

FIRST, SET THE LADDER OR LADDERS UP - IF YOU'RE USING MORE THAN ONE, PLACE THEM FACING EACH OTHER AT LEAST 15 FEET APART. THEN, GIVE EACH TEAM THREE SETS OF BOLOS. TEAMS DECIDE WHICH MEMBERS GO FIRST.

GAME PLAY OPERATES IN A SERIES OF ROUNDS. THE FIRST ROUND BEGINS AS ONE PLAYER FROM EACH TEAM STANDS BY THE LADDER. EACH PLAYER THROWS ONE BOLO AT A TIME, TAKING TURNS UNTIL EVERY PLAYER BY THE LADDER HAS THROWN ALL THREE BOLOS. ONCE ALL BOLOS HAVE BEEN TOSSED, POINTS ARE ADDED UP. THE NEXT ROUND BEGINS WHEN THE PLAYERS TOSS ALL THE BOLOS BACK TO THE ORIGINAL TOSSING LINE. THE OBJECTIVE OF THE GAME IS TO BE THE FIRST TO SCORE 21 POINTS - BUT WITHOUT GOING OVER 21 POINTS.

PLAYERS CAN DECIDE WHETHER THEY'LL ALLOW BOLOS TO BOUNCE BEFORE LANDING ON THE LADDER. AND JUST LIKE ITS NAME, THE GAME HAS SEVERAL SCORING VARIATIONS. LET'S LOOK AT THE MOST COMMON.

HOW TO SCORE

TRADITIONALLY, EACH RUNG OF THE LADDER IS WORTH A SPECIFIC POINT VALUE. THE TOP RUNG IS WORTH THREE POINTS, THE MIDDLE RUNG IS WORTH TWO POINTS, AND THE BOTTOM RUNG IS WORTH ONE POINT. IF ALL THREE BOLOS STAY ON THE LADDER AFTER BEING TOSSED, PLAYERS RECEIVE AN EXTRA POINT.