

# New Mexico Senior Olympics

## Huachas (Washers) 1 Hole Board Rules

Revised 8-2023

### Playing Format

1. Huachas will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used.
3. Event will be singles.
4. Playing format will be double elimination or round robin tournaments based on the numbers of registered entrants. Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Game competition.
5. Tie-breakers will be addressed at the conclusion of each age division.
6. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.
7. Competition schedule for each age group is published in registration athlete booklet and available at the Game check-in Sport Table area or by calling Sport Coordinator.

### Playing Rules

1. Object of the Game: Washers are pitched underhand to the opposite board into the cup opening. The opening is a 3” diameter in the center of the board. Player reaching 11 points first or highest score after 20 throws (5 rounds of 4 throws) wins the game.
2. Position: Boards are placed 18 feet from the front of (board 1) to the front of (board 2) for a distance from cup to cup of 20 feet. Both contestants stand at one board and throw washers toward the other board. Players may stand lined with the back of the board or next to the board. However, may not step further than the length of the board when pitching washers.
3. To determine who will pitch first to start the game: Each player will throw one washer toward the opposite box and whoever gets closest to the hole will be the first to throw. This is called the “Diddle.” After the game has started, the person/team who scored last throws first.
4. **Playing the Game:** Player A will pitch all four 4 washers (one at a time) in a row followed by Player B, this is a “round.” The idea is to land in the cup if possible and if not--as close as possible--similar to horseshoes and hand-grenades. Scoring is determined after both players have pitched all of their washers.
5. **Scoring:** *Only one player may score per round but scores points for all washers that are closer than their opponents.*

**1 Point** = being on the board

**3 Points** = leaning over edge of cup

**5 Points** = washer in the cup

**Equal points cancel each other.**

Example #1 - Should Player A land a washer inside the cup and Player B also lands a washer inside the cup, Player B’s throw negates or “nullifies” the ringer, and no points are awarded for the ringer to either player.

Example #2 - If Player A has 2 washers in the cup and Player B has 3 washers in the cup then Player B will get 5 points.

The winner is the Player reaching 11 points first.

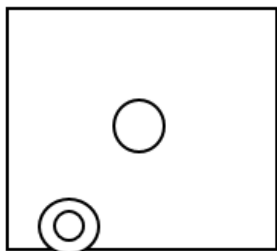
## Huachas (Washers) Rules (cont.)

If Player A reaches 11 and Player B has yet to pitch their washers then B is allowed to finish the round in the hopes that they can get more points or nullify Player A's points.

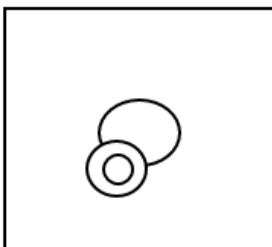
Should one player reach 6 points before the opponent scores a single point, the game is called a skunk, and the player with zero points is out of the competition. A "Skunk" can be called at 6-0.

**Tiebreaker-** One additional, complete round will be played to determine the winner. The player with the highest score at the end of the round wins. If, after two rounds the score is still tied, a throw off will take place. Each player will get one throw. The player that scores or has the closest Huacha (washer) in scoring position will be declared the winner.

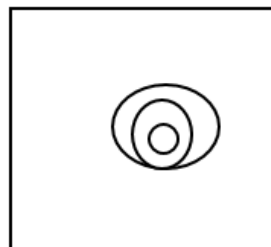
1 point



3 points



5 points



# HUACHAS (Washers) Score Sheet

Player to reach 11 Points or highest after 20 throws wins game

M / F Age \_\_\_\_\_

Game # \_\_\_\_\_

## CONTESTANTS

VS

Points	Score	Washers	Points	Score
		4		
		8		
		12		
		16		
		20		

**FINAL SCORE** \_\_\_\_\_

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