



## THE TLG RULEBOOK

# WASHER TOSS

    2-4 Players

 15-20 Minutes per Game

 20 ft. length, 5 ft. width

## BEFORE YOU PLAY

Washer Toss is an enduring classic that brings a little pioneer flare to your outdoor gatherings. Games are generally played in teams of one or two players, and the washer boards and boxes should be placed on flat surfaces about 20 feet apart. Each player or team should receive 4 washers.



## HOW TO PLAY

Playing order is determined by “diddle.” Each player tosses a washer at the opposite cup. The player who tosses their washer closest to the cup goes first. In the event of a tie, another diddle is played.

The starting team tosses all of their washers, one at a time, attempting to get them into the cup/hole or onto the box/board. Players may toss from either side of their box/board and are allowed to have one foot go past the front of the box/board.

Once both teams have tossed, scores are tallied and teams switch sides before the next round. The winner of the previous round tosses first in the next.

## SCORING

Washer Toss is played in rounds until one team reaches 21. Teams receive 3 points for a washer in the cup/hole and 1 point for each washer in the box or on the board. After each round, tally points from each team. The team with the most points in that round then subtracts the other team's points from their tally and adds the **difference** to their score. So if Team A scores 3 points in a round and Team B scores 2, Team A's overall score would increase by 1. The first team to 21 wins. In some variations, Teams must hit 21 exactly, or the amount by which they have exceeded 21 is subtracted from their score.