

# PERFECT PITCH WASHERS

## Instructions

**Contents:** 2 targets, 4 blue washers, 4 red washers, carry/storage bag

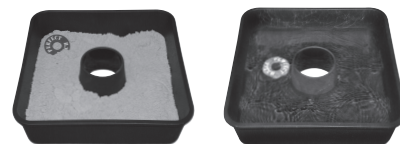
**Game Objective:** First player/team to score 21 points wins.

**Setup:** Official distance between targets is 21 feet. Adjust distance according to skill level.



### Optional Target Setup

Fill target with sand or water for easier scoring and faster game play. Sand and water will reduce bounce of washers hitting the target.



*Sand and Water Not Included*

### Game Play

May be played with 2 or 4 players. One player/team pitches red washers and one player/team pitches blue washers for duration of game.

2 players (individual play) - Play occurs back and forth between the targets.

4 players (team play) - Teammates play across from one another at each of the targets.

Game is played in rounds. A round is played from one end and the washers are pitched to the opposite target. Players alternate pitches until all 8 washers have been thrown and the round is then scored. A new round begins and players pitch to the opposite target. The player/team that scored in previous round pitches first. If no points were scored in previous round, the player/team that pitched second in that round pitches first in the new round.

### Scoring

The game is scored and tallied at the end of each round. Points are earned by the highest score in each round and is calculated by subtracting low score from high score in the round. Only 1 player/team scores in a round. If a tie or no washers score in a round, no points are awarded.

**Perfect Pitch - 3 points** - Washer lands in the center cup. Washer can bounce off the ground or box before landing into center cup.

**Target - 1 point** - Washer lands inside the target. Washer can bounce off the ground or box before landing into center cup.

**Scratch - 0 Points** - Washer lands outside target. A scratch also occurs when a player crosses the front edge of the pitch area while attempting a pitch (see illustration at top).

Scoring Example: Red player lands 2 washers in the target and 1 in the center cup for a total of 5 points. Blue player lands 2 washers in target and 1 lands outside target for a total of 2 points. Red player would score 3 points for the round ( $5-2=3$ ).

Only one team scores in a round

**GAME IS WON** by the first player/team that reaches 21 points at the end of the round. In the event of a tie, the play continues until one player/team has a higher score at the end of the round.