

Scoring:

Only one player or team can score points in an inning. Players or teams ONLY score the difference between the highest and lowest player's scores. For example, if player/team #1 tosses for 7 points and player/team #2 tosses for 4 points, then player/team #1 would only score 3 points. The winner of each inning shoots first in the next inning.

3 Points: A washer pitched into the center hole scores 3 points.

1 Point: A washer pitched that lands in the target but not in the center hole, scores 1 point. Washers may not bounce into the target. Any washer that hits the ground before landing in the target does not count.

0 points: Any washer pitched that does not land in the scoring target or that hits the ground before landing in the scoring target scores 0 points.

WASHERS

Item # 52202

Playing Instructions & Rules



For replacement parts call
1-781-341-5178 or 1-800-225-8649
OR visit www.franklinsports.com

Franklin Sports Inc.,
Stoughton, MA 02072
Made in China



Thank you for choosing the FRANKLIN® Washers game. We are confident that FRANKLIN® Washers will provide you, your family and friends with hours of enjoyment.

WASHERS

PLAYERS:

2-4

Parts List:

- (2) collapsible scoring targets
- (6) washers, 3 red and 3 blue
- (1) carry bag
- Instructions included

SET UP:

Locate a level playing area. Place the two targets up to 8ft (2.44m) apart. (See court diagram)

PLAY:

A coin flip will determine which player or team will go first. A regulation washers game is to 21 points or 9 innings, whichever happens first.

One inning consists of all six washers being pitched at the opposite target. Washers must be pitched from behind the scoring target (see court layout). If a player's foot goes beyond the back of the scoring target during a pitch, the pitch is considered a "fault" and does not count. If the pitch is a fault and the washer lands in the opposite target, it should be removed from the scoring target and does not score any points. You must win by two or more points. If the game is tied after 9 innings, additional innings are played to determine a winner.

TWO PLAYER PLAY:

Both players pitch at the same target. Player #1 pitches all three of their washers, then player #2 pitches all three of their washers. After both players have pitched all of their washers, the inning is over and a score should be calculated (see "Scoring"). In the next inning, players would pitch at the opposite target. The player that scored points in the inning pitches first in the next inning. If no points were scored, the player that pitched first in the inning pitches first in the next inning.

FOUR PLAYER PLAY:

Two teams of two players each should be determined. One player from each team should stand in the pitching box of each scoring target, so that team members are at opposite targets. Teams are set on each scoring target and do not rotate. Player #1 from team A pitches all three of their washers, then player #1 from team B pitches all three of their washers. After both teams have pitched their washers, the inning is over and a score should be calculated (see "Scoring"). Player #2 from the winning team of the previous inning pitches first in the next inning and the same alternating pitching procedure should be used. If no points were scored in the inning, player #2 from the team that pitched first in the inning pitches first in the next inning.

COURT LAYOUT:

