

## 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:

<b>3 Points</b>	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.
<b>1 Point</b>	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.
<b>0 Points</b>	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.

Check out more  
games from JETT Games!



**RECREATIONAL  
HORSESHOE  
SET**



**JETT  
GAMES**

for more information  
visit us at

**JETTGAMES.COM**

## COMPETITIVE LADDERTOSS GAME

### INSTRUCTIONS

**Ages:** 8+

**Players:** 2-4

**Contents:** 2 Steel Ladders, 3 Red Bolas, 3 Blue Bolas, 1 Carrying Case

**Set-Up:** Place the 2 Ladders 20 ft apart from each other after assembling them. Each player stands beside one steel ladder while in play to pitch the bola to the next ladder.

