

## **Sonny's Kids Bowling Game**

*Last updated 8/2024*

All monies paid out will go on the "kids" coaster or "landing zone"

"If you can't afford a quarter, get the fuck out"

### **If bowler does the following, the rest of the team pays the bowler:**

- 25¢ - Doubles (strikes)  
(When you get 4 strikes, that equals 50¢, then alternates 25¢ and 50¢ until a miss)
- 25¢ – If bowler picks split
- 50¢ – If bowler gets a reversal
- \$1 – 300 game
- \$1 – Dutch 200
- \$1 – 7-10 split
- \$1 – Clean game
- Clean night – additional \$1 at end of game

### **Bowler pays everyone if one of the following happens:**

- 25¢ – 1<sup>st</sup> ball gutter
- 25¢ – Get hung
- Progressive hanging that happens to same "kid"
  - (25¢ - 50¢ - 75¢ - \$1 max)
- In the event of a reversal on a progressive hanging, bowler who throws the reversal is entitled to recoup the money from each bowler from the previous frame that occurred in the progressive hanging. Each bowler will then pay 25¢ to the center pot.
- If 3 bowlers strike and the 4<sup>th</sup> person gets a spare on a split, it's a wash.

### **Bowler pays center pot if the following happens:**

- Open frame progression
  - (25¢ - 50¢ - 75¢ - \$1 max)
- **"Progressive"** Team gets all strikes in one frame.  
If you don't strike in the next frame, 25¢.  
Increasing in 25¢ increments, up to a max \$1 (similar to open frame progression).
- Breaking the seal on center pot - Extra 25¢
- Hit 6 or less on 1<sup>st</sup> ball and it hurts the team, 25¢ in center pot  
(if a split is picked, no payment)
- Bowler doesn't make average in a game - 25¢
- Bowler opens in the 10<sup>th</sup> frame - 25¢ penalty  
(in addition to all other penalties)
- If the head pin (by itself) is still standing after you have thrown 2 balls - 25¢
- If you miss the "5 pin" only spare, additional 25¢ to center pot

**Winner of the center pot is the one with most pins over average at the end of each game. If there is a tie, roll off in the next game, frame to frame. If tie in the 3<sup>rd</sup> game, spin off with center console.**

#### **Biggest Kid of the Night Pool aka "BMF"**

- Optional side pot (\$1 per man)
- Highest series over average
- If tie, spin off with center console

#### **Last Kid / Clean Frame Pot**

- 50¢ to the Last Kid pot at the beginning of each game
- Mandatory re-buy (50¢) if you open in the first frame
- If remaining bowlers go out in the same frame, it is mandatory for everyone to re-buy (50¢)
- If Last Kid continues into the next game, then remaining bowlers will have a side pot
- If this happens in the 3<sup>rd</sup> game, then there is a spin off with console

#### **Poker Game Rules**

- \$1 entry fee at beginning of each game
- If bowler draws card out of turn, option to pay 25¢ to the card game to get a card (one card limit). If a joker is drawn, no one gets paid for joker. If you are backing someone, everyone pays their own quarter.
- False joker call out – 25¢  
(if argument, team will discuss and vote)
- "Jack's Rule" – ok to keep joker and wait until anytime in the game to ask for payout. If you don't ask for payout immediately, you cannot draw another card.
- Before the first bowler bowls in the 6<sup>th</sup> frame, if both jokers are shown and exhausted, put them back in the deck and reshuffle at least 3 times.

#### **Random Number Generator (150-300)**

- At the beginning of night, pay \$2.00.
- The random number generator app will be used.  
If your score for that game comes up, you win the entire pot.
- Eligibility- Sonny's Kids, Harm's team, and Bubba's team. If others are interested, they have to agree to be in it every week. If they choose to be out a week, they are banned for the season.
- You must have a minimum of 150 to be eligible for the game.
- There will be one spin for each game.

- If we don't have a winner after the 3<sup>rd</sup> game spin, we will have a generator off and all scores above 150 from the night will be eligible for the payout.
- If there is a tie, you will split with the other bowlers.