

WASHER BOARD GAME RULES (HOLE-E BOARD)

- Board distance will be 16 feet between Back end of one to Back end of the other. A measured piece of twine will be furnished.
- **Starting (tossing) position:** One heel even with back edge of board and then one step is permitted.
- **Scoring:** Closest hole scores 1, middle hole scores 3, furthest hole scores 5.
- First team to score 21 or more after all washers have been tossed is the winner.
- A third party score keeper will be in attendance for each game.
- In the unlikely event of a dispute an unbiased judge will render a decision
- To establish which contestant tosses first, it will either be agreed on by the two teams involved, or each will toss all three washers on a clean board and the resulting highest score will start first. Tied scores will toss again.
- Thereafter each contestant will toss one washer at a time.
- Starting with round two the contestant with the highest score from the previous round will be first to toss.
- In the case of a tied score from a round the same starting position will remain in effect.
- When a washer lands in a hole already occupied, that washer just cancels one washer.