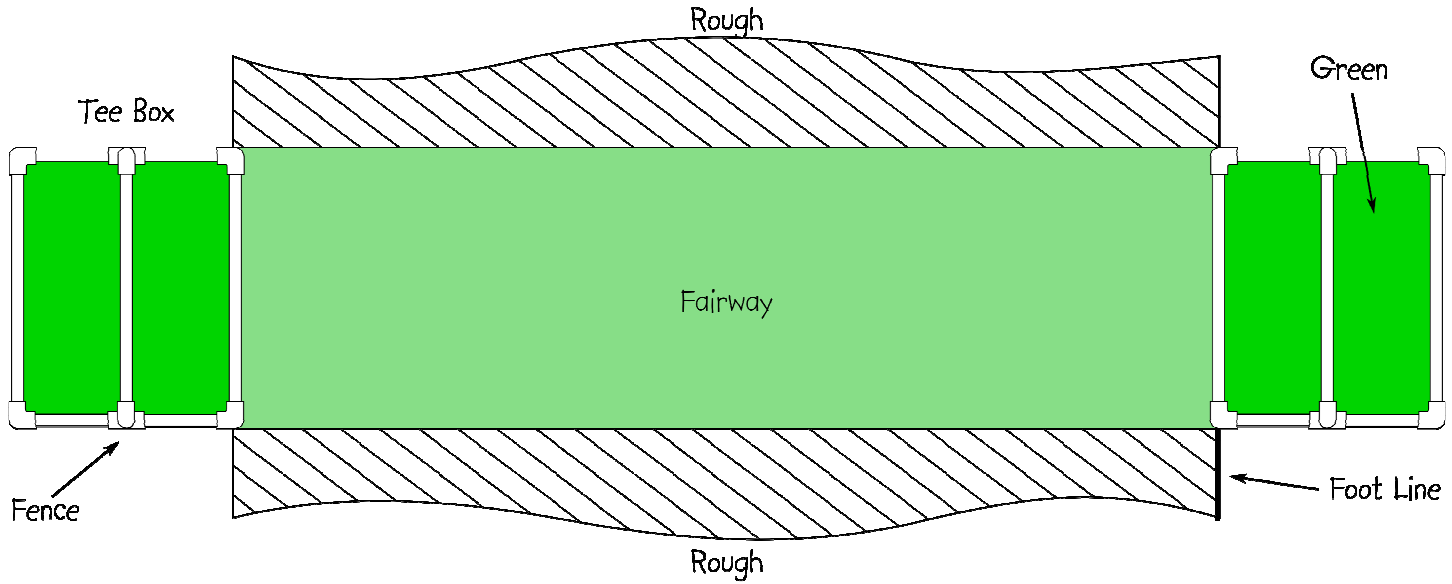


Hillbilly Golf

Playing Rules

Setup of the Course

The Course is defined as the area designated for play, and should be setup as shown below. Each Fence should be approximately 20 to 40 feet apart.



- The Fairway is the area in between and the width of the fences.
- The Rough is the area outside the Fences and the Fairway.
- The Green is the area marked by the base of the Fences.
- The Tee Box is the area beside and on either side of each Fence, behind the front of the Fence.

Play of the Game

A Game can be played with a minimum of two players and a maximum of six players (when playing a Super Game with three teams of two players). These rules below apply to two players, or two teams of two players. Player will refer to one Player or a Team of two players.

1. Each Player has three Bolos to throw, and shall throw all three on a single turn.
2. In order to decide who Tees Off first, the youngest person flips a coin and the older person calls it in the air. The winner of the coin toss decides whether to go first or second.
3. At Tee Off (the first throw of the game), if no points are scored by either Player, the Player who Tee'd

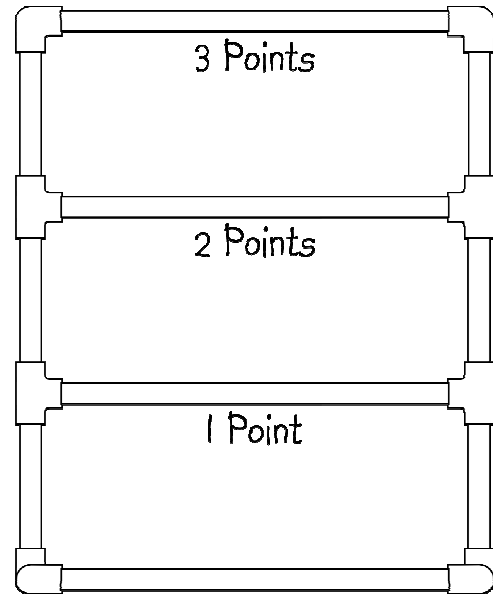
Off second gets to go first the next round. This will alternate back and forth until someone scores.

