

SKITTLES

Instructions

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Equipment

This game comes with the following hire equipment:

- 9 wooden skittles (including 1 with a red top)
- 3 wooden balls
- 1 weighted bowling line
- 1 wooden back board
- 1 wooden crate

Safety First



The skittles and balls are made from hard wood and should only be rolled under-arm to avoid risk of injury to others. To minimise the risk of people coming into contact with moving balls or skittles, ensure the game is set up away from areas of pedestrian traffic. Children should be supervised when playing this game.

The crate, when filled with the 9 wooden skittles, the 3 wooden balls and the bowling line weighs 4kg. Please ensure you lift within your own limits.

Please act responsibly for your own safety and the safety of others.

About Skittles

Skittles, also known as nine pins, has been played for over 500 years in Britain and developed with several different regional variations, many of which are still played today.

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

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

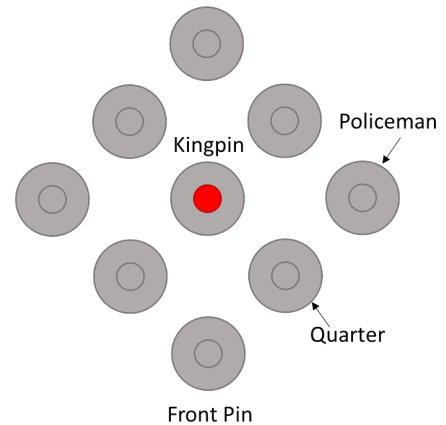
Set up Instructions

Playing area or alley

- You will need an area of short mown grass or a wooden or carpeted floor approximately 1.8m (6ft) wide and between 6-9m (20-30ft) long (longer for wooden or carpeted floors; shorter for grass).
- The skittles and back board are set up at one end and the bowling line and players are at the other end.

Setting up the skittle diamond

- The nine wooden skittles are arranged in a diamond shape in three rows of three with the red topped skittle (known as the kingpin) in the centre (see diagram).
- Each skittle should be about 20-30cm from the others.



How to Play

Aim of the Game

- The aim of the game is to knock down as many skittles as possible using the three balls. Points are scored for knocking over the skittles and the winner is the one with the highest score.

Playing the Game

- This game can be played by 2 or more players either individually or in teams.
- Balls must be rolled under arm.
- Feet must remain behind the bowling line when bowling.
- Each turn starts with all the skittles standing and consists of three throws down the alley (a 'Hand').
- A 'Leg' is completed when all the players (in each team) 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'. Knocking all skittles on the second throw is known as a 'Spare'.
- If no skittles are left standing after the first or second throw the skittles are all reset. So the maximum score in one Hand is twenty seven (3 x 9 skittles).
- Fallen skittles are removed after each throw.
- An alternative scoring system uses the kingpin (the red topped skittle in the centre of the diamond). In this system, no score is awarded until the kingpin is toppled. So it is possible to knock down the other 8 skittles with three balls and score no points.
- The total number of points scored by every player (in each team) is added up and the individual or team with the highest score wins the leg.

Pack up Instructions

1. Please remove excess water and surface dirt from the equipment before packing away into the container provided.
2. Please use the equipment list on the first page to check that all the equipment is returned.
3. Please tell us if there is any damage to any of the equipment or if any parts have been lost.