

Washer Toss Rules



Object of Game

In this challenging game, each player or team takes turns tossing washers into a box that has a cylinder center cup. Points are awarded for each washer that is tossed into the box, and extra points are awarded for landing a washer into the center cup. Play continues until a player or team scores the game point.

1. Get Ready!

- Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
- Select a level playing area to set up the ladders where your play will not impact other nearby tailgaters or cars. Consider safety first for all throwing games!
- Stretch to wake up your muscles!
- Look out for washers hiding in deep grass or runaway washers on pavement!

2. Get Set!

- Setup the Washer Toss boxes so that they face one another about 5 to 10 feet apart.
- Pick teams, if playing with four people.
- Toss a coin to determine which team or player throws first.
- Similar to the game of horseshoes, washers land best when tossed underhand. Place a small amount of backspin on the washer to help it stay in the box or cup, or try throwing like a flying disc.
- Practice your toss.

3. Go! Play

- Basic scoring rules:
 - Keep scores verbally during play for everyone to hear. Keep track of the score as you play.
 - Washers missing the box entirely are awarded no score.
 - Washers landing inside the box are worth one point.
 - Washers landing in the cup are worth three points.
 - The first player or team to reach 21 points wins the game!
- Game play:
 - Similar to horseshoes, team members split up, with one member at each box.
 - When playing singles, opponents toss from the same side.
 - Each round consists of players taking turns throwing three washers into the target box.
 - Watch out for get-away washers, especially on pavement! Stop play until stray washers are captured.
 - Do not walk to the opposite box or get in the line of toss prior to the completion of all throws. An exception is if play halts due to a runaway washer.
 - Switch boxes after the first player or team reaches 11 points.
 - Play continues until one player or team reaches 21 points and wins!

Game Variations

Extreme Play

To make the game harder, increase the distance between boxes to more than ten feet. The farther apart the boxes are, the harder it will be to land washers into the box and cup! How extreme do you want to play!?

Easier Game

Shorten the distance between the two boxes to 2 to 4 feet. This makes playing with inexperienced, special needs, or young players easier. Everyone can enjoy this fun game!

Quicker Game Play

Play shorter games to either 7 or 11 points for quicker game play.