

how to play skittles

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Objective

There are many variations of the rules but generally each player has a set number of frames (typically 6, 8 or 10) and the player with the highest score wins. A frame consists of a player rolling the three balls one at a time towards the pins, the aim being to knock as many as they can down. A frame always starts with all pins set up in the triangle formation. If all ten pins have been knocked down, the pins are reset in the triangle formation before any remaining balls are rolled. Some variations of this ancient game only allow fallen pins to be counted if the King Pin (the red one) is down - i.e, if ball 1 knocks down 3 pins (but not the King Pin), the player scores zero for ball 1. If on ball 2 the King Pin and one other pin are felled, the player scores 2 points. If on ball 3 the player fells 2 more pins, the total score for that frame will be 4.

Number of players

Skittles can be played by two to as many players as desired :)

Setting up

Stand up the pins in a triangular formation (4 skittles along each side) with enough space between the pins so that a straight ball may just pass through without touching a pin. The King Pin is placed at the front of the triangle. Mark a line behind which players must release the balls before crossing. The distance may be varied but a traditional distance from marked line to the King Pin is 33ft (9.9 metres).

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