



1 Hole Board Rules

Here are the rules for playing washers on one hole washer boards. Scoring is 1 point for being on the board, 3 points if you are leaning over the edge of the cup and 5 if you are in the cup.

Place your boards so that the distance is 21 feet to the center of the opposite cup from the back of your board. The back of the board is where you will stand when pitching your washers. When you have established this distance you can easily add eye hooks and a rope to your boards so you won't have to measure again.

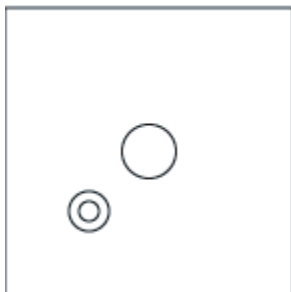
To determine who will "pitch" first to start the game a player from each team will pitch one washer toward the opposite board and whoever gets closest to the hole will start the game. This is called the "Diddle". After the game has started the person or team who scored last pitches first.

Playing the game: Player A will pitch their 4 washers (one at a time) toward the opposite board followed by player B. Scoring is determined after both players have pitched all of their washers. *Only 1 player/team may score per round but scores points for all washers that are closer than their opponents.* (a round is when each player has thrown all 4 washers). Equal points cancel each other (If team A pitches a 1 pt and a 5 point toss and Team B pitches a 1 pt then team A scores 5 points).

The winner is the 1st team to reach 21 points. If team or player A reaches 21 and team/player B has yet to pitch their washers then B is allowed to finish the round.

A "Skunk" can be called at 11-0. Be sure to determine whether you will play skunks before the game has started.

POINT
1 Point



LEANER
3 Points



RINGER
5 Points

