

## Washer Pitchin' Tournament Rules

It will be a single elimination tournament, but each round will be "best out of three." The first team to win two games will move on to the next round.

The tournament will consist of two-man teams. Team members will stand on opposite sides of the boxes and throw towards each other.

Each player will have three washers that they will try to throw into the holes on the boxes. Each hole has a different point value. The first hole (the one closest to the thrower) is worth 1 point, the second hole is worth 3 points, and the third hole is worth 5 points. The first team to score 21 points is the winner.

The players will determine amongst themselves who will have first throw. However, once the games begin, which team throws first will be determined by points scored in each particular round. Whichever team scores the most points in a round will throw first in the next round. If no points are scored by either team, the team that threw first last round will throw first again.

**Bust rules:** Teams will "bust" if their point total goes over 21. If at any point, either of the teams score over 21 points, their point total will go down to 15. For instance, if one team has 18 points, and their washer goes into the 5 hole, they will "bust" and go back to 15 points. However, the team may still continue their throw after the bust, and any scores after that will be added to their new point total.

**Cover rules:** Teams may "cover" another person's score by throwing their washer into the same hole as their competitor. When a throw is covered, the points awarded for that hole are wiped out. For instance, if one player completes his turn only having made one washer into the three hole, the next player may "cover" that score by throwing into the same hole. Meaning that no points were scored by either player on that turn. However, if a player had hit two 3 holes on his turn, and only one hole was covered by his competitor, the first player would still be awarded 3 points.

**Redemption Rules:** Once a team scores 21 points, the opposing team may have a chance to "cover" their point total and continue the game. After 21 points have been scored by one team, the losing team will have all un-thrown washers (by either player) available to them to try and cover their opponent's score. If there are no un-thrown washers left after 21 points have been scored, or if the losing team is unable to cover, the game is over.

**Important note\*:** "Busts" cannot be covered. Meaning that once a team has busted, it cannot be wiped out by their opponent covering them.

