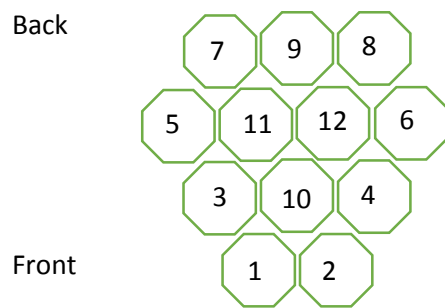


Skittles Rules

The object of the game is to be the first to score 50 points without going over.

- The players use a wooden pin (called a skittle) to try and knock over numbered wooden pins. Players can be individuals or formed into teams.
- Points are awarded based on the numbers on the different pins, which are marked from 1 to 12 or on the number of pins dropped after a throw has been made.
- Pins are initially placed in a tight group in an upright position about 10 feet away from the throwing area.

Positioning of the pins:



- If the thrower knocks over ONE pin, the player receives a score of the number of points marked on that pin. (e.g. if the #7 pin is knocked over, the score is 7)
- If the player knocks 2 or more pins, the score equals the amount of pins knocked over. (e.g. If 3 pins are knocked over, score 3 points)
- A pin does not count if it is leaning on the skittle or one of the numbered pins (they have to be flat on the ground to count).
- After each throw, the pins are stood up again in the exact location where they landed. The first team to reach **exactly 50 points** wins the game.
- If a team scores more than 50 points, they are penalized by setting their score back to 25 points.
- A player or team will be eliminated from the game if they miss all of the target pins three times in a row.