

1 HOLE WASHER TOSS GAMEPLAY

SETUP:

- Boards are spaced 21 feet from center of hole to center of hole.

TIP: A quick way to measure this is 21 feet from the front of one hole to the back of the other.

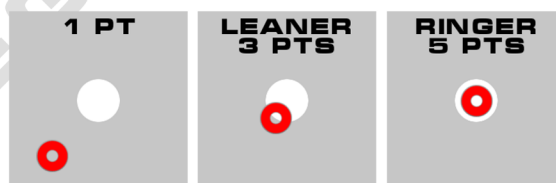


GAMEPLAY:

- 2-4 Players: 1v1 or 2v2 with partners standing at opposite washer boards.
- Tossing/throwing/pitching is done from behind the front of the board.
- To determine the starting player/team: you can pick, flip a coin, or use the “Diddle” where one player from each team tosses 1 washer and closest to the hole goes first.
- Player/Team 1 tosses all of their washers (3-4 based on preference) of the same color and one at a time. Player/Team 2 then tosses all of their washers and this constitutes 1 round.
- The player/team scoring the most points in the round throws first the next round.

SCORING:

- *1 Point for washers landing on the board
- *3 Points for Leaners: a washer leaning over the edge of the hole
- *5 Points for Ringers: a washer landing in the hole



- 1 player/team may score per round. Only washers closer to the hole than the opponents will score. Equal points such as leaners & ringers directly cancel each other out. Washers bouncing off of the ground before landing on the board do not count and should be removed before the next toss.
- The first player/team to 21 points wins. If a team/player reaches 21 and the other team has not played, they are allowed to finish their turn.

SCORING EXAMPLES:

- Team A tosses 2 ringers (10 pts) and Team B tosses 1 on the board (1 pt). Team A is awarded 10 pts.
- Team A tosses a ringer (5 pts) and 1 on the board (1 pt). Team B tosses 1 washer on the board (1pt). Team A is awarded 5 pts and the additional 1 pt is dependent on whether their washer on the board is closer to the hole than Team B's.
- Team A tosses 1 on the board (1 pt) and a ringer (5 pts). Team B tosses 1 on the board (1 pt) and a ringer (5 pts). Both ringers cancel out and the team with the washer closest to the hole scores 1 pt.