



SKITTLES

SKITTLES, THE FORERUNNER TO TEN PIN BOWLING, HAS LONG BEEN PLAYED IN THE INNS OF ENGLAND. IN GENERAL, PLAYERS TAKE TURNS IN THROWING WOODEN BALLS DOWN A LANE, AT THE END OF WHICH ARE SEVERAL WOODEN SKITTLES, IN AN ATTEMPT TO KNOCK THEM ALL OVER. THERE ARE MANY VARIOUS TYPES OF SKITTLE GAMES THROUGHOUT THE WORLD TODAY.

THE GAME: THE SKITTLES ALLEY, THE DISTANCE FROM THE THROWING LINE TO THE FRONT SKITTLE, IS APPROXIMATELY 24ft/7.5mtrs AND SHOULD BE AS LEVEL AS POSSIBLE. THE TEN SKITTLES ARE ARRANGED IN A TRIANGULAR SHAPE AT THE END OF THE ALLEY - WITH A BACK ROW OF FOUR, THEN A ROW OF THREE, THEN A ROW OF TWO AND ONE LONE SKITTLE AT THE FRONT.

PLAY: THE INDIVIDUAL OR TEAM TO GO FIRST MUST BE INITIALLY ESTABLISHED. NORMALLY THE GAME IS PLAYED BY TWO TEAMS WHO PLAY A SERIES OF LEGS. IN A LEG EACH PLAYER IS ALLOWED ONE TURN OF TWO BALLS. THE TOTAL NUMBER OF POINTS SCORED BY EACH MEMBER OF THE TEAM IS ADDED UP, SCORING ONE POINT FOR EACH SKITTLE KNOCKED DOWN. THE TEAM WITH THE HIGHEST SCORE WINS THE LEG. THE FIRST TEAM WHO MANAGES TO OBTAIN FIVE LEGS WINS THE MATCH. SINGLES ARE SCORED IN THE SAME WAY, BUT THE FIRST PLAYER TO WIN ELEVEN LEGS WINS THE MATCH. ALTERNATIVELY, TWO PLAYERS COULD PLAY 'FIRST TO ONE HUNDRED AND ONE'.

EACH TURN STARTS WITH ALL THE SKITTLES STANDING AND CONSISTS OF TWO THROWS ALONG THE ALLEY. THE BALL MUST BE ROLLED THE LENGTH OF THE ALLEY AND NOT THROWN. IF THE FIRST THROW IS A 'STICKER', WHEREIN NO SKITTLES ARE LEFT STANDING, THEY ARE ALL RESET FOR THE SECOND THROW. THEREFORE THE MAXIMUM SCORE IN ONE TURN COULD AMOUNT TO TWENTY, ONE POINT FOR EACH OF THE FALLEN SKITTLES.

www.traditionalgardengames.co.uk