



## **Rules: Three Hole Platform :: by WasherPlayers.net**

### Playing Area

- Two Washers platforms should be placed on a flat surface, with the front edges 10 feet apart.
- The pitching areas are located on either side of the box, with the foul line being the line parallel to the front edge of the platform.
- A player may toss from anywhere behind the front of the platform from which they are throwing, but all turns should be taken from the same side of the platform as the first toss.

### Playing Equipment

- Platform sizes vary by store and individual builder. In general, boards are approx. 4' long and 1' to 2' wide.
- Holes should be 4"; spacing varies by store and individual builder.
- Each team should have a set of 3 washers, for a total of 6.
- Teams should use different colored washers.
- Washer's outer diameter should be 2.5", with an inside hole of 1".

### Scoring

**5 points** - Washer is tossed into the furthest hole.

**3 points** - Washer is tossed into the middle hole.

**1 point** - Washer is tossed into the nearest hole.

**0 points** – A washer bounces onto the platform. A washer that comes to rest on the playing surface. A washer that is on the edge of a hole, but does not fall in.

\*A thrown washer from either player can knock washers on the board in a hole. Appropriate points should be rewarded.

\*A washer that bounces onto the board should be removed before the next toss tosses.

\*Scoring is done by cancellation. After each round, the difference between both teams' scores is the score given to the highest scoring team. If both teams score the same amount, no team will receive any points.

### Examples:

\* Team A scores one in the 3 point hole and one in the 1 point hole for 4 total points. Team B scores one in the 5 point hole, for 5 total points. Team B would score 1 point for the round.

\* Team A scores a 3 and a 5, for a total of 8. Team B gets two washers in the 1 point hole, for a total of 2. Team A would score 6 points for the round.

### Game Play

#### For Doubles Play:

- Partners shall stand at opposite Washers platforms, each on the same side.
- Each team will have 3 washers of one color; all 6 washers begin at the same end.
- To decide the starting team, each player should toss one washer toward the opposite board. The team closest to the highest point hole will toss first. This is called the "Diddle".
- The first player will then begin by throwing all 3 washers at the opposite platform.
- The second player will then throw all 3 washers.
- After all 6 washers are tossed, teams count the points scored during the round.
- After scoring, the teams on the opposite end will then take their turns in the same manner. The team scoring the most points in the previous round will throw first to start the turn.
- Play continues until either team reaches the 21 points.

#### For Singles Play:

- Both players will throw from the same platform. After each player tosses 3 washers, players move to the opposite platform to tally scores, pick up their washers, and begin the next round.
- The player scoring the most points in the previous round will toss first.

### Rules Variations:

- Distance between the two platforms may vary by region.
- Teams may each throw 4 washers, instead of 3.
- A "skunk" may be called if the score reaches 11 - 0.
- Players will often throw from atop the platform, instead of a designated area to the side of the platform.