



## **Rules: One Hole Boxes or Boards :: by WasherPlayers.net**

### Playing Area & Equipment

- Two 4" diameter cups are placed in the ground. Top of the cup should be flush with the ground.
- An area of two feet should be cleared around the cups. This creates the "pits."
- Cups should be buried 25 feet apart - measuring from the center of the cups.
- 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 cup. A "ringer" or "cupper"
- 3 points - Washer is hanging partially over the cup. Also called a "leaner"
- 1 point - Washer nearest to the cup.
- 0 points - Washer lands outside of the designated playing area. The "pit"
- \* Only one player may score per round.
- \* The scoring player in the round gets points for all washers that are closer to the cup than the opponents closest washer.
- \* A thrown washer from either player can knock washers on the board in the cup. Appropriate points should be rewarded.
- \* 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 players score the same amount, no player will receive any points.

### Examples:

- \* Player A puts one washer in the cup and 2 closer to the hole than Player B. Player A scores 7 points.
- \* Player A lands 3 nearer to the cup than Player B, no player lands in the cup. Player A scores 3 points.

### Game Play

- To decide who will toss first, each player should toss one washer toward the opposite board. The player 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, trying to put washers in or near the cup.
- The second player will then throw all 3 washers.
- After all 6 washers are tossed, players collect their washers and count the points scored during the round.
- The player scoring the most points in the previous round will toss first.
- The player or team reaching 21 points first wins the game.

### Alternate Rules:

- Four washers may be tossed instead of 3.
- Additional players may be added, throwing at the same time as the other players.
- A second pit can be added for double play.
- Leaner scoring may be divided into 2 or 3 point scores, based on the amount of overhang.