## GAME PLAY

After setting up the two steel ladders, each player or team stands beside one ladder to pitch to the other. Each player or team decides whether they want to be the Blue Team or the Red Team. The team to go first is determined by a coin toss.

Every player pitches their three bolas alternating with the other player/team. Once all 6 bolas have been pitched, the total points are added up and scored for that round. If your bola was knocked off any bar by your opponent, the points are lost for that bola.

The points are explained as follows:

| $\mathbf{3}$ Points | Blue Bar (Top Bar) |
| :---: | :--- |
| $\mathbf{2}$ Points | Red Bar (Middle Bar) |
| $\mathbf{1}$ Point | White Bar (Bottom Bar) |

## SCORING

After every round, the player/team with the highest score subtracts the opponents lower score to be awarded the round score. The opponent recieves no points for that round.

Bolas can be pitched in any way as long as they are individually tossed. They can also bounce off the ground before landing on one of the three bars to score.

## Scoring Example:

Blue Player/Team lands 1 bola on the blue bar ( 3 points) and 2 bolas on the red bar (4 points), giving a total of 7 points.

Red Player/Team lands 1 bola on the red bar (2 points), 1 bola on the white bar (1 point) and 1 bola missed the ladder (o points), giving a total of 3 points.

Blue Player/Team had the higher score of 7 points, therefore they subtract the opponents points of 3 from their own, giving them a round total of 4 points. $(7-3=4)$

## HOW TO WIN

After each scoring round, the points are added up until a player/team reaches a score of 21 points.

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## COMPETITIVE VASHER

INSTRUCTIONS
Ages: 8+
Players: 2-4
Contents: 2 Wooden Boxes, 4 Red Washers,
4 Blue Washers
Set-Up: Unlatch the two boxes from each
other and place them 20 feet apart measuring
from the front of each box.


