

# Texas Crab Festival Washers Tournament

## Official Rules

- All players must play with the tournament washers & boards.
- Boards must be 8 feet apart (from the front of each board).
- Players may stand on or beside the boards when throwing but not in front of the boards. (Toes **MAY** hang off the front of the board.)
- Scoring: 1<sup>st</sup> hole = 1 point    2<sup>nd</sup> hole = 3 points    3<sup>rd</sup> hole = 5 points
- Lowest numbered team has the option of throwing first or second.
- Once the game begins, each player will throw three (3) washers consecutively, until one team reaches 21. It does **NOT** matter if washers hit the board unless the team throwing has 21. There will be no re-throws for missing the board.
- The team scoring the most points in the previous round will throw first the next round. Bust points **DO** count in determining who throws first.
- 21 points wins the game. You cannot go over 21 ("**BUST**").
- A "**BUST**" occurs when a player scores points in excess of 21. When a player **BUSTS**, their score goes to 15. (If a player busts, and more than one washer goes in during that throw, order does **NOT** matter. **NO** positive points can be scored in a *single throw* that causes a bust.)
- A "**BUST**" **CANNOT** be covered by the opposing team.
- Once a team reaches 21 points, they will **STEP OFF** with any remaining washers. The other team will throw their washers until they cover any points. If they cover and the leading team has any washers left, the covering team will **STEP OFF** with any remaining washers and let the leading team continue to throw until they reach 21 again, etc.
- If a tie occurs at 21 points and all washers have been thrown, both teams go to 15 points, and the team scoring the most points during that round throws first.
- The game chairman will settle all questions and/or disputes.