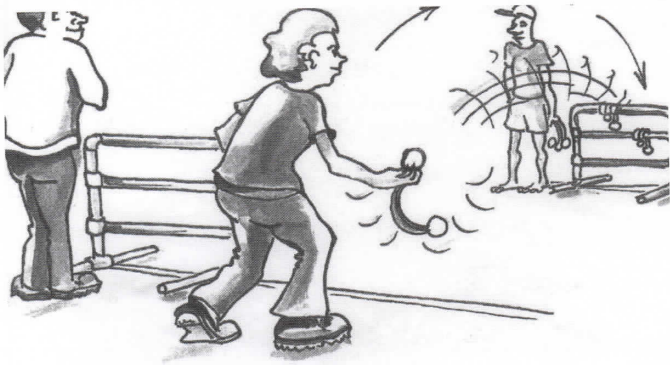


Ladder Golf

An excellent new game for caravanners



Ladder golf was introduced to the Sou'West Getaway Caravan Club by Ian and Shirley Monger who bought the idea back from America.

How to play Ladder Golf

Ladder Golf is an outdoor game that is played with 2 or 4 players. Teams can consist of 2 people (one by each ladder), or 4 (2 by each ladder). The basic objective is to throw a bolo towards the "ladder" and get it to wrap around one of the steps on the ladder. A bolo is two golf balls attached by a flexible nylon rope. The first one to get the designated number of points, exactly 21, wins.

Set up the two ladders by placing them around 6 paces (6m), apart from each other, more or less it is up to you. The two ladders should be facing each other. Each team is given a set of 3 bolos each (team's bolos are different colours, eg. one set white and one set blue). It is up to the players to decide who goes first.

The first round begins with one player from each team standing by ladder 1. Each player takes alternate turns at throwing one bolo until each player has thrown all three of their bolos. Once all the bolos have been tossed, the points are added up. The next round begins with the players at ladder 2 tossing the bolos back towards ladder 1. The team with the most overall points after the previous round throws first.

How you throw the bolo is up to the individual. It works best to put one golf ball in your hand, with the string going through your fingers. You take a couple of practice swings, swinging your arm and the ball back and forth) to develop a rhythm. You then toss the bolo towards the ladder and attempt to get a backward spin on the toss so the bolo has a good chance of wrapping around one of the rungs of the ladder.

How to Score

The top rung is worth 3 points, the middle is worth 2 points, and the bottom rung is worth 1 point. If both teams land a bolo on the same rung, those points would be cancelled out. If you wrap the bolo around one of the side posts, you would score 5 points.

In case of a tie, the players that tie would play as many extra rounds as needed, until one team or player ends a complete round, ahead of the other. The two point rule only applies in extra or overtime rounds.

Cancellation example

If John lands a bolo on the top rung (3 points) and the middle rung (2 point) and Steve lands 2 bolos on the top rung (6 points) and 1 on the bottom rung (1 point). In this situation John would end up with 2 points (both from the middle rung) and Steve would end up with 4 points (3 from the top rung and 1 from the bottom rung).

How to Win

In order to win you must be the first team to reach a score of exactly 21. This means that you are not allowed to go over 21 or burst. If you do go over, your score for that round will not be counted. For example, if you are at 20 points and you need 1 point to win, but you wrap the bolo around the top rung, you would now be at 23. Because you went over your score for the next round would still be 20.

SCORE SHEET

1		1
2		2
3		3
4		4
5		5
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21		21

SCORE SHEET

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Score cards (use a glider clip to indicate score)

