

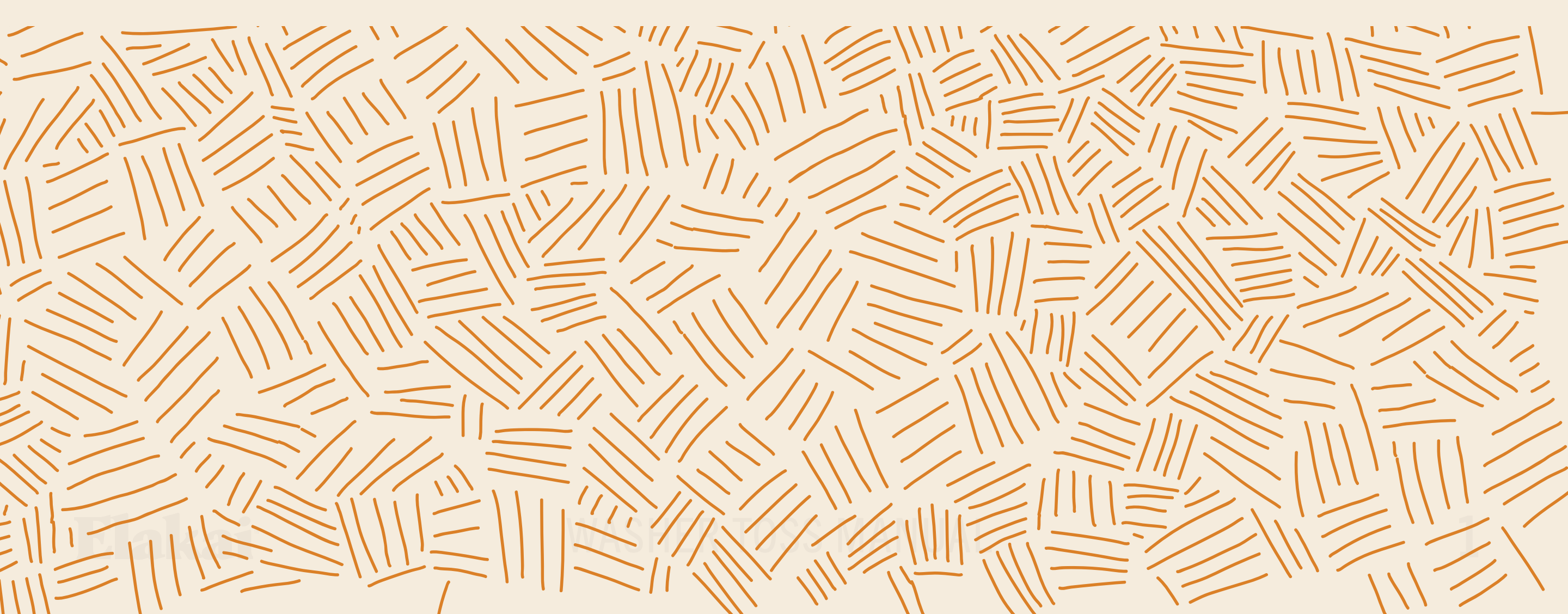


Elakai®

OUTDOOR GAMES FOR LIFE™

Washer Toss

MANUAL



The Playfield



The Setup

- Remove targets and washers from the carry bag.
- Find a flat open space and place the two washer targets 15 – 21 feet apart.
- Remove any objects that may be between or around the targets to ensure nothing impedes with the toss of a washer.
- Separate the 8 washers by color (4 red and 4 blue). One team claims the red color and the other team claims the blue color.
- Make sure that the Game-Over Stake is tightened down securely in the center of the targets.
- The foul line is defined as stepping in front of the target next to your pitching area as shown in the diagram on page 1.
- You are now ready to play Elakai Washer Toss!

The Washers

- 8 washers are used for the game; 4 red and 4 blue washers for each of the 2 teams.
- The game can be played with plastic-coated steel or uncoated steel washers.
- Weight may vary.
- Each washer must have at least a 1-inch diameter hole when using with the Game-Over Stake.

The Rules

The Original Game-Over Stake

New to the game of Washer Toss is the Game-Over Stake. At any point in the game, if a player rings their washer around the stake in the center of the target the game is over. No rebuttal or extra throws take place.

Individuals - Singles Play

Player 1 competes against Player 2.

- Players line up next to each other at one of the targets.
- Player 1 won the coin toss and makes the first toss.
- Player 2 then makes their first toss.
- Players alternate turns until both players have tossed all 4 of their washers at the target.
- Players then walk down to the target, take score, and set up to toss the washers back toward the first target.
- Players take score using cancellation scoring. See next section for more details on cancellation scoring.

Teams - Doubles Play

Team 1 competes against Team 2.

Both teams are comprised of two players.

- Players line up across from their partner as shown in the diagram on page 1.
- Team 1 won the coin toss and makes the first toss. Player 1 from Team 1 tosses their first washer at the opposite target.
- Player 1 from Team 2 then tosses their first washer at the same target.
- Players alternate turns until both players have tossed all 4 of their washers at the target.

- The score is taken by the team members located at the target and all washers are collected.
- Player 2 on each team alternate turns tossing their washers back to the starting target following the same rules.
- Players take score using cancellation scoring. See next section for more details on cancellation scoring.

Scoring

At the end of each round, points are determined using the cancellation scoring method. Each team adds their points and compares. The difference of the two is awarded to the higher scoring team for that round. The first team to score 21 points or ring the Game-Over Stake wins the game!

1. Determining Points

- A washer rung around the Game-Over Stake is an automatic win.
- A washer that lands inside the center square of the target box is worth 3 points.
- A washer that lands inside the target box, but outside the center square is worth 1 point.
- A washer that lands outside the target box is worth 0 points.
- A washer that bounces into the target box from outside is worth 0 points and should be removed before continuing to play.

House Rules

- a. Rules not found in a game's manual**
- b. Made-up rules followed within one's specific household**

2. Optional Scoring Rules

- **Mercy Rule:** If a team reaches 11 points without the other team scoring at all, the game is over.
- **Exactly 21:** If a team goes over 21 points, their score drops down to 15 points. The goal is to get 21 points exactly.
- **Traditional:** Remove the Game-Over Stake to play a traditional game to 21 points.

Care and Maintenance

Keep it Clean

Use a damp cloth to wipe off dust and dirt after every use. If it is a bigger job that requires something more heavy duty, use warm, soapy water. Cleaning your playing board will keep it from deteriorating over time.

Update the Coat

Our games come pre-coated with a high-grade polyurethane that protects not only the aesthetic of the wood but also, it's integrity. Different climates and weather can change the length of the protection you get from our original process, so if you start to see some wear you should simply add another layer of polyurethane to extend the life of your game.

Mind The Elements

Hail, rain, snow, mud, and heat can damage your game. Protect your game from extreme weather and do not play in harsh conditions.

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