

# Washoooes™ Washer Toss Game

®

**Players:** 2-4

**Object:** Be the first player or team to score 21 points by tossing washers into the target boxes

**Equipment & Setup:**

1. 2pc – Washoooes Target Bases – spaced 20 feet apart (front to front), space 15ft for beginners
2. 8pcs – All Weather Washers, 4 each of 2 different colors



*Standard Game Style*



*Style #2 – 45 Degree Target*



*Style #3 – Flipped/Reversed*

**Game Play (Standard Game Style):**

1. Washoooes can be played by two to four players divided into two teams.
2. A game consists of a series of rounds with scoring taking place at the end of each round.
3. Players on each team shall take position alongside opposite targets, thus each partner will compete against an opponent from the other team.
4. Each team chooses a color washer and shall toss all four washers of this color each round.
5. All eight washers start at one target and a coin flip determines which team shall toss first.
6. The player with honors tosses one washer at the opposing target.
7. A player may toss from anywhere behind the front edge of the target they are tossing from.
8. The round continues by alternating tosses between the two opponent players until all eight washers have been tossed.
9. Scoring is done at the end of each round (see Scoring below)
10. Players at the opposing end now toss the washers back to compete in the next round, the team that scored last has honors and shall toss first in each round.
11. Play continues until one team reaches 21 points.

**Scoring:**

1. The score is tallied at the end of each round (tossing of all 8 Washers).
2. Only 1 team scores per round, and their score is the difference between the highest and lowest player's score. For example the Red team's washers add up to 7 points while the Blue team's washers add up to 5 points. The Red team is awarded 2 points for the round ( $7 - 5 = 2$ )
3. The team that scores is given honors, and tosses first in the next round. If players tie, this is called a "Wash", no points are awarded and the next round is started by the same team who last scored.
4. **Points:**
  - a. **Ringer – 3 points** are scored for washers landing inside the center cone, even if falling, or being pushed in by other washers. The washer can bounce off the ground or tray before landing in the cone.
  - b. **Tray – 1 point** is scored for each washer that comes to rest in the outer tray, is resting on top of the cone, or resting on top of the tray edge, but cannot be touching the ground. The washer can bounce off the ground or cone before landing in the tray.
  - c. **Scratch – 0 points** if a washer hits any object during flight or lands outside the box is a scratch. A scratch is awarded no points. If any player crosses the front edge of the box during the toss, it is a scratch.

**The rest is up to you, have fun and play fair!**

**Safety Precautions** – NEVER sit, stand, or put any heavy object on the target boards as this may damage the target and could cause injury. Never use the game or components other than to play the game as intended.