

Carrom Co.
AGCA has original

RULES FOR TEN PINS

AS PLAYED ON THE CROWN AND ARCHARENA COMBINATION GAME BOARDS

It is usual for two or four persons to play this game, but three may play by each one playing for himself.

In playing, set up backstop in corner opposite player, and set up 10 pins in a triangle about 2 inches apart, 4 pins each way and three pins inside triangle.

Players remain seated, and after each turn pass the backstop and pins across the board for opposite player to set up.

Each player shall shoot two rings for each frame, except when a strike is made, but not more than two except when a spare is made in the last frame.

STRIKES—A strike is credited when a player knocks down all the pins with first ring shot. When a strike is made player does not shoot his second ring at all, as only ten pins can be knocked down in any frame, except on a spare in the tenth frame.

A strike is designated by a cross (X) in the upper right hand corner of the frame in which it is made.

A strike always counts 10 in the frame in which it is made but is not tallied until after the next two rings have been shot, the score of which are added to the 10 made by strike.

SPARES—A spare is credited when a player knocks down all 10 of the pins with the two rings allowed to a frame. It is designated by a slanting line (\) in the upper right hand corner of the frame in which it is made.

A spare always counts 10 in the frame in which it is made but is not tallied until after the next ring has been shot, the score of which is added to the ten made by the spare.

A spare in the tenth frame entitles a player to shoot one more ring and add to score all pins knocked down by the shot.

COUNT—In counting, if less than 10 pins are knocked down in a frame, they are tallied at once.

If a spare is made it is not tallied until the next ring is shot. Suppose 3 frames have been tallied and the score stands 20 in the third frame, (always add all made in previous frame. If 5 pins are knocked down in first frame put down 5; if 7 in second put down 12; if 8 in third put down 20, and so on.) If a spare is made in the fourth frame put down a slanting line (\) in upper right hand corner, but nothing more until the first ring in the fifth frame has been shot. If first ring in fifth frame knocks down 8 pins add 8 to the 10 made by spare in the fourth frame, which is 18, which added to 20 in the third frame makes 38. Then the second ring in the fifth frame is shot and suppose it knocks down one pin of the two left, that is 9 pins down in the fifth frame, which added to 38 already tallied in the fourth frame makes 47 in the fifth frame. Should a spare be made in the fifth frame, do not tally until first ring in sixth frame has been shot.

If a strike is made it is not tallied until after the next two rings have been shot. Suppose three frames have been tallied and score in third frame is 20, and in the fourth frame a strike is made. Put only a cross (X) in upper right hand corner of frame. If the two rings in the fifth frame knock down only 9 pins, add 9 to the 10 made by the strike, and tally 19 to the 20 in the third frame making 39 in the fourth

frame; then add the 9 made in fifth frame to 39 in fourth and put down 48 in fifth frame.

Suppose 20 in third frame, a strike in fourth frame and a spare in fifth frame. The strike in fourth frame is 10, and as it took two rings to make the spare in the fifth frame add 10 to the strike in fourth frame, and tally 20 onto 20 in third frame making 40 in fourth frame. Do not tally fifth frame until first ring in sixth frame has been shot and then add all pins knocked down by it to the spare in fifth frame and mark the score in fifth frame.

A spare after a strike or a strike after a spare always counts 20 in previous frame.

Suppose 20 in the third frame then 3 strikes in succession and 9 pins down in the seventh frame, after both rings in the seventh frame have been shot, first ring knocking down 5 pins and second ring 4 pins. Tallies should then be made as follows: 3 strikes in succession are 30, made up of a strike and the next two rings, both of which were strikes, which added to 20 in the third frame make 50 in the fourth frame. In fifth frame is a strike and following it is one strike in sixth frame and five pins down by first ring in seventh frame, making 25 which added to 50 in the fourth frame makes 75 in the fifth frame. In sixth frame is a strike and 9 pins down by the two rings in seventh frame, or 19, which added to 75 makes 94 in sixth frame. The 9 pins in seventh frame added to 94 in sixth frame makes 103 in seventh frame.

