



# Hippie Bowling

**RULES:** The players use the 1 1/2" wooden dowel to try and knock over the wooden pins, which are marked with the numbers 1 to 12. The pins are initially placed in a tight group in an upright position 10 feet away from the throwing place. The pins are organized as follows: 1<sup>st</sup> Row – 1 & 2, 2<sup>nd</sup> Row – 3, 10 & 4, 3<sup>rd</sup> Row – 5, 11, 12 & 6, 4<sup>th</sup> Row – 7, 9, & 8. Knocking over only one pin, scores the points marked on the pin. In addition, knocking 2 or more pins scores the number of pins knocked over (eg; knocking 3 pins over scores 3 points). A pin does not count if it is leaning on another pin or the bowling dowel (it must be parallel to the ground to count). After each throw the pins are to be set up again in the exact location where they landed. Throwing the dowel can only be done under handed. The first person or team to reach exactly 50 points wins. Scoring more than 50 points results in that person or team to start back at 25. A player is to be eliminated from the game for missing all the pins three times in a row.