

# Ladder Golf & Washers Study Guide

## X- Games

### Ladder Golf

#### Gameplay

- Ladder golf is played with 4 players (2 vs. 2)
- Each team has 3 golf ball bolas
  - A bola is 2 golf balls attached by a rope
- The object of the game is to wrap your bolas around the steps of the ladder
  - The ladder consists of 3 steps, a top, middle and a bottom step.
- Prior to game play a line must be set 5 paces from the ladder. This is called the toss line.
  - The official toss line is 15 feet away but most players measure 5 paces from the game ladder to set the toss line.
- Ladder Golf is played in rounds, each round consists of all players tossing 3 bolas.
  - A coin toss or Rock, Paper, Scissors is used to decide which player or team will toss first.
- The first player must toss all 3 bolas before the next player is able to toss his or her bolas.
  - Bolas 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.

## Etiquette

- Basic etiquette of Ladder Golf states that contestants SHOULD make as many remarks, sounds or movements as possible during play in order to distract the opponent's during play. Touching the player during tossing is NEVER allowed.

## Scoring

- After all teams have tossed all their bolas, scoring is determined by the bolas that are still hanging from the steps.
- Players can knock-off bolas during the course of the game, in fact knocking-off other players bolas is encouraged and a good way to play defensively.
- Bolas that are knocked off during play do not count as points.
  - Only bolas that are left hanging after all bolas are tossed are counted as points.
- Points are determined by which step your bola wraps around.
  - The top step is worth 3 points the middle step is worth 2 points and the bottom step is only worth 1 point.
  - Players can score an optional bonus of 1 point by hanging all 3 bolas from the same step or by hanging a bola on all 3 (1-2-3) steps in one round.
  - The highest amount of points available per player is 10. This is accomplished by hanging all 3 bolas on the top (3 point) step.

## Glossary

**Bolas:** A Bola consists of 2 golf balls attached together with a piece of rope. Golf Balls are spaced 13" apart.

**Ladder:** The ladder is the structure that consists of 3 steps each spaced 13 inches apart.

**Steps:** Each ladder has 3 steps. The top step is worth 3 points, the middle 2 and the bottom 1 point.

**Toss Line:** The line that the players toss from. Officially is set to 15 feet.

## Safety

- DO NOT swing the bolas unless tossing them at the ladder during normal game play. Injury to yourself or others may occur if bolas are used improperly.
- DO NOT pull excessively on the bolas (tug-of-war) as abuse of the bolas may cause the anchors to pull away from the ball.
- DO NOT attempt to wrap bolas around body parts.
- DO NOT stand on the steps of the ladder. They are designed for normal game play only. Any misuse of the ladder may result in injury or damage to the ladder.

## Washers

### Playing Area

- Two Washers boxes should be placed on a flat surface, with the holes 21 feet apart.
- The pitching areas are located on either side of the box, with the foul line being the line parallel to the front edge of the box.
- Players may toss from anywhere behind the front of the box from which they are throwing, but all turns should be taken from the same side as the first toss.

### Playing Equipment

- Box sizes vary by store and individual builder. In general, boxes are 14-18 inches, square
- Holes should be 4", generally PVC pipe
- Each team should have a set of 4 washers, for a total of 8
- Teams should use different colored washers
- Washer's outer diameter should be 2.5", with an inside hole of 1"

### Scoring

- 3 points ( aka "Bulls-Eye") – Washer is tossed into the cup
- 1 point (aka "Box")– Washer lands inside the box
- 0 points (aka "Scratch") - A washer lands outside of the box
  - A washer that bounces into the box should be removed before the next player tosses
  - Scoring is done by cancellation. After each round, the difference between both players' scores is the score given to the highest scoring player. If both players score the same amount, no one will receive any points.
- Examples
  - Team A scores a 3 point hole and one in the box for 4 total points. Team B lands 2 in the box, for 2 points. Team A would score 2 points for the round
  - Team A scores lands one in the cup, and one in the box. Team B lands one in the cup and one in the box. Points cancel out, no points are gained.
- A Skunk can be called when the score reaches 11-0
- A Whitewash can be called when the score reaches 17-2

## Team Play

- Partners shall stand at opposite Washers boxes, each on the same side of the box
- Each team will have 4 washers of one color, all 8 washers begin at the same end
- To decide the starting team, each player should toss one washer toward the opposite box. The team closest to the hole, will toss first. This is called the "Diddle"
- The first team will then begin by throwing all 4 washers at the opposite box
- The second player will then throw all 4 washers
- After all 8 washers are tossed, teams count the points scored during the round
- After scoring, the players on the opposite end will then take their turns in the same manner. The team scoring the most points in the previous round will throw first to start the turn
- Play continues until either team reaches 21 points