



Golden Age Olympics

Washers-Official Rules

Washers is an outdoor game of skill, played by two or more contestants. The game field consists of two washer pits, each containing one recessed cup of 4 inches in diameter (101.6mm) positioned a specific distance apart, toward which players throw washers to score points. The distance, from cup centers will be 21 feet.

Each player throws one washer toward the opposite cup with starting order determined by a diddle. Subsequent throwing order is based on who scored last with the scorer throwing first. In games with a standard pit, players may stand anywhere *inside* the pit when throwing. In games without a framed pit area, players are allowed to stand no closer than one normal step in front of the cup. The starting contestant **alternates** and throws one at a time. **Only one player may score per round, with scoring determined by proximity to the cup.** A washer **inside** the cup scores 5 points. A washer not inside the cup, but **closest** to the cup, scores 1 point. Washers completely outside the pit are ineligible for scoring. Scoring is done after all washers have been thrown. Should player #2 hit player #1's washer, for example, and nudge it closer to the cup than his own, player #1 thanks player #2 and benefits from the good fortune.

Should player #1 land a washer inside the cup and player #2 also land a washer inside the cup, player #2's throw negates the **cupper** and no points are awarded for the cupper. In this example, points would then be awarded based on the remaining washers and their distance from the cup. (Distance from the cup is generally determined by visual observation but may require a measurement. In the rare event that the two closest washers are equidistant from the cup, no points are awarded and the players throw again with the previous throwing

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order.) Should player #1 score two coppers and player #2 cap only one of them, then 5 points would be awarded player #1.

In the instance of three or more players, a second copper negates the first, leaving the cup **available** for a scoring copper. For example: Player #1 land a washer in the cup. Player #2 caps the copper, negating player #1. Player #3 also lands a washer in the cup. Player #3 scores 5 points for the copper.

A winning game is determined in several ways. Should one player or team reach 11 points before the opponent scores a single point, the game is called a **skunk** and the player or team with zero points is out of the competition. With two players or teams, and one reaching 11 points before the other scores, the game is finished. With 3 or more players, for example, it is possible to skunk individual players, but not all players. In this example, the game continues with players that have not been skunked.

Should one player or team score 17 points while the opponent has scored only 1 point, the game is called a **whitewash** and the player or team with only 1 point is out of the competition. In competition with 2 or more players or teams, it is possible to whitewash some but not all contestants.

When one player or team reaches 21 or more points **before** the opponent reaches 20 points, the game has gone **full-term** and the team or player with 21 or more points is declared the winner. When a player or tem reaches 20 points before the competition, they have achieved **by add** or their add and reverts to last in the throwing order. Games that go to add must be won by at least 2 points.

A match consists of best of 2 or 3 games to 21 with a double elimination format.