

5 HOLE WASHER TOSS GAMEPLAY

SETUP:

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

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. If a player's foot crosses the toss line when tossing a washer, their points for that toss are not counted and turn is lost.
- All washers must be tossed underhand.
- To determine the starting player/team: you can pick, flip a coin, or have one player from each team toss 3 washers, most points goes first.
- Player/Team 1 tosses all of their washers of the same color and one at a time. Player/Team 2 then tosses all of their washers and this constitutes 1 round.
- Distraction or interference with opposing players will result in lost turn.

SCORING:

- The object of the game is to try to toss a washer into one of the 5 target holes. Play continues until one player or team reaches 21 points exactly after all 6 washers have been tossed in any one round. If Player/Team 1 goes over 21 points in any one round, no points are scored. 21 points exactly wins the round.
- Option 1: A washer must land in a target hole to earn the points. All other areas earn no points.
- Option 2: A washer that land in the target hole scores double the points shown. A washer that lands on top of a target, earns points shown. If the washer lands between 2 scoring areas, score points for area that more than half the washer lands. If a player's washer knocks another player's washer into a hole or different scoring area, score points on final resting area.
- 1 point for washers landing in the holes closest to the front of the board.
- 3 points for washers landing the in the middle hole.
- 5 points for washers landing in the holes farthest from the front of the board.

CANCELING POINTS IN GAME PLAY:

- If a player's washer lands on the target or in a target hole and an opponent's washer lands in the same target area or target hole, neither washer earns points and cancels one another. If 2 or more washers, tossed by the same player or team, land in a target area or target hole, each washer tossed into the same target area or hole by an opponent cancels one of the first player's/team's washers. Points are only counted for the remaining washer not canceled by an opponent's washers either in the target hole or target areas. Only player/team that had the most points scores points for that round.

WINNING THE GAME:

- If the first player/team reaches exactly 21 points in a round, the opposing player/team must be allowed to take their final turn. If a player/team goes over 21 points in a round, all their points earned for that round are canceled. The opposing player/team wins that round and starts the next round. If tie score, extra round is played and highest score in round wins the game. Rounds are only completed when all 6 washers have been tossed.