(2017) Staff Directions

Name of Game	"Bolo Toss"
Scout craft Skill(s)	No Scout Skills, just fun
Area Needed	Open lane area 5 feet by 25 feet for each patrol
Supplies provided by staff	Lots of golf balls, made into bolos. A bolo is two golf balls tied together with ¼ inch diameter rope. The balls must be drilled through the center and two balls threaded on the rope. Knots are tied on the ends and just inside the two balls keeping the balls at the ends of the rope. A bolo is approximately 12 inches in overall length (See photo).
	A target rack (ladder) made with 1 inch PVC pipe and is two feet wide with 3 rungs 1 foot apart. The bottom rung is 18 inches off the ground. The 3 rungs can be painted red (top), white (center), and blue (bottom) (See photo). Rebar driven into the ground can be used to keep target upright rather than using the horizontal PVC legs shown in the photo. This would keep target from sliding around on ground.
Patrol Supplied items	none
Scoring	Count of bolos on the ladder at the end of the game determines total points. If more time for the game is needed then two or more rounds may be played, but all patrols get the same number of rounds and a new round cannot be started until all patrols have completed the current round. For SWC I suggest three 5-minute rounds and two minutes between rounds to tally the score. This would be 21 minutes total in the 25 minutes allotted for each game rotation
Setup	A throw line is 15 feet from the target.
Directions (to be given in written form to patrol leader) See next page.	You are given 30 bolos. Divide the bolos as evenly as possible among your patrol members. You may do this before the game starts. There will be three 5-minute rounds with 2 minutes between rounds for score tallying. When the first whistle blows begin tossing bolos at the target, one thrower at a time. Tossing must end when the second whistle blows (5 minutes). Accuracy is important.
	Only one person at a time will be the bolo thrower for your patrol. You may rotate throwers after each toss or after a thrower has thrown some or all of his/her bolos. The thrower position must rotate to all members of the patrol, i.e. everyone throws their bolos.
	The object is to have as many bolos as possible hanging from one of the three rungs on the target ladder after all bolos are tossed. Top rung scores the highest, middle rung less and lowest rung the least.
	If all bolos have been tossed before the second whistle blows you must wait until the end of the round for a staff member to tally the number of bolos on each rung of your ladder.
	There will be 3 rounds
Scoring	Bolos on each rung at the end of the game are counted in the following manner. Top (red) rung counts 3 points, middle (white) rung counts 2 points and bottom (blue) rung counts 1 point. Bolos that are knocked off a rung do not count.

8 9 10 11

4 5

Patrol Directions:

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You may do this before the game starts.

There will be three 5-minute rounds with 2 minutes between rounds for score tallying.

When the first whistle blows begin tossing bolos at the target, one thrower at a time. Tossing must end when the second whistle blows (after 5 minutes).

Accuracy is important.

Only one person at a time will be the bolo thrower for your patrol. You may rotate throwers after each toss or after a thrower has thrown some, or all, of his/her bolos. The thrower position must rotate to all members of the patrol, i.e. everyone throws their bolos.

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If all bolos have been tossed before the second whistle blows you must wait until the end of the round for a staff member to tally the number of bolos on each rung of your ladder.

There will be 3 rounds