



3 Hole Board Rules

Boards are placed 10' apart measured from the front of (board1) to the front of (board 2). The Scoring system is very easy. The hole closest to you is worth 1 point, the middle holes is 3 and the furthest from you is 5 points.

To determine who will "pitch" first to start the game one player from each team will pitch one washer underhanded toward the opposite board and whoever gets closest to the highest point hole will start the game, this is called the "Diddle". After the game has begun the person or team that scored last will pitch first.

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 (this is called a round). Only 1 player may score per round but can score points for all washers that are closer than their opponent's closest washer. Points will also cancel each other out, for instance if Player A gets a 3 pointer and Player B gets a 5 pointer then B will receive 2 points for that round. The winner is the first team to reach 21 points. A Skunk is called at 11-0.

You can also play "Busts" which means you have to reach 21 points exactly. If you go over 21 points you move back to 13 points and continue from there. This version of the game can take a little longer so agree before you begin the game on whether you want to play busts or not.

