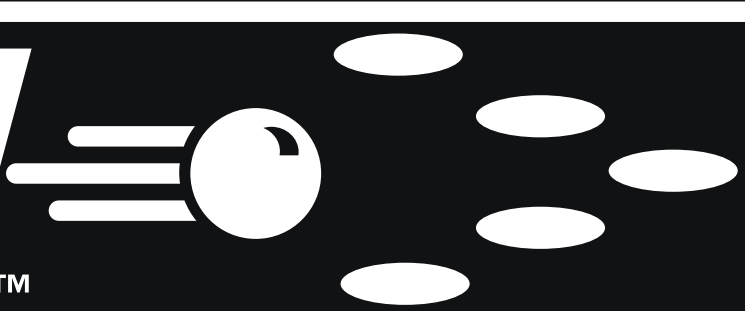


BASIC RULES OF *The Original* **SKEECH**TM



SET UP

One on One Play

Use 4 balls per turn, staying behind the foul line. Players stand on opposite ends of the table.

Team Play

Use 8 balls, four balls per team. Each team will have their teammate at the opposite end of the table. A player should roll all four balls before the other team rolls.

Choose Your Game (Using 4 balls/turn)

- (One Ball) Roll one ball at a time
- (One-Two-One Ball) Roll one ball, then two balls, then one ball
- (Two Ball) Roll two balls at a time
- (Three Ball) Roll three balls at a time, then roll one ball
- (Four Ball) Roll all four balls at once

Once the game is chosen, each player rolls the same number of balls per turn through the duration of the game.

Same rules apply for each game.

HOW TO PLAY

- Play to **21** points.
- Roll a “**SKEECH**” and automatically receive **21** points at any time in the game.
- How to roll a “**SKEECH**.” A player scores all four balls in one turn. Three out of those four balls are scored in each point value (1pt, 3pt and 5pt) and the fourth ball is scored in any point value.
- If a player goes over **21** points, the player’s score goes back to **15** points and the player continues rolling any remaining balls. If a “**SKEECH**” is rolled, this negates a player going over and automatically gives the player **21** points.
- Once a player rolls **21** points or rolls a “**SKEECH**,” give any remaining balls to your opponent.
- The opposing player **ALWAYS** gets one final roll of 4 balls to try and tie the game at **21** points or roll a “**SKEECH**.”
- If there is no tie, the player with **21** points wins.
- If there is a tie, the game goes to **Sudden Death**.
- **Sudden Death** - Each player will roll one turn, using four balls, staying consistent with the game chosen, (One Ball, Two Ball or Four Ball) high score wins.
- If there is another tie, **Sudden Death** repeats until someone wins.

“GET YOUR SKEECH ON!”

