

## POINTS OF ORDER/SPECIALTY RULES

1. **Foot Fouls** - A player may not step beyond the front of the box at his end while making a shot. If he does, his opponent may call "foot fault" and thereby negate the shot. Any foot fault must be called while the washer is in the air; once a washer has landed, foot fault amnesty is granted for that shot. A player charged with a foot fault may pay a penalty under the MOQ Rules. (See below)
2. **"Ties"** - There is no such thing, of course, but players may agree to call one. In most instances of seemingly equidistant point-scoring washers, a determination of which is closer can be made using a stick (for measuring, not beating one's opponent). If that fails to settle the issue, players may declare a tie, or a player may attempt to garner the point by declaring a thumb war. **IMPORTANT:** In team play, all scoring is determined by the players at the end where the washers have landed. The throwers must stay at their own end while the scoring determination is made, although they are permitted to shout encouragement and advice to their partner.
3. *Marquise of Queensbury* Rules - In this version of the team game, all players must have a beer in hand at all times during play. This is strictly enforced while throwing; a shot played without a beer cannot be a scoring shot, if called by any other player. Washers etiquette also requires that a player call this penalty on himself if it goes unseen by the others. Violation may also subject the offender to a penalty chug, or shot, or other appropriate penalty as determined by a majority vote of the non-offending players.
4. *The Dembinski Rule* - Named after Robert J., this rule was created in response to an episode at a birthday gathering. Showing poor sportsmanship, Mr. Dembinski threw the pipe at a lame partner, which was deflected into his theretofore oblivious opponent. As a result, I sustained a serious knot on my head that did not abate for two months. Fortunately, no beer was spilled, but that was due mainly to fortuity and the finely honed instincts of the victim - you may not be so fortunate. In the event this happens, the offending party may be ponded. If a pond is not available, a pool or a water hose will suffice.

## ETIQUETTE

1. **Gamesmanship** (i.e. Trash-Talking)  
This is not only considered proper, but in many cultures is encouraged. It is also permissible to talk trash to your partner, if he is not playing well. Phrases such as "Get off my back!" or "Nice shot" are appropriate.
2. No physical interference with an opponent's throw is allowed.
3. Players may advise those at the other end whether a throw is a potential point. No lying is permitted, although opinions are OK.
4. **Measuring a point** - A washer must be within a foot to gain a point. In all scoring matters, references to a foot are not to twelve inches, but rather to those things you walk on. A player is under no obligation to measure an opponent's washer, although it is considered proper washers etiquette to do so. A player may not walk down from the other end to measure. Thus, if you are a poor player, Bozo would be a good partner choice.



*Washers is a game of skill, stamina, and sometimes luck. It begins as an innocent lawn game, but can suddenly and without warning grow into a weekend-long drunken slugfest. Beware of phrases like, "Just one quick game of washers before we leave," when your guests are on their way out the door, because you may be seeing them around for awhile!*

## OBJECT OF THE GAME

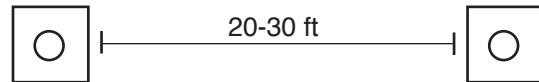
The object of the game is to score 21 points without going over. The first player/team to score exactly 21 points is the winner.

## EQUIPMENT

- Two Washers Boxes
- Two pipes
- Four washers
- Beer for each player (*Marquise of Queensbury Rules*)

## SETTING UP THE COURT

Choose a level grassy area. Depending upon the skill level of the players, boxes should be placed 20-30 feet apart, and square to each other (see diagram). It is also wise to allow adequate open space beyond each box. Place pipes in hole in each box. **WARNING:** pipes can be dangerous if thrown at opponents. Refer to *The Dembinski Rule*.



## SINGLES PLAY

In singles play both players play from the same end of the court, moving to the opposite end after each play. One set of washers should carry a distinguishing mark for identification in scoring.

## DOUBLES PLAY

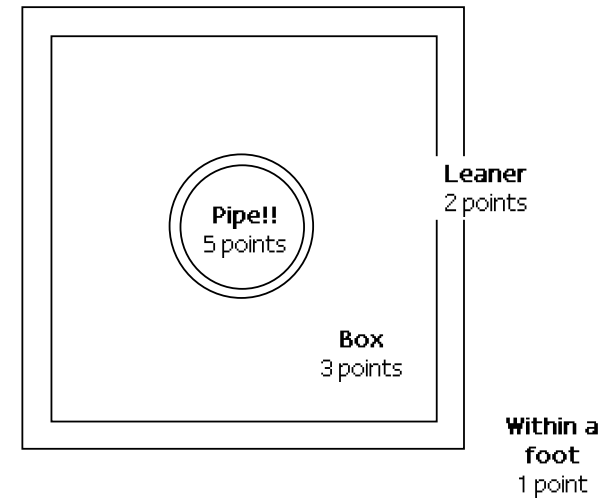
In doubles play teammates play from opposite ends of the court. Players of comparable skill level should throw against one another. The visiting team throws first.

The first player throws two washers. (Preferably towards the vicinity of the box at the other end of the court.) His/her opponent then throws two washers. Scoring is determined based on where the washers land as illustrated under **SCORING**. The team which scored last has the "HONOR," and is first to throw next. The other team has the "HAMMER," and throws last, which goes without saying, but we can say it anyway. In fact, it is considered proper Washers etiquette to declare with much satisfaction that one has "The HONOR," or "The HAMMER" as the case may be. Play continues in this manner until one team scores 21 points exactly and is declared the Winner.

**NOTE:** If a set of throws takes a player/team over 21 points, that player/team does not score on that turn, and their score becomes 14. Play then continues as before, with the team which scored last throwing first. Remember, scoring is not determined until both sides have thrown both of their washers.

## SCORING

The diagram below shows the four levels of scoring.



Only one player/team may score in each set of throws. On or in the box or pipe, an equal or higher scoring washer cancels out an opponent's. Outside the box, the closer washer scores a single point. In other words, a higher scoring washer cancels out all of the opponent's lower scoring washers, unless it is itself cancelled out by an equal value washer by the opponent. Equal value washers cancel each other out on a one for one basis.

Examples....

- 1 Team A has a box and a leaner. Team B has a box and a point. The two boxes cancel each other out, and Team A scores 2 points for the leaner, which cancels out Team B's point. **NOTE:** The location of the washer within the box is irrelevant. All "boxes" are created equal.
- 2 Team A has a pipe and a point. Team B has two boxes. Team A's pipe cancels out both of Team B's boxes, and either of Team B's boxes cancels out Team A's point. Team A scores 5 points for the pipe.
- 3 Team A has two boxes. Team B has a box and point. Team A's first box cancels out Team B's box. Team A scores 3 points for its second box, which cancels out Team B's point.
- 4 Team A has a box and a point. Team B has a box and a point, but it is not as close to the box as Team A's point. The boxes cancel each other out, and Team A scores 1 point for the closer outside washer.

**NOTE:** In the examples above, Team A is really kicking Team B's butt!