HORSESHOES

HOW TO PLAY

PLAYER A PITCHES BOTH SHOES FOLLOWED BY PLAYER B SHOE MUST LAND WITHIN ONE HORSESHOE WIDTH OF THE STAKE TO SCORE A POINT. IF YOUR OPPONENT THROWS A RINGER ON TOP OF YOURS, THEY CANCEL OUT! PLAYER WHO SCORES MORE POINTS GOES FIRST IN THE NEXT ROUND.

POINTS

CLOSEST SHOE = 1 POINT
RINGER = 3 POINTS
RINGER + NEXT CLOSEST SHOE = 4 POINTS
BEGINNER PLAY TO 11 POINTS ADVANCE PLAY TO 11

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