

SKITTLES



Instructions



What's in the Box?

- 8 x Plain Wooden Skittles
- 1 x Kingpin Skittle with a red painted top
- 3 x Wooden Balls painted black



Suitable for
2-12 players
Aged 3 and over

A Little History

Skittles, also known as nine pins, has been played in England for over 500 years. Skittles developed with several different regional variations in the UK, 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, who take turns at throwing projectiles to knock over skittles.

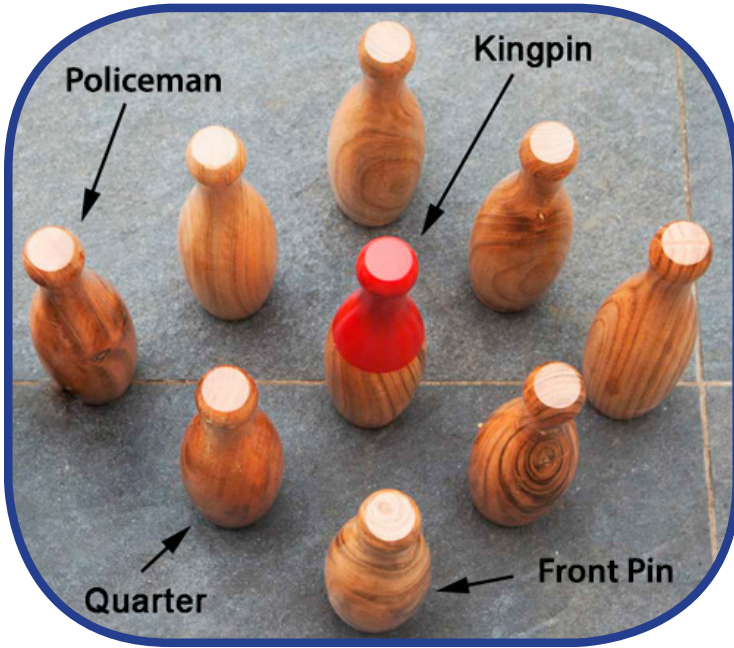


Very early versions of the game are also known to have existed in France and Germany. In 4th century Germany, monks would play a game with a skittle known as kegel. The kegels represented sins that would then be knocked over by stones being thrown at them by the monks.

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

Setting Up The Game

1) Choose your 'playing alley', a straight course that you throw the balls down. You can make this as long as you feel comfortable, however the official length is 9 yards (8.23 meters), from the bowling line to the first skittle.



2) Set up the Skittle Diamond. The recommended distance between each skittle is around 12 inches (there should be enough space for the ball to go through the skittles without knocking them) but you can adjust this to your preferred distance (the closer the skittles are the easier the game will be). They should be set in a diamond formation with the Kingpin (the skittle with the red top) in the middle.



Skittles is played in teams or as two players playing head to head.

Bowling Technique

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

Balls are bowled at the skittles one at a time.

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

Playing a Hand

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.

Playing a Leg

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

A game normally consists of 6 Legs

Strikes & Spares

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

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

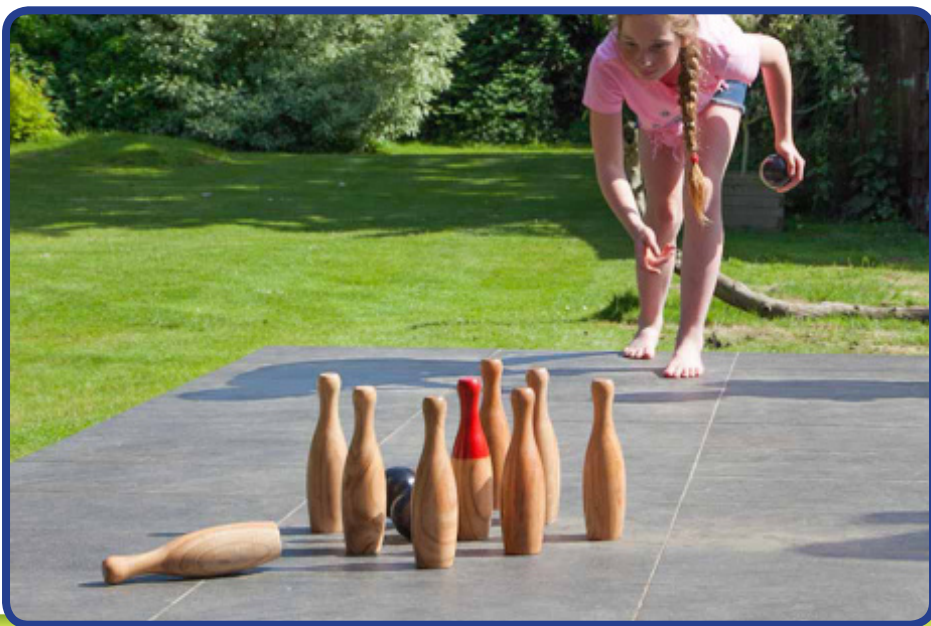
All fallen skittles are removed after each throw.

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

Scoring

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

The maximum score per hand is therefore 27 points
– 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

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We are not a huge corporate and do not claim to be - we are proud of who we are and what we create

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Look after your game!

This game is played outdoors but should be stored indoors in a cool dry place when not in use. As this item is made of wood, it should not be played in the rain or left outside in the rain. If it does get damp or wet, make sure you dry it out well before storing.

CE Please retain for future reference

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