



## Ladder Throw (Golf) – Game Rules

### **Object**

Trendify Ladder Throw is played with 2 or more players or teams. Each player has 3 golf ball bolas. A bola is 2 x golf balls attached by a nylon rope. The object of the game is to wrap your bolas around the steps of the ladder. The ladder consists of 3 steps, a top, middle and a bottom step.

### **Setup**

Your Trendify Ladder Throw needs to be assembled prior to playing. Begin by fastening the 2 uprights to the 2 bases with the supplied knobs. After both uprights are fastened to the bases insert the round steps. All three steps have threads on the ends. Screw in the supplied knobs into the uprights and step ends. The clearances on your new Ladder Throw game are very tight at first. The holes drilled in the ladder are meant to be tight and it will become easier to assemble after the first few times you assemble and disassemble the game set.

### **Playing the game**

The distance from the centre of the ladder to the throwing line is 4.5m or 5 x paces from the Ladder Throw

This is called the throw line. This allows for a closer throw line for children's games. Ladder Throw is played in rounds, each round consists of all players tossing 3 bolas. A coin toss is used to decide which player or team will toss first. The first player must toss all 3 bolas before the next player is able to toss his or her bolas. Bolas can be tossed in anyway the player chooses, as long as they are tossed individually and can be bounced off the ground. The winner of the round earns the first toss in the next round. Games are played to an exact point total of 21. In order to win, a player must be the only one to score exactly 21 points after the completion of a round. If a player goes over the exact point total, that player's points for that round do not count. For example: A player with 16 points needs 5 points to get the exact score of 21 in order to win. If that player has 7 points hanging on the ladder after all the players have tossed all strands, none of those

points count and the player will enter the next round with 16 points again needing 5 points to win. In the case of a tie, the players that tie will play as many overtime rounds as needed until one player ends a complete round 2 points ahead of the other player. The 2 point rule only applies in overtime rounds. During regular play any player can win as long as that player is the only one to score an exact total of 21 points at the end of that round no matter how many points the other players have.

After all teams have tossed all their bolas, scoring is determined by the bolas that are still hanging from the steps. Players can knock-off bolas during the course of the game, in fact knocking-off other players' bolas is encouraged and a good way to play defensively. bolas that are knocked off during play do not count as points. Only bolas that are left hanging after all bolas are tossed are counted as points.

Points are determined by which step your bola wraps around. The top step is worth 3 points', the middle step is worth 2 points and the bottom step is only worth 1 point. Players can score an optional bonus of 1 point by hanging all 3 bolas from the same step or by hanging a bola on all 3 (1-2-3) steps in one round. The highest amount of points available per player is 10. This is accomplished by hanging all 3 bolas on the top (3 point) step.

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