

WASHOUT

OFFICIAL TOURNAMENT RULES

GOLD CUP = 5 points

SILVER CUP = 3 points

WHITE CUP = 1 point

TO PLAY: Each team chooses a washer color. To determine who goes first, each team throws 1 washer, starting with WHITE. The team scoring in the highest point cup goes first. If no washers are in any cups, then the washer closest to the front of the board goes first. If neither washer is on the board, then another washer is thrown by each until first is decided. Players must stand so both feet remain behind the back of the washboard.

Team mates stand on opposite sides. The first to go, stands behind the end of the playing board and tosses his 3 washers one at a time at the opposite playing board, trying to get them in the cups. The second team then takes his turn. After all washers have been thrown, the round is complete, and teams score the cup value for each washer made in that cup, EXCEPT —

- Multiple washers in the same cup from different teams negate each other in pairs for those washers. A third washer in the same cup scores the point value for that cup.
- Any single player throwing each of his 3 washers, 1 in each value cup, has completed a “WASHOUT”, and immediately wins, unless the opposing team can match the feat exactly with their next 3 washers. A “BACKWASH” is accomplished when a team knocks one or more of his opponent’s washers into the cups to complete a WASHOUT. That team still gets 3 more washers to try to cover.
- A team making more points than the EXACTLY 21 points needed to win reduces its **current** score by ALL points made for that round.

DEFAULT POINT: If no points are awarded for a round, then the team with the washer closest to the front of the board is awarded 1 point, and gains control of the play. *If it is too close to call, then the point is determined by the next 2 washers on the board, including those in a cup. **If this default point gives a team exactly 21 points and a win, it is only counted if ALL 3 of the team’s washers ARE ON THE PLAYING BOARD. If even 1 washer is off the board, then NO points are awarded to either team, and the round is not counted.***

- The team scoring the MOST ABSOLUTE VALUE points for the round gains control of the play, and goes first in the next round.
- **A player scoring exactly the points needed to reach 21 with his first or second washer for a round MUST have any washers, yet to be thrown, REMAIN ON THE BOARD, or the points are nullified.**
- In the event that BOTH teams would end a round with EXACTLY 21 points each, **SUDDEN DEATH IS INITIATED.**
- **If points have been nullified in a round for any reason, the default point does NOT come into play, and no points are scored.**

Any dispute not covered in these rules shall be decided by the event organizer, or house representative.

SUDDEN DEATH -- Sudden death is initiated ONLY when both teams have reached exactly 21 points and followed above rules (Washers kept on board, etc). Scores are reset to 0. WHITE begins and throws their 3 washers. BLACK then throws their 3 washers. Scoring is as normal. BLACK then throws their 3 washers back, and then WHITE throws their 3 washers back. Scoring is done and the team with the highest score wins. In the event game is still tied play continues 3 washers at a time, alternating starting team, until tie is broken.

SCENARIOS --

There is 1 Black washer and 1 White washer in the 5 point cup. No points are awarded for either team. Default point scoring is then in play and control of the game is determined by next washer closest to the front of the board.

There are 2 Black washers and 1 White washer in the 3 point cup. BLACK is awarded 3 points for that cup, since the other washers cancel each other. It does not matter what order the washers are in the cup, they cancel in pairs of opposite color.

There is a Black washer in the 1 cup, and in the 3 cup. There is a White washer in the 5 cup. BLACK scores 4 points. WHITE scores 5 points, and WHITE goes first the next round.

BLACK has 17 points. After all washers have been thrown, there are 2 Black washers in the 3 cup. BLACK must SUBTRACT 6 POINTS from his score since he has gone over 21, thereby ending up at 11 points after the round.

WHITE has 16 points. After BLACK throws, there are Black washers in the 1 cup and in the 3 cup. WHITE throws his first washer and makes the 5 cup, thereby achieving 21 points. WHITE now MUST have both remaining washers land and stay on the playing surface, or the 5 points are nullified. In this example, WHITE is safe to make either the 1 or 3 point cups, because BLACK is already occupying those cups, and WHITE’S washer would only cancel BLACK’S points.

BLACK has 16 points. WHITE has 18 points. At end of the round, there is a Black washer in the 5 point cup, and a White washer in the 3 point cup. Since both teams would end with 21 points, **SUDDEN DEATH IS INITIATED..**

