

# SIERRA HILLBILLIES LADDER GOLF - OFFICIAL RULES

**THESE ARE THE OFFICIAL HILLBILLIE RULES AND ARE NOT TO BE CHANGED!**  
(UNLESS, OF COURSE, YOU WANT TO CHANGE THEM)

**CONCEPT:** The ladders are to be set up 10 paces apart. For two person play, both opponents start from the same end. The first player throws his 3 bolas (bola = 2 golf balls tied together on a cord) toward the other ladder, attempting to wrap them around any of the rungs of the ladder. When he has finished, his opponent throws his 3 bolas attempting to do the same thing. After the scores are tallied both players walk to other ladder and repeat the process, throwing towards the opposite ladder.

If a team game is to be played, one pair of opponents will throw from the first ladder (as in a two person game) while their team mates cheer and encourage their partners; tease, taunt, or verbally abuse their opponents, or simply watch in amazement from behind the second ladder. (SAFETY NOTE: It is not wise to stand directly behind the receiving ladder, particularly after teasing the other team as a bola might "accidentally" collide with your noggin!)

**SCORING:** The top rung of the ladder is worth 3 points, the middle, 2, and the bottom, 1. This provides a maximum of 9 points per side for either team and of course a minimum of zero, zip, nada. Scores are a sum of the points scored for each set of six thrown bolas, three per side. Any bola on a rung with a bola from the opposition is nullified; no score for either one. For example, player #1 throws two bolas on the second rung and one bola on the top rung ( $2+2+3=7$ ). However, player #2 also throws a bola on the second rung and one on the top rung ( $2+3=5$ ). This leaves player #1 with 2 points and player #2 with zero. Points are only scored at the end of the set of throws (bolas can be knocked off a rung by the opposition.)

**ORDER OF THROW:** To start the game any arbitrary method of deciding who throws first can be used. For all subsequent throws the player or team that scored the most points on the previous throw set throws first. This provides an opportunity for the opposition to nullify or knock off the opposition's bolas. If no score or a tie score results from the throw set, the order remains until reversed by the opposition.

**WINNING:** In order to win, a player, or team must score 21 points exactly. If, at the end of the throw, a total score exceeding 21 is reached, a bust is declared and that player, or team, resets to a score of 13 (swearing or screaming at the offending partner at this point is not encouraged, but is certainly understandable). Play continues until one player or team manages to score 21 exactly, ending the game.

**THE TRIFECTA:** This is a variation on the scoring invented by the contributor of this Ladder Golf set and his family during their camp-outs. It goes like this: If, at the end of a throw, a player has one bola on each of the three rungs, regardless of any opponent's bolas on the same rung, a Trifecta is declared for that player or team. As a result this team is provided the equivalent of a "Get Out of Jail Free" card, so to speak. Points scored by both sides are tallied using the standard rules of nullification.

This "card" is to be held and played at the point when a bust is declared for this team, meaning that they do not go back to 13, but remain at the score obtained prior to this throw set, as if they had thrown a zero. This of course removes any of their bolas from canceling the opposition's bolas, allowing them to score all their bolas on rungs. Each Trifecta can only be used once, but more than one can be obtained during the game.

