

WASHER BOARD

PLAYERS: Even number of players: two (2) or four (4) [Four for Samboree tournament].

(For Samboree tournament, if more than 15 games are to be played in a round, game will be played to 11 points or more rather than 21 points or more.)

PLAYED AS DOUBLES, BUT MAY BE PLAYED AS SINGLES

1. Player [may stand at side of board or straddle board], but feet may NOT stick out beyond the end of the board.
2. Washers bouncing off the ground in front of the board do NOT count. Side bounces do count.
3. Player from each team pitches one (1) washer alternately at a time.
4. Washer thrown on top of another player's washer cancels both washers.
5. [If a third washer is thrown into same hole as above it will count unless it too is cancelled.]
6. A washer standing against the side of a hole and touching the ground COUNTS.
7. A washer standing against the side of a hole with another player's washer in the hole cancels both washers.
8. If same player throws one (1), two (2), or three (3) washers in the same hole, all washers count.
9. Player or team scoring more than twenty-one (21) points, player or team goes back to eleven (11) and resumes that score. [This rule suspended for the Samboree Games]
10. When player or team has twenty-one (21) AND has remaining washers to throw, he/she MUST hit the board or the washer that made the score of twenty-one (21) does not count. [This rule does not apply for the Samboree Tournament]

GAME WINNER (this tournament) is the team who scores 21 or more points after opposing player has thrown all of his/her washers. If tied, play will continue as previously until the tie is broken. If a round has more than 15 teams playing then a score of 11 may determine the winner – this is the Tournament Manager's decision.

SCORING: First hole counts one (1) Second hole counts three (3) Furthest hole counts five (5)

PLAYING FIELD:

1. Board are placed ten (10) feet apart.
2. Player stands behind the front edge of one board, facing other board.
3. Players from opposing teams stand together. Each player has three (3) washers.

EQUIPMENT:

1. Six (6) three (3) inch washers. A set of three (3) one color the other set a different color.
- The board has a material (such as artificial turf) covered surface four (4) feet long by twelve (12) inches wide with three (3) four (4) inch holes spaced one (1) foot on center for washers to fall through. The far end of the board is raised two (2) inches from the ground providing a rising incline to the player throwing the washer.