

Rule of the Games

"Washer Pitching" is a game that goes by many other names, such as "washers," "washer tossing," "Texas Horseshoes," "redneck horseshoes," "hillbilly horseshoes," "hot tub party," and "Irish quoits." It is played with washers (instead of horseshoes) that are aimed at buried cups or washer boards.

The game of "washer-pitching" has been cited in Texas since 1930 and have been played in other parts of the U.S. since at least 1927.

What exactly is the game Washers?

If you like Bocce Ball, Lawn Darts, Bean-bag toss, Horseshoes, or just being outdoors, then you'll absolutely love the pitching washers! The game washers is sometimes called, "Texas Horseshoes" and it is becoming a huge hit across the country. It will not damage your yard! It can be played on grass, sand, carpet, wood, inside or on cement. And the best part is, you can bring it anywhere. The preferred playing area is short to medium grass or sand.

The washers and boards that Texas Hitch & Pitch sells always brings out the best in competition and a unique challenge. You will meet so many new people with the curiosity that the custom washers games attract.

Washers are perfect for parties, graduations, tailgating, concerts, family events, gatherings, picnics, traveling, camping, company events, bars, barbeques, or just a fun day out in the sun. Each game set is handcrafted with care by Texas Hitch & Pitch professionals right here in Texas.

Wikipedia: Washer pitching

Washer pitching is a physical game of skill that originated in the Southern United States. It is very similar to horseshoes. It is an especially popular pastime in the United States. Washers is often referred to as "Texas Horseshoes" in parts of the United States. It is also referred to as Hot Tub Party in other areas of the country.

Washer Pitching (aka Washers)

Washer Boards can vary in size but a standard size for one-hole Washers is 24in. X 24in.. The one-hole version the boards can also come in a pentagon or octagon shape. Three-hole Washers is rectangular in shape. The boards are placed approximately 21 ft away from each other. Generally underhand tactics are used to throw the washers. The

person throwing can stand on, next to, or behind, but not in front of the box. Scoring is like horse shoes where the second team to go can wash-out/rebut any points that the first team may have scored and then add to their total. Games are normally played to 21 points. In some parts of the country the boxes are placed 25 feet away from each other and games are normally played to 15 points. Basic pit holes are 21 feet apart. One point is awarded for each washer nearer the whole than the opponent's closest, 2 for "hangers" (washers protruding over the edge so that the bottom can be seen through the center), and 3 for "ringers."

In the "real" version of Washer Pitching, in Texas, there are no boards. The washers are 1-inch I.D., 2 1/2 inch O.D. The PVC cups are either 3-inch, 3 1/2-inch or 4-inch (3 is the preferred size) I.D., 21 feet apart. The washer "pits" (where the cups are buried) should be approximately 48 inches square and be comprised of a sandy or loamy soil. The game is played to 21 points. The closest washer to the cup is awarded 1 point. A "hanger" - any washer protruding over the edge of the inside of the cup - is awarded 3 points. A "cupper" gets you 5 points. There are no "leaners" or "ringers," those are Horsehoe pitching terms. If your opponent lands on your cupper, they cancel out, and the other washers are scored normally. A 3-2-1 scoring can be used to make the game longer. Team washer pitching is mighty entertaining, and double-elimination tournaments are big fun.

Official Washer Pitching Association Rules

Washers is an outdoor game of skill, played by four contestants. The game field consists of two washer pits, each containing one recessed cup of 4 inches in diameter (101.6 mm) positioned a specific distance apart, toward which players throw washers to score points. The official distance, from cup centers, is 21 feet. Shorter or greater distances are occasionally used but are not certified for official competition. For a tournament to be official, 5 teams must be present.

Each player throws four washers toward the opposite cup. Subsequent throwing order is based on who scored last with the scorer throwing first. In games with a standard pit, players may stand anywhere inside the pit when throwing. In games without a framed pit area, players are allowed to stand no closer than one normal step in front of the cup. The starting contestant throws all four washers, one at a time, followed by the second player's throws. Only one player may score per round. A washer inside the cup scores 5 points, leaning over the side is 3 points, and closest to the cup is 1 point. Scoring is done after all contestants have thrown. Should player #2 hit player #1's washer, for example, and nudge it closer to the cup than his own, player #1 thanks player #2 and benefits.

Should player #1 land a washer inside the cup and player #2 also land a washer inside the cup, player #2's throw negates the cupper & no points are awarded for the cupper. In this example, points would then be awarded based on the remaining washers and their distance from the cup. (Distance from the cup is generally determined by visual

observation but may require a measurement. In the rare event that the two closest washers are equidistant from the cup, no points are awarded) Should player #1 score two coppers and player #2 cap only one of them, 5 points would be awarded to player #1.

A winning game is determined in several ways. Should one player or team reach 11 points before the opponent scores a single point, the game is called a skunk and the player or team with zero points is out of the competition. With two players or teams, and one reaching 11 points before the other scores, the game is finished. Should one player or team score 17 points while the opponent has scored only 1 point, the game is called a whitewash & the player or team with only 1 point is out of the competition. (A skunk & whitewash are not official tournament rules).

When one player or team reaches 21 or more points before the opponent reaches 20 points, the game has gone full-term and the team or player with 21 or more points is declared the winner.