



HORSESHOES

About Horseshoes

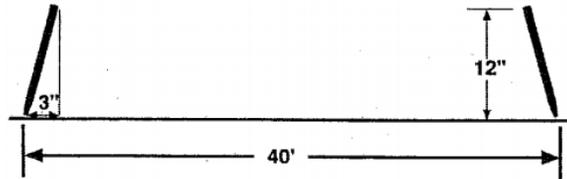
Horseshoes is an outdoor game that has been enjoyed for centuries, great for both casual play and serious competition. You can play one-on-one or in teams of two, taking turns to toss horseshoes towards a stake in the ground to score points.

Game Setup

Any smooth, grassy, obstruction free area can be used as your court. Drive one stake into the ground, at an angle that leans forward about 3 inches.

Find another spot, about 20 feet away from the first stake, then drive your second stake into the ground. This stake should also lean forward about 3 inches, facing the first stake.

Each stake should have a height of 12 inches above ground. Adjust if needed.



How to Play

This game can be played by two players, or by two teams of two players each.

- 1) Players toss a coin, or play rock paper scissors. The winner decides who starts the game.
- 2) Player 1 takes their turn to pitch a horseshoe, and Player 2 does the same with their turn. The inning continues until all horseshoes have been pitched.
- 3) After both players are done, this completes an 'inning'. The winning player for this inning is the first to pitch in the next inning. If the inning score is tied, the last player to pitch will be the first the next inning.

Take Note...

- Pitched horseshoes cannot be touched until all points have been totaled and the winner determined.
- Players are not permitted to walk to the target stake in order to check the position of an opponent's shoes before pitching.
- Players not pitching must remain behind the stake and opposite the pitching player to avoid interfering with the pitched horseshoe.

Scoring

Players can choose to either play a **regular game** (21 points) or a **tournament** (50 points). Points are scored at the end of each inning according to the position for the horseshoes in relation to the target stake. Only one player can score in any inning.

A horseshoe must be within 6 inches of the stake to score any points (figure 1)

Equal pitches count as a tie, cancelling each other, and no points are scored.

A “ringer” is a horseshoe encircling the stake with heel calks extending beyond the stake (heel calks are the pointed-in ‘toes’ at the end of the horseshoe - see figure 2)

- **1 point** goes to the player with the horseshoe closest to the stake. A ‘leaner’ or a horseshoe leaning against a stake, also counts for one point

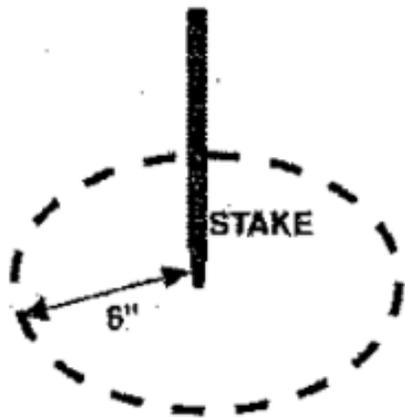


FIGURE 1

- **2 points** go to the player with two shoes that are closer to the stake than their opponent's
- **3 points** go to each ‘ringer’, If both players have a ringer, the closest shoe scores 1 point (the ringers cancel each other). However, if you have two ‘ringers’ against your opponent’s one ‘ringer’, you will get 3 points.
- **4 points** go to the player who has one ringer AND the closest horseshoe. Again, if another player has a ringer, then that cancels out your ringer and you can only count your closest horseshoe.

CAUTION: To avoid possible injury, keep players and spectators a safe distance from the active pitching area. Do not use shoes for any purpose other than the game described. Adult supervision is recommended for younger children.



FIGURE 2