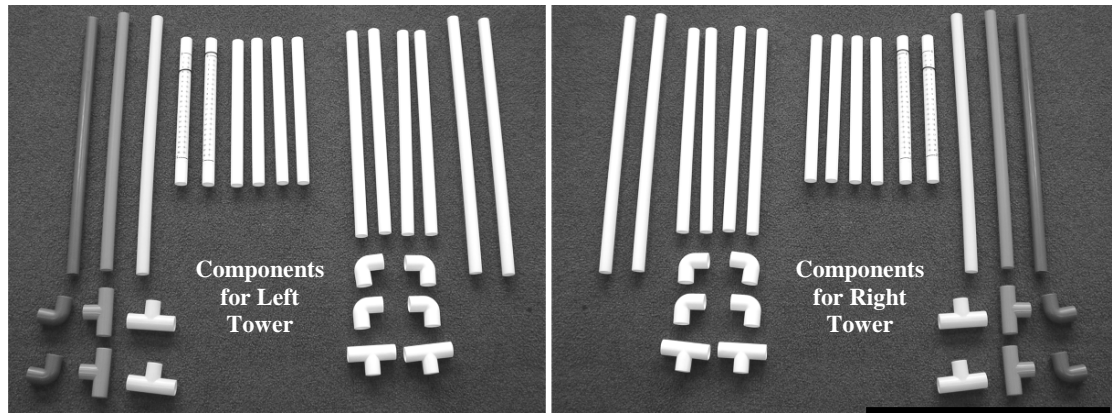


W10378 Ladder Ball Instructions

Contents:

4 – Long White Poles (19-3/4")
 2 – Long Yellow Poles (19-3/4")
 2 – Long Orange Poles (19-3/4")
 2 – Long Blue Poles (19-3/4")
 8 – Medium Poles (15-3/4")
 8 – Short Poles (11-3/8")
 4 – Short Scoring Poles
 8 – White Elbows
 4 – Blue Elbows
 4 – White T's
 4 – Yellow T's
 4 – Orange T's
 6 – Bolo Balls (3 each, 2 colors)
 4 – Metal Ground Stakes



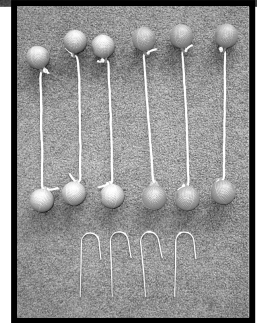
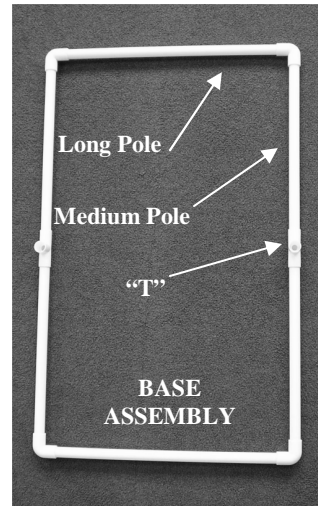
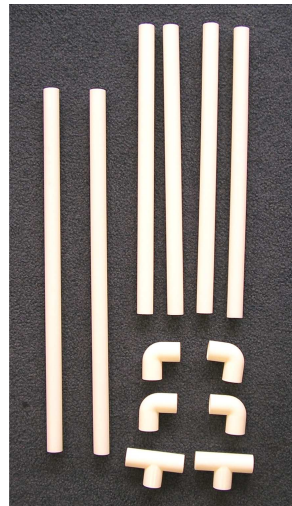
Assembly:

Base:

Use 2 Long White Poles, 4 Medium Poles, 4 Elbows and 2 White T's. Assemble one base as shown. Repeat to create a 2nd base.

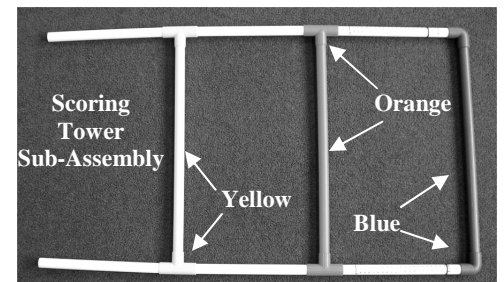
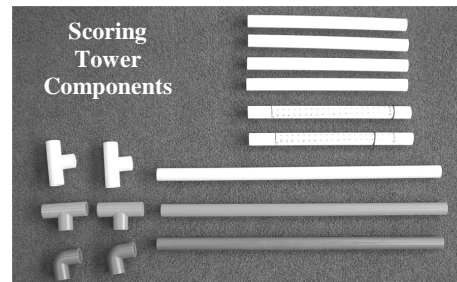
Scoring Tower Sub-Assembly:

Use 4 Medium White Poles, 2 Medium Scoring Poles, 1 Long Yellow Pole, 1 Long Orange Pole, 1 Long Blue Pole, 2 Blue Elbows, 2 Yellow T's and 2 Orange T's to create a Scoring Tower Sub-Assembly. Repeat to create a 2nd scoring tower sub-assembly.

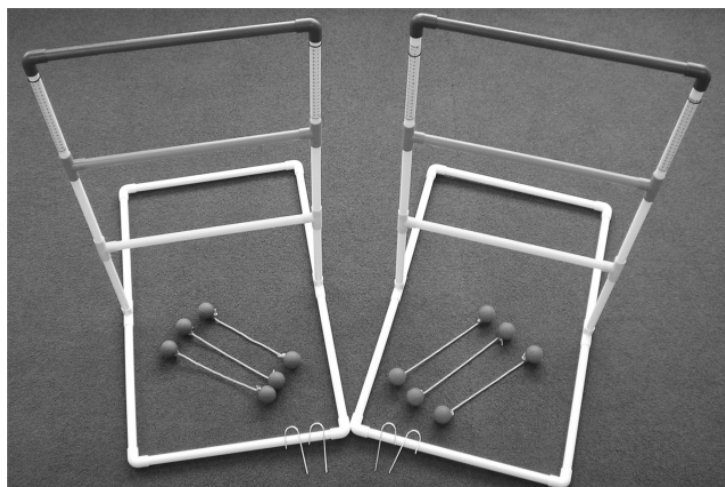


Assemble Scoring Towers:

Insert the exposed white poles of the scoring tower Sub-Assemblies into the two white T's in the center of the base. Your ready to play!



For outdoor use, use two ground stakes on the long poles at the front of the bases.



Game Play:

Ladder Ball is played with 2 or more players or teams. Each player has 3 bolo balls (bolos). The object of the game is to wrap your bolos around the rungs of the ladder. The ladder consists of 3 rungs, a top (blue), middle (orange) and a bottom (yellow) rung.

Playing the Game:

Prior to game play place the Scoring Towers about 15 to 20 feet apart from one another, with the scoring poles facing outward. Adjust the distance between the towers up or down, depending on the age and skill of the players.

Ladder Ball is played in rounds, each round consists of all players tossing 3 bolos. A coin toss is used to decide which player or team will toss first. The first player must toss all 3 bolos before the next player is able to toss his or her bolos. Bolos 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 18 points needs 3 points to get the exact score of 21 in order to win. If that player has 5 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 18 points again needing 3 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.

Scoring:

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

Points:

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