

# 3 HOLE WASHER TOSS GAMEPLAY

## SETUP:

- Boards are spaced 10 feet from front to front. The front being the shortest width of the board.



## 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 the highest score or closest to the highest point hole chooses to go first or defer.
- 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 in the hole closest to the front of the board
- \*3 Points for washers landing in the middle hole
- \*5 Points for washers landing in the hole farthest from the front of the board

5 PTS

3 PTS

1 PT

- To score, washers must land entirely in a hole. Washers can be knocked into a hole by another washer to score. Washers bouncing off of the ground before landing on the board do not count and should be removed before the next toss.
- Both players/teams may score in a round. Opposing washers cancel or “cover” each other on a one for one basis per hole. Each player/team tallies their total points scored in each round less any covered washers.
- The first player/team to score exactly 21 points wins. If a player/team scores over 21 points it is considered a “bust” and their score is set to 15. Once a player/team busts they forfeit any remaining washers in that round and all holes become open for scoring by the opposing player/team if they have not yet played. If a player/team reaches exactly 21 and the opposing player/team has not yet played in that round they may keep any remaining washers while the opposing player/team takes their turn. If the opposing player/team then covers the winning score and has additional washers left they may also hold on to them and gameplay will return to the other team. The round is played back and forth until all washers have been thrown. If both teams manage to reach 21 points at the end of a round by scoring in different holes, the first team that reached 21 is declared the winner.