

# escalade

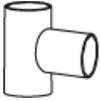
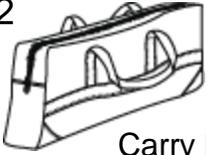
S P O R T S

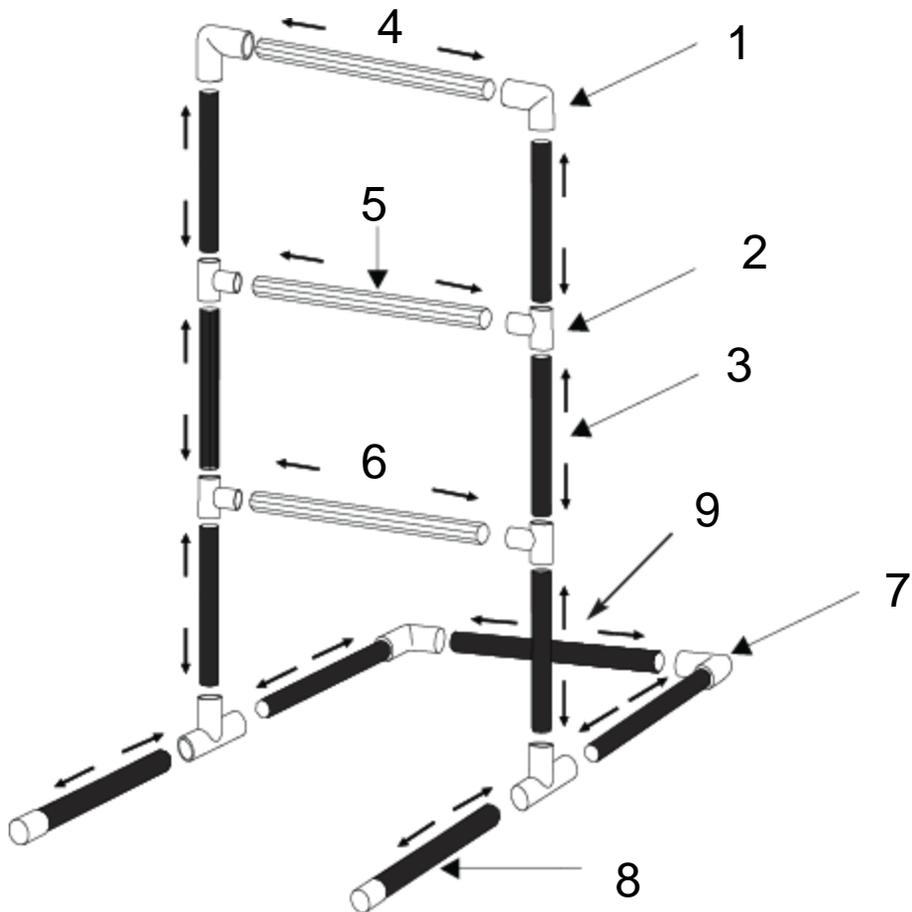
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## Ladder Toss



# Parts List

<p>1</p>  <p>Corner Joint 4 pcs</p>	<p>2</p>  <p>T-Joint 12 pcs</p>	<p>3</p>  <p>Black Tube 12 pcs</p>	<p>4</p>  <p>Blue Tube 2 pcs</p>
<p>5</p>  <p>Green Tube 2 pcs</p>	<p>6</p>  <p>Yellow Tube 2 pcs</p>	<p>7</p>  <p>Base Tube with Corner Joint 4 pcs</p>	<p>8</p>  <p>Base Tube (Front) 4 pcs</p>
<p>9</p>  <p>Base Tube (Back) 4 pcs</p>	<p>10</p>  <p>Blue Bola 3 pcs</p>	<p>11</p>  <p>Red Bola 3 pcs</p>	<p>12</p>  <p>Carry Bag 1 pc</p>



# Game Rules

## Ladder Toss

2 to 4 players, singles (2) or partners (4)

**Preparation:** Set platforms 15 feet apart.

### Playing the Game:

The official playing distance is 15 feet between the ladders. Adjust the distance as needed for children.

Ladder toss is played by each player tossing 3 ropes to the desired ladders. The first player throws all 3 ropes at the desired ladders. When finished, the next player throws 3 ropes at the same ladders as the first player. The players' partners will then total up the scores and take turns throwing the ropes. The team with the highest score throws first.

Ropes can be thrown any way the player chooses as long as they are thrown individually. Players can bounce ropes off the ground. The game is over when a player reaches 21 points. In order to win, a player must be the only person to score exactly 21 points.

If any person scores over 21 points, his or her points for that round do not count. For example: a player with 18 points needs 3 points to get to 21 and win. If that player has 5 points hanging on the ladder after all players have thrown all ropes, the 5 points do not count and the player will enter the next round with 18 points, again needing 3 points to win.

In case of a tie, the players must play until one player scores 2 or more points more than all the other players. This 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 exactly 21 points, regardless of how many points the other players have.

### Scoring:

Scoring is determined by the ropes that are still hanging from the steps after all teams have tossed all of their ropes. Players can knock off ropes during the course of the game, and knocking off other players' ropes is encouraged as good defensive play. Ropes that are knocked off during play should not be counted towards point totals. Only ropes that remain hanging after all ropes are tossed should be counted.

### Points:

Points are determined by the steps that a player's rope wraps around. The top step is worth 3 points, the middle step is worth 2 points, and the bottom step is worth 1 point. Players can score an optional bonus point by hanging all 3 ropes from the same step or by hanging a rope on all 3 (1-2-3) steps in one round. The highest amount of points available per player per round is 10. This is accomplished by hanging all 3 ropes on the top (3 point) step.