knocking skittles down, and the winner is the team with the highest score.

EQUIPMENT

9 x Wooden Skittles, one with a red painted top known as the Kingpin.
3 x Balls

HISTORY OF THE GAME

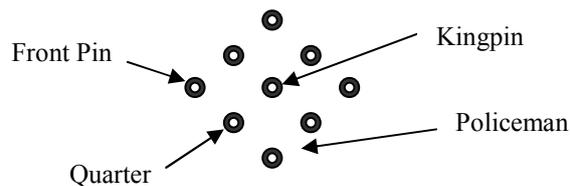
Skittles, also known as nine pins has been played for over 500 years in England. Skittles in the UK developed with several different regional variations, many of which are still played today. Variations include the shape of the skittle and the shape of the balls or cheese. All the variations have in common the actions of players throwing projectiles in turns to knock over skittles.

Very early versions of the game are also known in France and Germany. In 4th Century Germany Monks would play a game with a skittle known as a kegel. The kegels represented sins that would then be knocked over by the monks throwing stones at them.

Nine Pin Skittles are the origin of the game Ten-Pin Bowling.

SET-UP

1. Choose your 'playing alley', a straight course that you throw the balls down. Make this as long as you feel comfortable, but the official distance is 9 yards (8.23 meters), from the bowling line to the first skittle.
2. Set up the Skittle Diamond, with each skittle around 12 inches from the others, set in a diamond formation with the Kingpin (the skittle with the red top) in the middle



PLAYING THE GAME

Play either as teams or as two players playing head to head.

All balls must be bowled underarm. Bouncing balls are allowed but not recommended.

The feet must remain behind the skittle bowling line when bowling.

Balls are bowled at the skittles one at a time. All three balls bowled at the skittle diamond is known as a 'Hand'.

Each player in each team completes a Hand.

Play alternates between teams until all players have completed a Hand.

A 'Leg' is completed when all players have bowled one hand.

A game normally consists of 6 Legs.

Points are awarded for each skittle knocked down, one point per skittle.

If all skittles are knocked down on the first throw, this is known as a 'Strike' or 'Flattener' or 'Flopper'.

Knocking all skittles on the second throw is known as a 'Spare'

All fallen skittles are removed after each throw.

After a 'Strike' or 'Spare', all skittles are replaced.

The maximum score per hand is therefore 27 – i.e. three 'Strikes'

An alternative scoring system is to give 3 points for a 'Strike' 2 points for a 'Spare' 1 point for knocking all skittles down in 3 throws and no points at all unless all skittles are knocked down.

WINNER

The winner is the player or team with the highest score

CE - Please keep packaging for future reference