

WESTERN WASHER GAME

PLAYERS:

2 players or 2 teams of 2 players each may play the game.

OBJECT OF THE GAME:

The first player, his opponent or the team to score **21** points **exactly** wins. (Example: If a player has 18 points and needs 3 points to make 21 but accidentally scores 5 points he goes back 5 points from 18 or he now has a score of 13 points.

THE GAME:

Players flip a coin to see who throws first. The winner has the choice of throwing first or having an opponent throw first.

The first player stands on the inside end of one board facing the second board. He/she throws 3 washers at the second board, one at a time trying to hit the hole in the second board. His/her opponent then throws from the same board as the first player. On the second turn both players throw from the second board, alternating boards with each turn.

SCORING:

The hole nearest the player throwing counts 1 point, the second hole counts 3 points, and the last hole counts 5 points. The first player leaves his washers lay wherever they stop, on the board or in the holes. His/her opponent then throws his/her 3 washers, if 1 goes in a hole on top of the first players washers it cancels out the first players score and the opponent gets the points. If the first player has 1, 2, or 3 washers in a hole and his/her opponent throws a washer into that hole it cancels all of the first player's points. If the opponent gets 1, 2, or 3 washers in that same hole, the opponent gets only the score that his/her washers make.

If the first player has a washer stand on edge in a hole and his opponent also has a washer on edge and neither is on top of the other, the player who's washer went into the hole last gets the points.

After the initial turn of the game the player that scores the most points on the last turn of throwing will throw first the next turn. In the event neither player scores any points in their turn then the player who threw last will throw first. If both players score the amount of points then the player that threw first on that turn throws first again.

If a player scores 21 points exactly or goes over 21 and has 1 or 2 washers remaining, he/she gives them to his/her opponent to throw.

If a player goes over 21 points and has to go back and his/her opponent does or does not make any points the then player that backs up throws last the next turn.

In the event both players go over 21 then the player that backs up the fewest points will throw first the next turn.

The first player to go over 21 gives his/her remaining washers to his/her opponent. If the opponent scores 21 points without canceling out the washer that put the first player over 21 then the game is over and the opponent wins. If the opponent cancels out the washer that put the first player over 21 while

he/she scored his/her 21 points and has one or more washers remaining he/she will give them to the first player so he/she can try to tie the opponent or try to cancel out the washer that made the opponent 21. If he/she doesn't the game is over and the opponent wins.

TIE GAME:

If a player scores 21 points exactly and has washers left he/she will give them to their opponent. If the opponent then scores 21 points and still has washers left the game is a tie.

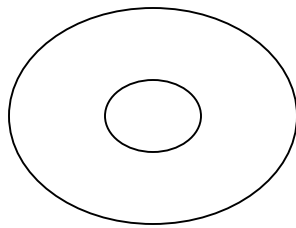
TIE BREAKER

Each player throws 6 washers, 3 from each board. After each player's turn the board is cleared. No cancellations allowed. The player with the highest score wins.

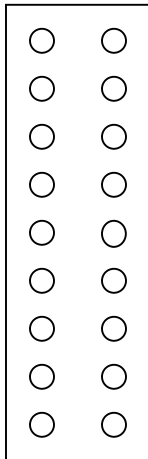
Equipment: (Drawings are not to scale)

2 Washer boards attached with chain. 6 washers, 3 painted one color and 3 painted another color. Scoreboard and 2 golf tees.

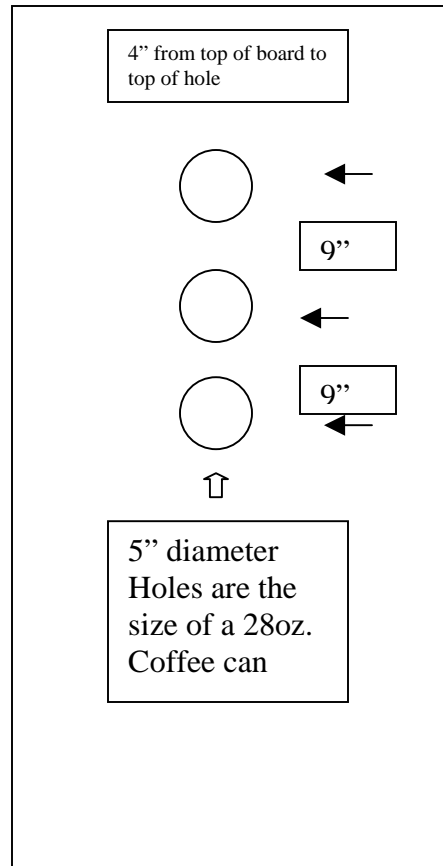
Washers = 3" outside diameter with 3/8" inside hole.



For scoreboard drill 21 holes each row the size of the Point on a golf tee. Paint each tee to match the color of the washers



48"



Washer Board



17"



Length is 48" Width is 17" Depth is 3" Hole diameter is 5". 9" between holes center to center

28oz. Coffee cans should be secured to the bottom side of the holes in each washer board to catch and hold the washers that enter the holes. If a player's washer knocks out the washer of an opponent the opponent's score is reduced by the value of the hole. This also allows for the recovery of the washers without moving the boards. It is also permissible to use wood to box in the bottom and sides of the hole but cutting tabs and securing a coffee can is easier and cheaper.