

WASHER TOSS

Rules

Set the targets apart from each other 20-25 feet depending on skill level.

For 2 players have each person stand a safe distance beside 1 of the targets and take turns tossing the washers at the opposing target.

For 4 players, have 2 teams of 2 people. Have 1 team member from each team stand at each target and stand a safe distance beside their target and take turns tossing the washers at the targets.

Scoring:

First player or team to 21 wins with no going over. Points count for each washer put into the box or cup. (Depending on house rules, some people use cancelling of points).

You must finish a game on 21 exactly.

1 point is given for getting washers into the box and 3 points for getting the washers into the cup.

If you go over 21 points you must subtract the amount of points gained in this throw from your previous score. Ex. If you have 19 points and your washer lands in the cup for 3 points ($19+3=22$ points) then you must subtract the 3 points from your previous score ($19 - 3=16$ points).