

# MIDLAND GAMES LIMITED

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(Inc. The Portable Skittle Alley Company)

[www.theportableskittlealley.co.uk](http://www.theportableskittlealley.co.uk)

## CUSTOMER AGREEMENT AND BOOKING FORM

CUSTOMER NAME.....PHONE NO.....

DELIVERY ADDRESS.....

.....

EVENT DATE / / START TIME..... FINISH TIME.....

### **DELIVERY AND COLLECTION TIMES WILL BE AGREED NEARER THE EVENT**

COST OF HIRE £.....DEP PAID £..... BALANCE £.....(cash on delivery)

- AS THE HIRER YOU ARE RESPONSIBLE FOR THE BALLS SKITTLES AND ALLEY AND ALL LOSSES MUST BE PAID FOR DUE TO THE HIGH COST OF REPLACEMENT.
- YOU ARE ALSO RESPONSIBLE FOR THE SAFETY OF ANY PERSON USING THE ALLEY, MIDLAND GAMES CANNOT ACCEPT RESPONSIBILITY FOR ANY INJURY OR DAMAGE SUSTAINED FROM THE USE OF THE SKITTLE ALLEY OR EQUIPMENT.
- PLEASE BOWL FROM BEHIND THE STEP AND ROLL (**NOT BOUNCE**) THE BALL.
- **FOR SKITTLE ALLEYS WITHOUT A BALL RETURN GULLEY THE BALLS SHOULD BE CARRIED IN THE BAG TO THE BOWLING POINT RATHER THAN ROLLED BACK DOWN THE ALLEY.**
- **PLEASE DO NOT STAND ON, WALK ON OR RUN ON THE SKITTLE ALLEY.**
- DUE TO THE POSSIBILITY OF PERSONAL INJURY AND DAMAGE TO THE ALLEY DO NOT ATTEMPT TO MOVE THE ALLEY AT ANY TIME (INCLUDING WHEN YOUR GAME IS FINISHED), UNLESS WE HAVE PREVIOUSLY AGREED TO THIS. **IF WE HAVE AGREED TO THIS.... PLEASE STAND THE ALLEY ON ITS LEGS.**
- THE ALLEY MUST BE SUPERVISED AT ALL TIMES DUE TO THE RISK OF PERSONAL INJURY AND DAMAGE TO THE EQUIPMENT. WHEN YOU GAME IS FINISHED PLEASE PLACE THE SKITTLES AND BALLS INTO THE BAG PROVIDED.
- EQUIPMENT LIST; SKITTLE ALLEY INCLUDING STEP, 4 SECTIONS, BACKBOARD, 4 RETURNS. 9 SKITTLES,\* THREE BALLS, BACK CUSHION (BLACKBOARD (IF APP.))

I, THE HIRER ..... (Sign) ..... (print)

DATE.....

TAKE FULL RESPONSIBILITY FOR ANY LOSS OR DAMAGE TO THE EQUIPMENT OR INJURY TO ANY PERSONS.

### SKITTLE ALLEY RULES

Play individually or divide all the players into teams of appropriate numbers e.g. if 40 people 8 teams of 5. Enter the individual and team names on a score sheet leaving spaces for the individual scores. Each player has three balls. If all the skittles are knocked down they are replaced until three balls are used and total entered (maximum score 27). All skittles knocked down are placed in the catch box. Progress through the teams and aim for 3-5 rounds per team/individual. The winning individual or team is the one with the most skittles down over whole game. If there is time left try the **killer** game? Placing the skittles back and let each player have one bowl at the skittles, if the first player knocks down two skittles then the second player gets to have a go at the remaining skittles. When all the skittles are down put them back and carry on. If a player fails to knock down any skittles they are out of the game. The winner is the person who knocks down at least one skittle every time they bowl a ball.

If using the alley outdoors, please ensure it does not get wet. When you have finished using the alley please dismantle and store (as the above instructions) in a dry secure area. Thank You on behalf of Midland Games..