

MCS LADDER GOLF RULES

Set the two ladders up by placing them at least 15 feet apart from each other. The two ladders should be facing each other.

Each team is given a set of 3 bolos each. The first round will begin by having one player from each team stand by Ladder 1. It is up to the players to determine who goes first at this point. Each player will take a turn throwing one bolo until every player by Ladder 1 has thrown all three of their bolos. Once all the bolos have been tossed, the points will be added up. The next round will begin by having the players at Ladder 2 toss the bolos back towards Ladder 1. The team with the most overall points after the previous round will throw first.

How to Score

Each step of the ladder is worth points. The top step is worth 1 point; the middle step is worth 2 points; and the bottom step is worth 3 points. If you get all three bolos to stay on the ladder, you get an extra point. You can also play with a rule where you get an extra point if you get one bolo on each step of the ladder.

Scoring Variation - Cancellation: An alternative scoring technique when playing with only 2 teams is to cancel out each others score. If both teams land a bolo on the same step, those points would be cancelled out (thus no bonus points would be awarded either).

Cancellation example: If John lands a bolo on the bottom ring (3 pts) and the middle ring (2 pts) and Steve lands two bolos on the bottom ring (6 pts) and one on the top ring (1 pt). In this situation, John would end up with 2 points (both from the middle step) and Steve would end up with 4 points (3 from the bottom step and 1 from the top step...no bonus point is awarded).

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. If you 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 step, you would now be at 23. Because you went over, your score for the next round will still be 20.

Winning Variation: If your team goes over 21, you will return to a score of 11. Although this may seem harsh, you could *easily* come back in one turn if you can get all 3 bolos on the bottom step giving you a total of 10 points (3 for each bolo and then one bonus point) bringing you exactly to 21.

In the case of a tie, you can have a quick showdown for the first person to reach exactly 11 (once the round has completed)