

Finnland, Skittles

Skittles

BRIEF HISTORY

Skittles is known as a centuries old game and a competition between villages. In year 1894 in Karelia Skittles was to die out and it was only known in little villages. In year 1951 Karelian Club for Education started to activate the game again. The old playing ways and names were taken to the rules detailed. Only a few things were changed: a new point system and new playing forms as individual, pair or pentathlon. Now from year 1986 there has been the Finnish Skittles Association, which controls and develops Skittles, draws up the rules and arranges competitions etc. Playing Skittles is a good, cheap and an interesting way of exercise. It has now spread massively and it can be played by anyone. Skittles is a very traditional game so let us also behave as its value presumes. We understand the happiness of the winners, grief of the defeated and the displeasure of misses. We won't disturb a competitor on his turn. And we'll thank all players.



RULES OF THE GAME

PLAYING FIELD

Outdoor skittles is played on a gravel surface which should be as even as possible. The playing field, including fringes, measures about 7 x 22 m. The field is composed of two playing squares and an area dividing the field into two. The home team's throwing square is the playing square of the opponent. The playing square measures 5 x 5 m and the area between the squares is 10 m. Playing squares for children under 10 years measure 3 x 3 m and the area between the squares is 6 m.



SKITTLES

The skittles are wooden cylinders rounded at the corners, with a height of 100 mm and a diameter of 70-75 mm. At the beginning of the game, pairs of skittles are placed on the front line of the playing square. In team games, 20 pairs of skittles are placed at intervals, with 10-cm margins. In individual games, 10 pairs of skittles are similarly placed, with 125-cm margins. On a small playing field, the distance from the side line is 25 cm.

BATS

The bats are made of wood, rounded and equipped with handles. The maximum length of the bat is 850 mm and its maximum thickness is 80 mm. There are no limitations for its weight.



THROWING

DISTANCES

Boys and girls under 8 years make their opening and continuing throws in the playing square from a 4-m distance (field 3 x 3 m, intermediate area 6 m). Boys and girls under 10 years make their opening throw from 6 m and continue throwing from 4 m. Boys and girls under 12 years make their opening throw from 8 m (field 5 x 5 m, intermediate area 10 m) and continue throwing from 6 m. Boys and girls under 15 years make their opening throw from 10 m and continue throwing from 8 m.

Women make their opening throw in the playing square from a 10-m distance and continue throwing from 8 m. Veteran women over 70 years make their opening and continuing throws from 8 m.

Men make their opening throw in the playing square from a 15-m distance and continue throwing from 10 m. Veteran men over 70 years make their opening and continuing throws from 10 m. In team and pair games, 70-year-olds may open the play from the sides only when the other team members have not been able to knock any skittles out of the playing square.

PROGRESS OF THE GAME

Skittles can be played with four-man teams, in pairs or as an individual game. In team and pair games, the players have two bats at their disposal. In individual games, four bats can be used per turn.

Each player in his turn steps up to the throwing square and by throwing the bat tries to knock the skittles out of the playing square. Skittles thrown out or unused bats yield points; skittles remaining in the playing square or between the playing squares yield minus points.

Skittles remaining in the playing square (cronos) yield two minus points; skittles remaining on the lines (priests) yield one minus point, and unused bats yield one point.

The first half ends when either team or pair clears its playing square from skittles. The opponent may throw the same number of bats per half. After this, sides are changed, and the second half is played like the first one. The team with the highest total score is the winner. The winner is awarded two points for the victory. When the play ends in a tie, both teams receive one point. A defeat gives 0 points.

In individual games, 20 bats per half may be used. The first player throws four bats, whereafter the turn goes to the opponent, and after four bats, back again. The result of the player equals the number of unused bats (1 point per bat). When there are no skittles on the field, sides are changed and the second half is played like the first one. The final score of the player is the total result of both halves.



GAME LANGUAGE

Throwing square	The square from where the throws are made.
Gamesquare	The square where the skittles are.
Opening	The throw which is made behind the backlimit of the throwing square. Women do it behind throwing squares' frontlimit. The throw pushes the skittles away from the gamesquare.
Throwing turn	On each teams' turn two players throw four bats.
Crone	A skittle that remains in gamesquare is worth two minus points.
Priest	A skittle that remains on squareline is worth one minus point.
Two point priest	A crone which remains upward is worth two minus points.
Corner priest	A skittle that touches both back and front limit.
Intruder	A skittle that has landed between throwing squares. pelineliöiden väliin ponnahtanut kyykkä, kaksi miinus pistettä (vaikka olisi rajalla)
Minus points	Winner is the one who gets the least of minus points.

GAMEAREA



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