

3rd ANNUAL TIMBERFEST WASHER BOARD TOURNAMENT

Date: October 8, 2011, 12PM

Place: Grant County Courthouse Lawn

Cost: \$10.00 per team (2-person Team)

Dear Washer Board Players,

Please complete the enclosed form and return it with your entry fee. The tournament will be limited to the first 32 teams! If the 32 teams are not filled by the day of the tournament, it will be on a first come, first serve basis. **Late entry forms will be accepted until 11:00 a.m. on the day of the tournament.** 75% of all entry money will be awarded to the top 4 Teams.

Top 4 Teams will divide the Jackpot as follows:

1st Place – 50%

2nd Place – 25%

3rd Place – 15%

4th Place – 10%

Mail entry form and entry fees to:
Grant County Chamber of Commerce
202 North Oak Street
Sheridan, Arkansas 72150
(870) 942-3021

1st Players _____
Name

Address

Phone

2nd Players _____
Name

Address

Phone

TIMBERFEST WASHER BOARD TOURNAMENT RULES

- Players must register at least [2 hours before the tournament begins]. Because it's important for us to have our bracket completed ahead of time, we will strictly enforce this cutoff time.
- All teams will check-in at the tent 15 minutes before the tournament begins. If you're not there at this time, your team will automatically be disqualified.
- **For Team Play (2-on-2):**

Team members will throw from opposite boards. The first player from Team One will toss three washers; the first player from Team Two will toss their 3 washers to the same board. Note scores.

Opposing players pick up washers, and proceed to throw from their side. Team one, player two, throws their 3 washers, then Team Two player two. This completes a round. After all washers have been tossed, and scores are noted.

The last player or team to score plays first in the next round. A cancel does not affect this.

Keeping Score:

- 1) One point is scored for the hole closest to the front of the board.
- 2) Three points are scored for the center hole.
- 3) Five points are scored for the last hole on the board.

To score points the washer must fall into the hole and touch the ground either entirely or partially.

If a washer is knocked into a hole either by an opponent or by a team member, the points go to the player who originally threw the washer.

- If during a round, opponents each toss a washer into the same hole, neither player scores, a player may in this way cancel another player's successful score.
- The first team to attain the exact score of 21 wins the game.
- If a team exceeds the score of 21 during a given round after both teams have tossed, the said team will go back to the score subtracted after they reached 21.

Example: A player or team has a score of 19, and they score another "5" after both teams have pitched. This "5" will cause them to go up to 20, 21, then back down to 20, 19, 18 for the total or "5". The score is now 18. This same format will continue until one team ends with 21 exactly and all washers have been pitched.

Special considerations: End of Game and Two teams going out (reaching 21) during the same round.

- If a player Pitches their first washer and attains a score of 21, the player must still pitch their remaining two washers. These washers must hit the board or the score attained on the first pitch does not count. Example: Team one has a score of 18 and on their next pitch, the washer is pitched in the middle hole for 3 points, the next two washers must be pitched and must hit the board for the score to count and give the team the victory.
- If two teams both have the opportunity to go out, the first team to do so is the winner. Example: If team one has 18 and team two has 20, both teams have the opportunity to go out on their teams pitch. The team who scored the last points will pitch their washers first. If team one pitches their washer in the middle (3 point) hole and then hits the board with their next two washers, they will have gone out first. Team two will have the opportunity to pitch their washers but will have to cap or cover team one's washer in the 3 hole as well as pitch a washer in the one hole in order to win. If this is done with their first two washers, they must also hit the board with their last washer in order to win.
- The washer boards will be 10' (ten feet) apart. Players must toss from the end of the washer board.
- Washers and boards will be provided. You may not use your own.
- Each player is allowed 3 warm-up pitches before the game.
- A coin toss, at the beginning of each game, will determine which team goes first.
- This is a double-elimination tournament.
- Players may only pitch for one team.
- Judges decisions are final.
- Tournament coordinators reserve the right to modify any of the above rules. If changes arise, the teams will be notified.

