

W12961 Washer Toss

Game Instructions

Washers is a game of skill, played by two contestants or teams. The game field consists of two washer pits (or boxes), each containing one recessed cup positioned a specific distance apart, toward which players throw washers to score points. The official distance, from cup centers, is 25 feet (7.62 meters). Shorter or greater distances can be used to accommodate players of varying age or skill.

At the start of a new game, the youngest player, team with the youngest player or the team that lost the last game goes first. In subsequent rounds the throwing order is based on who scored last with the scorer throwing first. Standing behind the front edge of one pit, the starting contestant or team throws their washers, one at a time, followed by the second player's throws. Only one player or 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 and no points are awarded for the cupper. In this example, points would then be awarded based on the remaining washers and their distance from the cup. (Distance from the cup is generally determined by visual observation but may require a measurement. In the rare event that the two closest washers are equidistant from the cup, no points are awarded and the players throw again with the previous throwing order.) Should player #1 score two cuppers and player #2 cap only one of them, then 5 points would be awarded player #1.

A winning game is determined in several ways. Should one player or team reach 11 points before the opponent scores a single point, the game is called a skunk and the player or team with zero points loses. Should one player or team score 17 points while the opponent has scored only 1 point, the game is called a whitewash and the player or team with only 1 point loses.

When one player or team reaches 21 or more points before the opponent reaches 20 points, the game has gone full-term and the team or player with 21 or more points is declared the winner. When both players or teams reach 20 points, the game must be won by at least 2 points.