



# EVENT RULES

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## Washer Toss

**Objective:** To be the first of two, three, or four opponents to accumulate 21 points by tossing four (3/4 inch) flat washers into a target 25 feet from the throw line.

1. Target box is approximately 20 inches wide and 20 inches long and four inches high, containing a cup measuring 4 inches in diameter and 4 inches high, mounted at the center of the box.
2. Targets are placed 25 feet apart.
3. Play begins with a coin toss.
4. Player who wins the coin toss begins play by tossing UNDERHAND each of the 4 colored washers at the target while standing beside the near target. Other players do the same until all are finished.
5. Players then go to the target and record their scores on the official scorecard as follows:
  - a. Each washer in the box scores 1 point.
  - b. Each washer in the cup scores 3 points.
  - c. All washers in the cup or box count towards score.
6. High scorer begins the next round.
7. Play continues until one player gets 21 points or the 10 rounds limit per game expires. The player with the highest score at the end of 10 rounds.
8. Shut out rule: If a player gets 11 points before his/her opponent gets any points, that player wins.
9. Bounce rule: No washer shall count towards score if it hits the ground and bounces in.
10. Rim rule: Any washer that lands on the rim and has not bounced on the ground, does not count towards score UNLESS it gets knocked in by another washer.
11. Style of tournament is at the discretion of the event director.
12. In case of a tie: Each player will pitch one washer. If both players miss the box the closest washer to the box wins. If one player goes in the box and bounces out and the other player misses the box, the player whose washer bounced out wins. If both players hit in the box and bounce out, the closest to the box wins. If both pitch in the box, then they will throw another washer each.