

**Franklin<sup>®</sup>**

  
**BEACH BUMZ™**

# WOODEN WASHERS

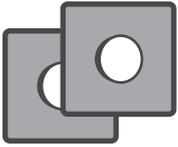
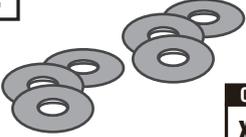
ITEM NUMBER: **53110**

For all your replacement part needs, please visit:  
[www.franklinsports.com/53110](http://www.franklinsports.com/53110)



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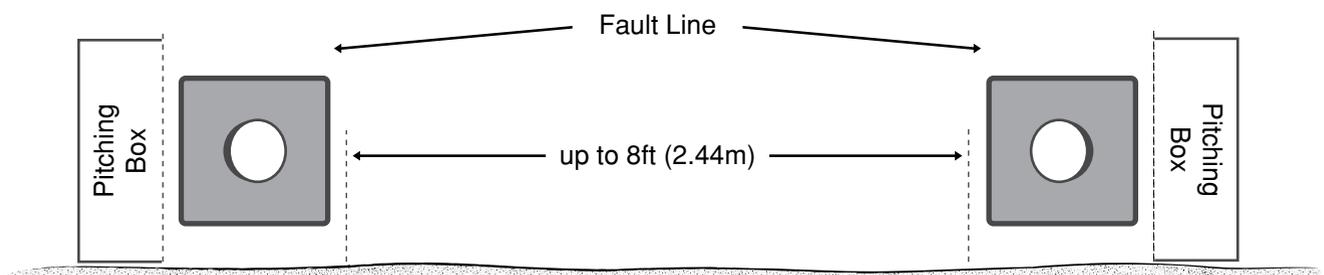
# PARTS LIST

<b>1</b>  Scoring Targets QTY <b>x2</b>	<b>2</b>  Washers, 3 green and 3 blue QTY <b>x6</b>
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## SET UP

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

## COURT LAYOUT



## PLAYING INSTRUCTIONS

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.

**GAME:** 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.

## 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 box but not in the center hole, scores 1 point. Washers may not bounce into the box. Any washer that hits the ground before landing in the box does not count.

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

# YOU ARE NOW READY TO PLAY!