

The Rules of Washer Toss

Setting up your Original Washer Board Game:

Place your Original Washer Boards 10' apart; which is easily measured by the 10' connecting rope. Six metal washers are provided with your game. Teams may be distinguished by a small hole drilled through three of the washers. Original Washers may be played on a level lawn, on the beach, camping, or anyplace else you wish to play.

Initial Play:

Each individual, or one member of each team, throws a washer. Whoever gets the highest points, or gets closest to a hole, chooses if they want go first or second. Players may either stand on, or next to the board. The foul line is at the front of each board.

Team members will throw from opposite boards. The first player from Team One will toss three washers; the first player from Team Two will toss their 3 washers to the same board. Note scores.

Opposing players pick up washers, and proceed to throw from their side. Team One, player two, throws their 3 washers, then Team Two player two. This completes a round. After all washers have been tossed, and scores are noted.

The last player or team to score plays first in the next round. A cancel does not affect this.

Keeping Score:

- 1) One point is scored for the hole closest to the front of the board.
- 2) Three points are scored for the center hole.
- 3) Five points are scored for the last hole on the board.

To score points the washer must fall entirely into the hole.

If a washer is knocked into a hole either by an opponent or by a team member, the points go to the player who originally threw the washer.

If during a round, opponents each toss a washer into the same hole, neither player scores; a player may in this way cancel another player's successful score.

Winning the Game:

Rules and scoring may be changed, but must be agreed to prior to the start of the game. The first player or team to reach no more and no less than 21 points wins the game! The round must be complete.

If a score exceeds 21 points a penalty is incurred. If you go over 21 points your score is reduced by the number of points you scored to cause you to exceed 21.

Example: A player or team has a score of 19, and they score another "5." This puts them at 24, which is over "21." The previous score must be reduced by 5, the score that caused them to exceed "21." The score is now 14. If you have exactly 21, you would obviously not want to score any more points for that turn. Toss it to the wind!