



WASHER TOURNAMENT REGISTRATION

May 22, 2010

HARDIN COUNTY ENTERTAINMENT RANCH
HWY 418, KOUNTZE, TEXAS 77625

\$10 Pre-Registration per person includes Festival admission (\$10 value Festival admission tickets will be held at will call under Team Name)

\$5 Late Registration per person does not include Festival admission
PRE-REGISTRATION DEADLINE IS MAY 14, 2010!

Team Name: _____

Player 1 Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ E-mail: _____

Player 2 Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ E-mail: _____

Player Pre-Registration \$10 x 2 = \$20

Tent Camping Spot \$5 x _____ = \$ _____ Self-contained RV Spot \$15 x _____ = \$ _____

TOTAL DUE \$ _____

RETURN COMPLETED FORM AND PAYMENT TO:

Kountze Chamber of Commerce – Washer Tournament
PO Box 878, Kountze, TX 77625

Email: info@hcmusicfest.com Web: www.hcmusicfest.com

I, the undersigned do hereby release the sponsor from any claim, action, demand, or liability arising out of conduct of any nature of the sponsor, its officials or agents, including its asserted failure to exercise ordinary care and do hereby indemnify from any claim, action or demand by any person for expense or damage arising from attendance or participation in the Hardin County MusicFest or the Washer Tournament.

Signature #1 _____ Date _____

Signature #2 _____ Date _____

I also agree that I have read the following HCMMF Washer Tournament Rules and agree to abide by the following rules.

WASHER TOURNAMENT RULES

Prizes: 1st Place – Washer Board set & Festival T-shirt
2nd Place – Festival T-shirt

1. Washer Boards are placed 8 feet apart.
2. Teams consist of 2 players who stand on opposite boards while throwing their 4 washers that are provided by the Hardin County MusicFest.
3. Whichever team scored last throws first on their next turn.
4. Washer has to hit board before any points are scored. If the washer hits the ground and bounces in, the points are not counted and it does not have to be covered.
5. If a washer goes in the hole and pops out or is knocked out, no point is scored. If a player knocks in an opponent's washer, the opponent gets the point.
6. The game is played to 21, no more or less, with 1 point, 3 point, and 5 point holes from nearest to furthest. A coin toss will decide which team throws first.
7. If a washer is covered by an opponent's washer, neither team gets a point. One washer does not cancel multiple points.
8. Once a player has 21 showing and has extra washers, they must hold the washers and give the opponent a chance to cover. If opponent covers, the player may use extra washers while opponent holds extra washers - this continues until all washers are thrown or 21 is thrown when opponent has no extra washers.
9. When a team throws over 21, this is a "bust" and that team's score returns to 15 points. If the opponent covers the "bust" washer, that team returns to the previous score, even if it was 21.
10. If you bust and have remaining washers, they can be used to cover holes but not for points. The score will remain at 15 during that turn no matter how many points are scored. Scoring will continue for that team during their next throw.
11. In case of a tie, the players up to throw have a "throw-off". Each throws all washers, clear board after first thrower, no covers, most accumulated points wins.
12. After winning the game, extra washers do not have to be thrown or hit the board.