



Washers Instructions

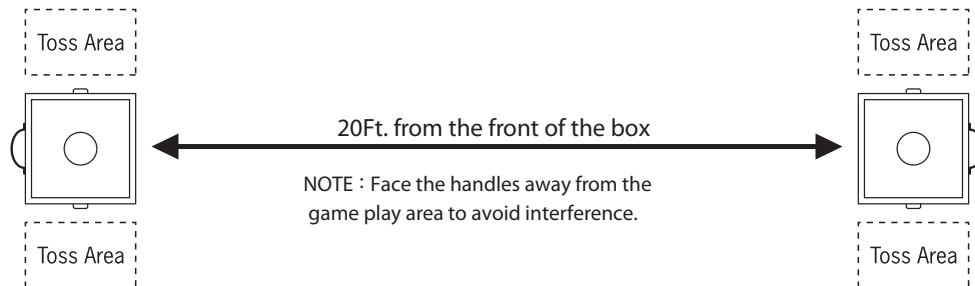
Ages: 8+

Players: 2-4

Contents: 2 Wooden Boxes, 4 Yellow Washers, 4 Orange Washers

Objective: To be the first team to score 21 points by tossing washers into the box.

Setup: Unlatch the wooden boxes and place them 20 feet (15 feet for beginners) from each other as shown below.



Game Play: Washers may be played with either 2 or 4 players divided into 2 teams (1 yellow team & 1 orange team). Teams pick a color to use throughout the game.

The game consists of rounds. During each round, one player from each team stands in the "Toss Area" (see diagram above) and alternates tossing their 4 washers at the box across from them. A player can stand on either side of the box, but can never cross in front of the box or the throw is a scratch (see "Scoring" below).

Two Players: Players compete against each other and both toss at the same box. For the next round, players walk to the opposite box and toss back at the previous box. A round is not finished until all 8 washers have been tossed. The player who scored in the previous round tosses first in the next round. If no one scores points, the player who tossed second in the last round tosses first in the next round.

Four Players: One member from each team tosses from one box to the other. The remaining players then toss from that box back to the first one. The team who scored in the previous round tosses first in the next round. If nobody scores points, the team who tossed second in the last round tosses first in the next round.

Scoring: The game is scored and tallied at the end of every round. Players or teams only score the difference between the highest and lowest score for the round. The points are allotted as follows:

- Scoring Points
- Bulls-Eye = 3 Points – A washer that lands in the cup earns the player 3 points. The washer can bounce off the ground or the box before landing into the cup.
 - Box = 1 Point – A washer that lands in the box, but not in the cup, earns a player 1 point. The washer can bounce off the ground before entering the box.
 - Scratch = 0 Points – A washer that hits any object during flight or lands outside the box is a scratch. A scratch is awarded no points. If any player crosses the front edge of the box during the toss, it is a scratch.

Scoring Example: Yellow player lands 2 washers in the box and 1 in the Bulls-Eye for a round total of 5 points. Orange player lands 3 washers in the box for a round total of 3 points. The yellow team would then score 2 points for the round (5-3=2). REMEMBER—Only one team can score per round!

Winning the Game: The first player or team to reach 21 points at the end of a round wins. In the event of a tie, additional rounds are played until one player or team has a higher score at the end of the round.