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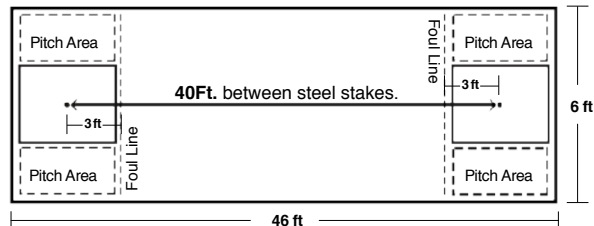
RECREATIONAL HORSESHOE GAME

INSTRUCTIONS

Ages: 8+ **Players:** 2-4

Contents: 4 Official Size and Weight Carbon Steel Horseshoes and 2 Solid 24" Forged Steel Stakes

Set-Up: Recreational Horseshoes is an outdoor game, best played in a large clear, flat area roughly measuring 6 ft wide and 46 ft long with two pit areas measuring about 36 inches wide and 48 inches in length. Place the 2 steel stakes in the middle of the pits spacing them 40 ft apart from each other. Stakes can be angled toward each other but no more than by 3 inches.



GAME PLAY

After setting up the two steel stakes in each of their pits, a horseshoe is pitched in order to determine which player or team will start the game. The Player or Team with the shoe closest to the stake goes first.

Each player or team will stand beside their horseshoe pit (the pitch area) and pitch their two horseshoes alternating with the opponent. Players can pitch from anywhere in the designated pitching area as long as they do not step in front of the Pit area. When all 4 horseshoes are pitched, it is considered an "Inning".

Once all 4 steel horseshoes have been pitched, the total points are added up and the score is calculated for that inning.

SCORING

The points are explained as follows:

3 Points	Ringer - when a shoe comes to rest encircling the stake. A line drawn from one point of the shoe to the other, must clear the stake to score.
1 Point	Shoe in Count - a shoe that comes to rest in any position within 6 inches of any part of the stake. It still counts if the shoe is leaning against the stake.
0 Points	Shoe Out of Count - a shoe that comes to rest farther than 6 inches from the stake. A foul shoe scores 0 points.

After every inning, only one player or team can be awarded points. Ringers cancel each other out, so if both players pitch a Ringer, no points are scored. If there are any un-cancelled Ringers still in the pit, they score 3 points.

If all Ringers are cancelled out, any horseshoe left, closest to the stake and "in count" scores one point. A shoe is considered "in count" if it is within a horseshoes width (measured across the outside open end) of the stake (Official rule is 6 inches max).

If both players/teams land horseshoes that are determined to be the same distance from the stake or are leaning up against the stake, they cancel each other out and no points are awarded.

If you have two shoes closer than any of your opponents, you get two points. "Leaners" are worth one point and are considered closer than any adjacent shoe except ringers.

HOW TO WIN

The most popular way to determine the winner, is for a player or team to be the first to reach a score of 40 points or higher.

Some also decide on a "Pitched Shoe Limit" which is the number of shoes that will be pitched (the limit shall be an even number) before a winner is announced. The one with the highest score when the limit is reached, is the winner.