



## Washer Tournament Rules

Washers are an outdoor game of skill, played by two or more contestants.

The game field consists of two washer pits, each containing one recessed cup of 4 inches in diameter positioned a specific distance apart, toward which players throw washers to score points. The official distance, from cup centers, is 25 feet.

Each player throws two washers toward the opposite cup with starting order determined by a coin toss. Subsequent throwing order is based on who scored last with the scorer throwing first. In games with a standard pit, players may stand anywhere *inside* the pit when throwing. In games without a framed pit area, players are allowed to stand no closer than one normal step in front of the cup.

The starting contestant throws both washers, one at a time, followed by the second player's throws. Only one player may score per round, with scoring determined by proximity to the cup. A washer inside the cup scores 5 points. A washer not inside the cup, but closest to the cup, scores 1 point. Washers completely outside the pit are ineligible for scoring. Scoring is done after all contestants have thrown. Should player #1 land a washer inside the cup and player #2 also land a washer inside the cup, player #2's throw negates the cup and no points are awarded for the cup.

A winning game is determined in several ways. Should one player or team reach 11 points before the opponent scores a single point, the game is called a skunk and the player or team with zero points is out of the competition. With two players or teams, and one reaching 11 points before the other scores, the game is finished. With 3 or more players, for example, it is possible to skunk individual players, but not all players. In this example, the game continues with players that have not been skunked. Should one player or team score 17 points while the opponent has scored only 1 point, the game is called a whitewash and the player or team with only 1 point is out of the competition. In competition with 2 or more players or teams, it is possible to whitewash some but not all contestants. When one player or team reaches 21 or more points before the opponent reaches 20 points, the game has gone full-term and the team or player with 21 or more points is declared the winner. When a player or team reaches 20 points before the competition, they have achieved my add or their add and reverts to last in the throwing order. Games that go to add must be won by at least 2 points.

