



presented by Brookshire Brothers

Washer Board Rules:

Game play

1. Boards are 1' x 3'. Board holes are 3". Washers are 2 ½ inches.
2. Holes count 1, 3 and 5 points respectively.
3. You will pitch 4 washers each.
4. Rock, paper, scissors will determine who has the CHOICE of pitching 1st or last.
5. "Points" pitches first in every round. (Whoever scored the most points last.)
6. You have to reach 21 points exactly. If you go over you "bust" and you will go back the amount of points you scored on the bust washer.
7. You may cancel your opponent's washer. Additional washers thrown in the same hole after cancellation score points.
8. After you reach 21 points you **DO NOT** have to hit the top of the board with the washers or give any of your remaining washers to your opponent!
9. After you hit 21 you will stop pitching at that point. Your opponent will have the opportunity to cover you (if they have any washers remaining). If they succeed, they stop and you may pitch your remaining washers until reaching 21 again. Play continues this way until game won.
10. There will not be any "skunks"!
11. **DO NOT** remove any washers from any location until both players have completed their toss and score is satisfactory for both (verbally!)
12. If a washer "bounces" off of the ground and into the hole it counts!
13. If a washer "bounces" off of the ground and out of the hole it **does not** count!
14. Players may stand on top of or beside boards to pitch but foot must not be beyond the front edge of the board. Players that are not pitching must stand behind players that are! (NOT BESIDE THEM!)
15. After each game within a match ends, opponents will switch boards before starting a new game.
16. Each "match" will consist of best 2 of 3 games.
17. After match ends, please take washers to table to report results to the "bracket-master".
18. You will have to lose two "matches" before being eliminated so you are guaranteed a minimum of 4 games.
19. GOOD LUCK!!