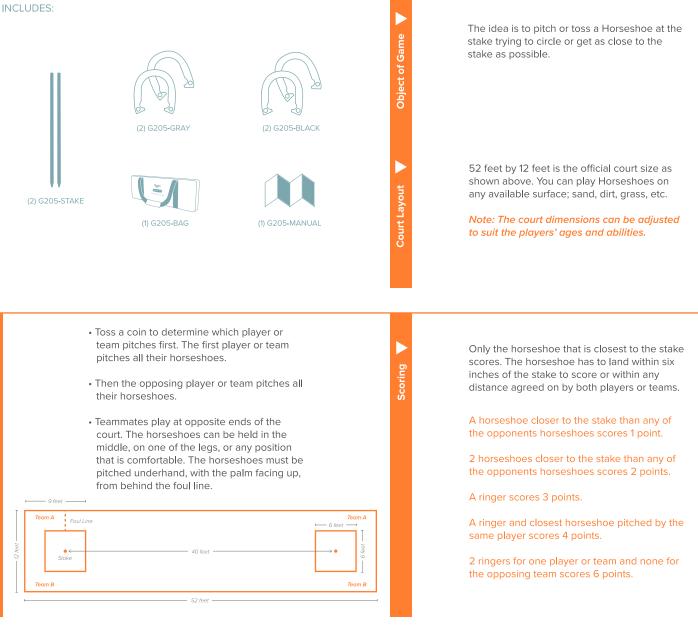
DRSESHOES Instructions

SET INCLUDES:



Game Plav



qualify as a "ringer", a straightedge held against both heels of the horseshoe must not touch the stake. A "ringer" is the

In the event both opposing players or teams toss equal pitches, all the points for those pitches cancel each other out.

Example 1:

Player A pitches a ringer and player B pitches a ringer - no points are awarded to these pitches.



Winning the Game

Example 2:

Player A has 2 ringers and player B has 1 ringer player A earns 3 points and player B earns 0 points.

The number of points needed to win the game is 21. This can be changed if all the players agree before the game begins.

The game is divided into innings. Each inning consists of 4 pitched horseshoes; 2 by each contestant. An inning is completed when all 4 horseshoes have been pitched and measured.

A horseshoe that is struck and moved by another horseshoe, is measured again from its new position. If a player knocks one of his teammate's or opponent's horseshoes form a non-ringer position to a ringer position, that horseshoe will count as a ringer and 3 points will be awarded to that horseshoe.