

Region 9

HOLEY BOARD/WASHER RULES

1. Place a set of boards 12 feet apart, measured from front edge.
2. Stand behind the front edge of each board to pitch washer.
3. Each player pitches/tosses 3 washers to opposite board in succession.
4. Winner is declared by player scoring 21 or more points, with each player pitching same number of washers.
5. Two or four players can play on one set of boards.
6. When two players play, they walk back and forth between boards.
7. When four players play on one set of boards, two stay at the same end (are opponents) and each player keeps his own score.

PLAYING TURNS:

1. Toss coin to see whom starts.
2. Each player pitches 3 washers before opponent pitches.
3. Player who scored most points on his toss pitches first on the next toss.

SCORING:

1. A player can score from 1 to 15 points in a single toss.
2. Point scoring:
 - A. 1 point for each washer on top of the board.
 - B. 2 points for each washer in the nearest hole.
 - C. 3 points for each washer in the middle hole.
 - D. 5 points for each washer in the farthest hole.

Note: A player's washer pitched on top of opponent's washer in any hole cancels, or kills, that washer--score zero for those washers.