

Washers Rules

Number of Players: 4 players (2 for each team)

Equipment needed: 2 washer boxes and 6 washers

Playing Field: The playing field should be as level as possible and the boxes need to be placed 25 ft. apart starting from the center of each cup.

Object of the Game: To land as many of your set of 3 washers into the cup or in the box to receive points, the player or team that exactly reaches 21 first wins. If a team or player goes over 21, they must subtract those points from their score.

Ex: exceeding the winning point total of 21 points results in a reduction of your starting score by the total number of points you made to break 21.

Skunk/Whitewash Rule: If a team outscores another team 11-0, then the team with zero is skunked (they lose). The team that scored 11 wins the game.

Point System: Washer in the cup is 3 points, in the box is 2 points, and one washer length away or a leaner on the box is 1 point.

Cancellation Rules: If a player lands a washer in the same position as their opponents, those points will be cancelled out.

Game Play: Each team has a set of 3 washers, tossing each washer at the opposite washer box, without going past the washer box. Teammates will be at the opposite ends of the playing field. The tossers stand to the right or left of their washer box to throw.

There is no set way to toss a washer. Some place it between the thumb and the index finger. Others let it set in the palm of their hand.

A round consists of a player making 3 washer throws in a row as one turn, and then an opposing player making 3 washer throws in a row as a second turn. Thus, a round consists of two turns. It is the responsibility of the last tosser to recite the score at each round.

The player or team to score last (no matter if the throw is cancelled or not) throws first in the next round. During each round, if opponents make a washer in the same hole, it's just as if that washer was never thrown for both players. Scores are tallied at the end of each player's turn, and then adjusted for cancels at the end of the opponent's turn.

Safety: Do not pick up your washers until all six washers have been thrown for the round. No sitting down next to the washer boxes. Stand back away from the boxes when it is not your turn, other games are going on during this time.