

# OFFICIAL RULES

to win

Be the first player (or team) to reach exactly 50 points by knocking down the numbered pins.

For 2 to 8 players. Finska can be played individually or in teams where team mates share the throws evenly and combine their scores.

players

set up

1. Set up the 12 numbered pins in a tight cluster as shown in Figure 1.
2. Set the throwing line as shown in Figure 2 by placing the finska carry crate 3-4 metres from the pins.

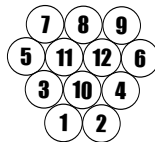


Fig 1: Initial set up



3 - 4 metres



Fig 2: Set the throwing line

playing

1. From the throwing line, players (or teams) take turns to throw (underarm) the large throwing pin ("the Finska") towards the numbered pins.
2. After each throw, the score is noted, added to the player's (or team's) total score and any numbered pins not standing are placed back upright where they lie (using the pin's base to mark the spot). The pins spread as the game continues.

scoring

1. A Multiple Pin score occurs when two or more pins are knocked down. The player scores the count of pins knocked down e.g. if the 7, 11 and 12 are down, the score is 3 points. In this case, the numbers marked on the pins are not used.
2. A Single Pin score occurs when only one pin has been knocked down. The player then scores the number marked on that pin. e.g. only the 7 down, scores 7 points.
3. Note: Pins must lie fully flat to be considered as knocked down. A pin resting or leaning on another pin is not down.

twists

1. A player (or team) that scores zero on three consecutive turns immediately loses the match.
2. If a player's (or team's) score exceeds 50, their total score drops to 25 points.

