

Washer Toss House Rules

Setup

- The boxes shall be placed between 21' or 27' feet apart
- The boxes shall be placed on a level surface
- There shall be no obstructions between the boxes

Game Play

- Each Player or Team should select 4 Washers of same color or design
- Each player (if teams, the team shall designate one player) shall throw two washers, the player with highest score shall go first (if no player scores, the single washer closest to any part of the box shall be counted as the winning box).
- The team that won the honors to go first shall begin the game by throwing a washer at the opposite box (the player's feet must stay behind the front edge of the box on their side).
- The players then alternate each throwing their four washers.
- The players on the other side count the points, and the player or team with the most points in that round win the round and have the honors to go first in the next round.

Scoring

- A washer that remains in the center pipe is worth three points, a washer in the box is 1 point, a washer that balances on the edge of the box is worth 2 points.

WINNING - The player/team to reach or exceed 21 points first wins the game.

Modified Rules (Check if in effect):

_____ Cancellation: The points cancel each other out, for example, if player 1 gets a total of 5 points and player 2 has a total of 4 points, then player 1 would carry forward 1 point ($5 - 4 = 1$)

_____ Exact to 21: A player must earn exactly 21 points. If the player goes over during the round, then they are reset to the number of points that they started the round with.

_____ Win by 2: Exactly as it sounds, the game continues until one team wins by two (this option cannot be used when playing exactly to 21).

_____ Tie Breaker: If the game is tied at 21 at the end of a round (inning) then the game continues to another round and the team that scores the most points in that subsequent round is declared the winner.