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| **Washers is an outdoor game of skill, played by two or more contestants. The game field consists of two washer** [**pits**](http://www.washers.org/terms/index.html#pit)**, each containing one recessed** [**cup**](http://www.washers.org/terms/index.html#cup) **of 4 inches positioned a specific distance apart, toward which players** [**throw**](http://www.washers.org/terms/index.html#throw)[**washers**](http://www.washers.org/terms/index.html#washers) **to score points. The official distance, from cup centers, is 25 feet. Shorter or greater distances are occasionally used. (A variation is played indoors and has a dedicated following, but is not considered as sophisticated or challenging as the outdoor game described here.)**  |
| **Each player throws two washers toward the opposite cup with starting order determined by a** [**diddle**](http://www.washers.org/terms/index.html#diddle)**. Subsequent throwing order is based on who scored last with the scorer throwing first. Players may stand anywhere *inside* the pit when throwing The starting contestant throws both washers, one at a time, followed by the second player's throws. Only one player may score per** [**round**](http://www.washers.org/terms/index.html#round)**, with scoring determined by proximity to the cup. A washer inside the cup scores 5 points. A washer not inside the cup, but closest to the cup, scores 1 point. Washers completely outside the pit are ineligible for scoring. Scoring is done after all contestants have thrown. Should player #2 hit player #1's washer, for example, and nudge it closer to the cup than his own, player #1 thanks player #2 and benefits from the good fortune.**  |
| **Should player #1 land a washer inside the cup and player #2 also land a washer inside the cup, player #2's throw negates the** [**cupper**](http://www.washers.org/terms/index.html#cupper) **and no points are awarded for the cupper. In this example, points would then be awarded based on the remaining washers and their distance from the cup. In the rare event that the two closest washers are equidistant from the cup, no points are awarded and the players throw again with the previous throwing order. Should player #1 score two cuppers and player #2** [**cap**](http://www.washers.org/terms/index.html#cap) **only one of them, then 5 points would be awarded player #1.**  |
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| **A winning game is determined in several ways. Should one player or team reach 11 points before the opponent scores a single point, the game is called a** [**skunk**](http://www.washers.org/terms/index.html#skunk) **and the player or team with zero points is out of the competition. With two players or teams, and one reaching 11 points before the other scores, the game is finished.**  |
| **Should one player or team score 17 points while the opponent has scored only 1 point, the game is called a** [**whitewash**](http://www.washers.org/terms/index.html#whitewash) **and the player or team with only 1 point is out of the competition.**  |
| **When one player or team reaches 21 or more points before the opponent reaches 20 points, the game has gone** [**full-term**](http://www.washers.org/terms/index.html#fullterm) **and the team or player with 21 or more points is declared the winner. When a player or team reaches 20 points before the competition, they have achieved** [**my add**](http://www.washers.org/terms/index.html#add) **or their add and reverts to last in the throwing order. Games that go to add must be won by at least 2 points.**  |