

SCORING:

Points are awarded for bolas that wrap completely around a ladder rung. 3 points for the top rung, 2 points for the middle rung, and 1 point for the bottom rung. One team scores at the end of each round. The score is taken as the difference of each team's points for that round. For example: Team A had one bola around the middle rung (2 points) and one bola around the top rung (3 points) for a total of 5 points; Team B had two bolas around the bottom rung (1 point each = 2 points). The score for this round is $5 - 2 = 3$ points for Team A. The team that scored the last round begins tossing the next round.

WINNING THE GAME:

The team that scores exactly 21 points at the end of a round wins. If any team goes over 21 points at the end of a round, their points do not count for said round and play continues.

USE AND CARE:

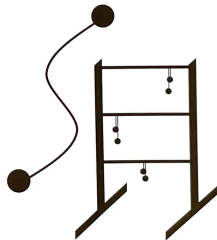
YardGames.com Wooden Ladder Toss sets are made with quality finished wood and are water resistant but not water proof. To prevent damage and wear, store the game indoors in a dry area.

Adult supervision is required for children playing this game.

AGES 8 + | 2 TEAMS

LADDER TOSS

Instructions



 4 X Vertical Frame Pieces

 4 X Base Supports

 6 X Bolas (3 red, 3 blue)

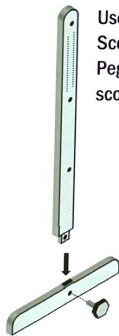
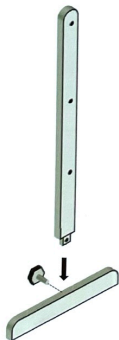
 4 X Knob Bolts

 12 X Knob Nuts

 6 X Ladder Rungs

- 2 X Scorekeeper Pegs (1 red, 1 blue)

LADDER ASSEMBLY:



Use
Scorekeeper
Pegs to keep
score here



GAME SETUP:

Set up each ladder 15 feet apart. Ladder Toss is played with two teams of 1-2 players per team. If playing in teams of two, a player from each team stands beside each ladder frame. For example: Team A, Player 1 and Team B, Player 1 stand beside Ladder A; Team B, Player 2 and Team A, Player 2 stand beside Ladder B.

HOW TO PLAY:

Ladder Toss is played in rounds, each round consists of both teams tossing 3 bolas. The first player tosses their bola, then the player from the opposing team (standing by the same ladder) tosses their bola. This continues until all bolas are tossed. Bolas must be tossed individually underhanded and can be bounced off the ground.