SKINS
RULES & INFORMATION

What is Skins Bowling?
In Skins Bowling, each frame is played for a cash "skin." The bowler with the **best score on a frame** wins the skin. If there's a tie for best score on a frame, the skin carries over to the next frame.

Entry Fee
- **$20 per bowler**
- Entry is collected **before bowling begins**
- $8 goes to lineage, $12 goes to prize fund
- Skin value is determined by prize fund value / # of frames

Format
- **Five** frames at a time
- Bowlers **WILL SWITCH LANES** at the half
- Lanes **WILL NOT** rotate
- There will be a short break between each game.

How Skins Are Won
- Each of the **30 frames** is worth **1 skin**
- The bowler with the **highest score in a single frame** wins that skin
- **Strikes beat all** other frame scores
- If 2+ bowlers tie with the same best score, the skin **carries over** to the next frame
- Carried-over skins are awarded to the **next clear winner**
- If the 10th frame results in a carry-over and no clear winner, remaining skins are **Split evenly among tied participants**

Scoring Notes
- Standard scoring applies
- Only the **actual frame total** counts – not cumulative scores
- Skins are determined **after all bowlers complete each frame**

Payouts
- Skins payouts are made **at the end of the series**
- Cash is paid out **per skin won**
- If a bowler wins multiple skins, they receive **multiple payouts**