4. When throwing the Bolos, each Player shall keep both feet behind the front of the Green. Players may throw the Bolos any way they choose.
5. If a Player hits the base of the Fence or the ground with their Bolo which bounces onto a Rung, those points count. Bolos are only dead when not moving.
6. The Rungs on the Fence shall be worth these points, going from the top down: 3, 2, 1.
7. If a player lands their first throw of the game (the

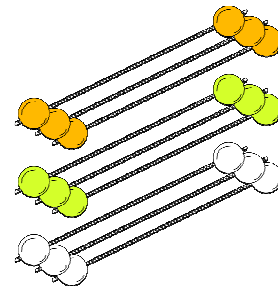
Tee Off throw) they shall receive double the amount of points for that one Bolo. This is an Ace (hole in one).

8. If a Player gets all three Bolos on one Rung, that Player shall receive those points plus 1 (ex. – if all three Bolos land on the 3 point rung, the Player will get 10 points).
9. If a player gets one Bolo on each Rung, then they get 12 points for the round (which is really the 6 points, but doubled).
10. The Player who scores the most points in the round gets to go first the next round. This Player may keep throwing first.
11. If a Player knocks any Bolos off the Fence then those points are lost.
12. The first Player to reach exactly 21 wins the game.
13. You must reach 21 exactly. If a Player goes over 21 in a round, then all the points that Player would have gained in that round are forfeit.
14. In the event that two Players reach 21 on the same round, then one of three things can be done:
 - a. A Sudden Death round can be played. In Sudden Death, each Player shall alternate throwing one Bolo at a time until one player scores any number of points over the other Player. If neither Player has scored any points then they shall play another Sudden Death round, until there is a winner.

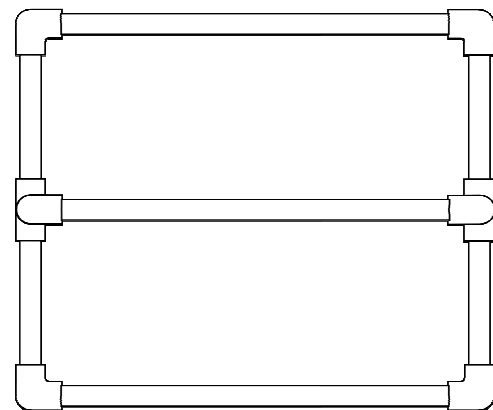
- b. A Lightning Round can be played. In a Lightning Round, one Player is given 10 seconds to score as many points as they can with all six Bolos. Then, the other Player will do the same. Whoever scores the most points in the 10 seconds wins the game. If neither Player scores any points, then both Players go again.
- c. Subsequent rounds can be played until there is a clear winner, normally defined as winning by two points at the end of one round.



Front



Bolos



Top View (the Green)

Different Playing Rules

- A. Rules 7, 8, and 9 are optional rules. These are considered extra scoring opportunities.
- B. Players may choose to use the number of Bolos in the Green to decide who goes first in the next round if no one scores any points in one round.
- C. Players may choose to limit the number of rounds to 9 or 18. If so, the Player with the most points at the end of the 9 or 18 rounds is the winner.
- D. Play with four Players; set up like two teams except the four players are independent of each other.
- E. Players may agree that Bolos from different players on the same Rung will cancel each other out.
- F. Players may choose to alternately throw the Bolos, instead of each Player throwing all three on one turn. In this case, the Player with the highest score should always go first so the Player with the lower score has a chance to knock bolos off, taking points away from the winning team. Of course, when they end up with the most points, it's payback time...

Super Hillbilly Golf Rules

Super Hillbilly Golf is a game played with either three players, or three teams of two players each. The rules for Super Hillbilly Golf are the same as for a normal game with the exceptions below.

- I. To decide who Tees Off first, the three Players shall play a quick game of Rock-Paper-Scissors. The first person eliminated Tees Off third. Then the other two play for first and second. If two people are eliminated the first time, the winner goes first. Then, the other two play for second and third (winner is second).
- II. During game play, the Player with the most points scored in the round gets to go first the next round. The player who goes second is the one out of the other two players, with the highest score so far in the game. The last Player goes third.
- III. When one person finishes with exactly 21, the other two play for second. They can play normal rounds, a Sudden Death, or a Lightning Round.

Hillbilly Golf is also known as Bolo-Polo, BoloToss, Horseballs, Blongoball, Rattle Rail Toss, Ladder Golf, Bolo and a half-dozen others. These Instructions were comprised by combining all of the "official" rules' most common similarities. Rules were found at bolo-usa.com, laddergolf.com, rattlerailtoss.com, blongoball.com, horseballgame.com, bolotoss.com, and bolopolo.biz. Some Rule sets encourage yelling, screaming, and taunting instead of a quiet etiquette. Other Rule sets enforce all of the **Different Playing Rules**. Whatever rules you decide to use, remember to have the rules clearly defined before the game, so no one can be accused of cheating.