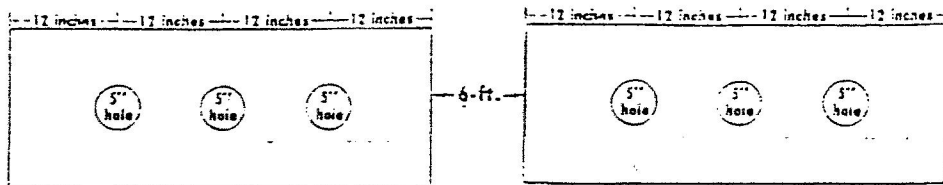




WASHER TOSS RULES

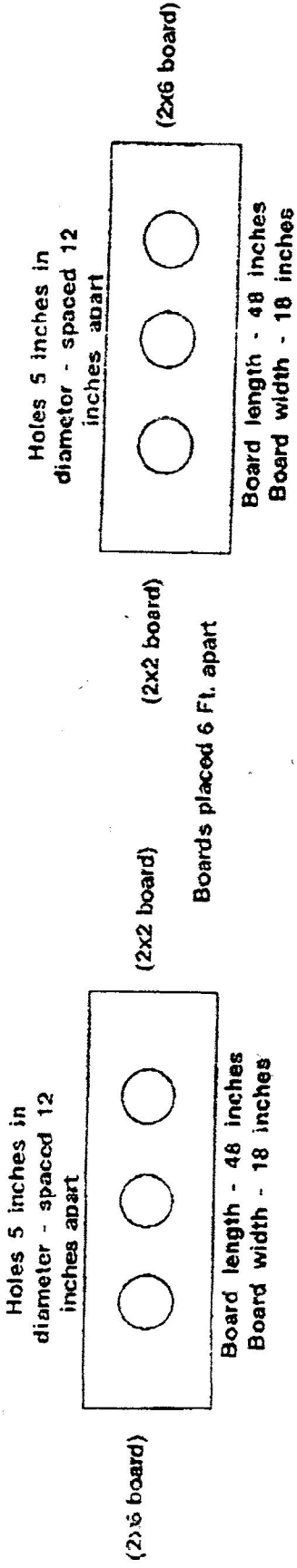


1. Players stand at the rear of the boards.
2. Nearest hole counts 1 Point.
Middle hole counts 3 Points.
Farthest hole counts 5 Points.
3. Each player throws all three washers,
player with the most points throws first.
4. Winner must have exactly "21" points.
(Any player going over "21" loses the
game immediately.)
5. If a player makes exactly "21" and has not
thrown all washers, he stands back and his
opponent must cancel the winning throw.
(washers of different color in the same
hole always cancel)
6. If challenger cancels the winning throw
with the first washer, he stands back
and first player tries again to get
winning point.
7. If challenger does not cancel winning
point with remaining washers, the winner
must hit the carpet with his remaining
washers. (any points made now will be
over "21", and challenger will win the
game)

BOB HART
WIT 17744

WASHER TOSS GAME - WIT STYLE

The "washers" are four inches in diameter cut from one eighth inch thick steel plating. In the center of the washer a two-inch hole is cut out to create the washer effect. Each player uses three washers so that six are a minimum for a game. Each set of three is usually painted a contrasting color for easy identification.



The target boards are 18 inches wide and 48 inches in length. Three five-inch diameter holes are cut into a 3/4" plywood board equally spaced on 12-inch centers. At one end of board a 2x6 is added to the back end, a 2x2 is added to the low end. This gives a slight inclination to the target board and allows the washers to drop through the openings even in tall grass. The board is then carpeted, which extends through the three holes. The fact that the carpeting reduces the five-inch opening in the board increases the amount of accuracy required to score points.

The two target boards are set up six feet apart 100 to foot. (6 Ft. chain with hooks on ends gives you an accurate distance.) The players stand behind one of the boards and toss their three washers, one at a time, at the opposite board. Goal of the game is to make exactly 21 points. In scoring the hole nearest to the tosser counts one point, the middle hole on the board counts three points and the farthest hole is five points. The washer must drop through the hole to count points.

If the first player puts a washer through a hole, then the second player puts a washer through the same hole, the two washers cancel each other and no points are scored on either washer. If a washer hits grass first and then bounces onto board the washer is removed from board immediately. The winner must have exactly 21 points. Any player going over 21 points loses the game immediately. If a player makes exactly 21 points and has not thrown all his washers, he stands back and allows his opponent to attempt to cancel his winning throw by putting a washer through the same hole. (Washers of a different color in the same hole always cancel.) If the challenger cancels the winning throw, he then stands back and allows the first player to again get the winning point with his remaining washers. If the challenger does not cancel the winning point with his three washers, the winner must "hit carpet (on board top)" with each of his remaining washers without scoring any additional points beyond 21. If the person who already has 21 points inadvertently makes any additional points over 21, he loses the game automatically to the challenger. If both players reach 21 at the same time and has no washers left then the game is a tie and has to be replayed.