By marking the above explanations on score tab a correct understanding of how to count will be learned sooner than any other way.

DEAD WOOD—All pins knocked down but remaining on the board are termed "dead wood," and must

be removed before another ring is shot. Should a standing pin fall in removing the dead wood it must be respotted at once.

FOUL RINGS—Any ring shot so that it strikes rim of board or backstop before hitting pins is a foul ring. Any pins knocked down by the shot cannot be counted but must be respotted at once. Foul rings shall be counted as rings shot.

All pins knocked down by pins rebounding from backstop shall count as pins down.

DEAD RINGS—If a player's rings or the pins are interfered with in any way after his ring has been shot, such rings shall be considered "dead," and pins respotted as they were before shot was made, and player allowed to shoot again.

TIE GAMES—If the score at the end of tenth frame is a tie, the play shall continue until one side or the other has a majority of points on an equal number of frames.

NINE PINS

This game is played with 9 pins, forming a hollow triangle, stand four pins on a side. The same rules govern as in Ten Pins, except that a strike or a spare count 9.

COCKED HAT

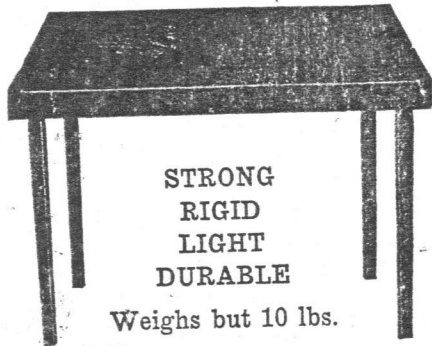
This game is played with 3 pins, standing in a triangle about 6 inches apart. It is generally played the same as Ten Pins, the score rules governing except in counting, when a strike or a spare counts only 3.

Implements Broken or Lost May be had at the Following Prices Postpaid:

Rings (hardwood carrom) per set of 29.....	50 cents
Rings (hardwood carrom) each.....	3 cents
Ten Pins, per set of 10.....	20 cents
Score Tabs, erasable, each.....	5 cents
Backstops, each.....	10 cents

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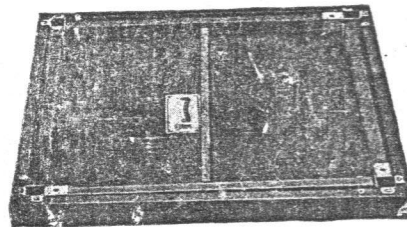
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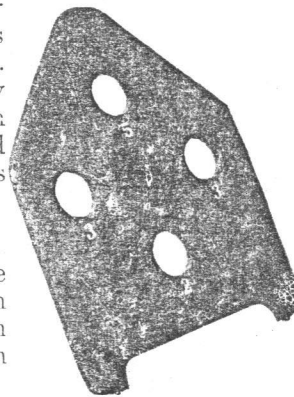
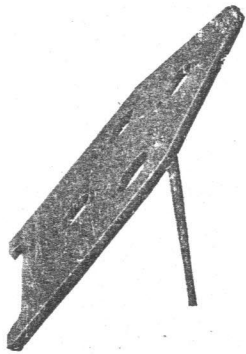
\$3.00

How the Board Is Made

THIS Bean Bag board is solidly and substantially made and will last a life time. It is handsomely painted and the holes numbered. It has a solid brace with hinge to hold it firmly on the floor and resist the impact of the bean bags. Any number can play and both old and young enjoy the game hugely. Full directions are printed on the back of each board.

32 Inches High. 26 Inches Wide.

This brace holds the board at just the right angle and fixes it rigidly in place. It can be folded up in a moment so that the board can be laid away when not in use. It is fitted with a rubber tip so it cannot mar polished floors.



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