

## **HOLEY BOARD RULES ALABAMA SAMBOREE**

1. The Holey Boards shall be set facing each other with 10 ft. distance between them. Players in turn stand on the forward end of the board, no further than the front edge of the board.
  - a. One to two people will play from each board depending on time restraints or play-off needs.
  - b. Ten (10) pitches, Five (5) from each end, will constitute a game.
  - c. Three washers will be pitched by each person.
  - d. Players at each board will determine who goes first.
2. To begin play;
  - a. The Game Monitor will flip a coin to determine which end begins pitch.
  - b. Thereafter, pitch will alternate between rounds of play.
3. To score;
  - a. A player's pitched washer must go in one of the 3 holes (or be knocked in by competitor's pitched washer).
  - b. Washers bouncing up from the floor are 'dead' and cannot score.
  - c. The hole closest to the player counts 1 point, the middle hole 3 points, and the furthest hole 5 points.
  - d. Stacking (topping) washers does not cancel washer scores beneath.
  - e. All washers staying in the holes score points to the player pitching each washer.
4. All play is individual and high score and second highest score result in First and Second place respectively.
5. The Game Monitor will specify the number of pitches each player will receive in the event of a play-off.