

Washerz™ Rules

1. Every player must have a drink in hand. (nonalcoholic of course)
2. First one to 21 with out going over wins. If over, score goes back to 16.
3. Boxes are 7 paces apart (21 feet for the mathematically challenged).
4. Kicking and punching are not allowed, though antagonizing is recommended.
5. Each player must stand on one end of the court and throw two washers, at the pit not at other players.
6. Last team/person to score up/down goes first.

Points are as follows:

- Players foot length away = 1 pt.
- "Leaner" (against or on the box) = 2 pt.
- In the box = 3 pt. d. "Xlean" (against cylinder) = 4 pt. i. (happened at beer camp)
- Cylinder = 5 pt.

In no way is the game maker responsible for injury, spilled beer, loss of money, or anything else that is possible under the influence of the game. . . Have Fun.

-Dave- (Gamemaker)

Washerz™ Scoring Examples

