

WASHERS RULES

GAMEPLAY

To determine which team goes first, one player from each team throws one washer towards the opposite cup, whoever is closest or makes it in the hole, determines which team goes first. Games will be located in a framed area, players must remain in the framed area while tossing. The starting contestant throws **both** washers, one at a time, followed by the second player's throws.

SCORING

Only one team 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 #2 hit player #1's washer, for example, and nudge it closer to the cup than his own, player #1 thanks player #2 and benefits from the good fortune.

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 cupper (when a washer lands inside the cup) and no points are awarded for the cupper.

A winning game is determined in several ways:

- Should one team reach 11 points before the opponent scores a single point, the game is called a **skunk** (a shutout) and the player or team with zero points is out of the competition.
- Should one team score 17 points while the opponent has scored only 1 point, the game is called a **whitewash** and the team with only 1 point is out of the competition.
- When a team reaches 21 or more points before the opponent reaches 20 points, the game has gone full-term and the team with 21+ points is declared the winner.
- When a team reaches 20 points before their opponents, they have achieved **their add** and reverts to last in the throwing order. Games that go to **add** must be won by at least 2 points.

Games are limited to 30 minutes, highest scoring team wins. In the event of a tie, an extension will be given by a referee and rules will be outlined. If you have any questions, issues with playing conditions or concerns about equipment, raise it prior to starting play. Maximum number of teams is 64.