

## Horseshoes

- Played in teams of 2, tossing from opposite ends of each other.
- Each contestant throws (pitches) 2 horseshoes for points.
- Award 2 points for a shoe that lands within 6 inches of the stake, this includes when a shoe is touching the stake.
- Award 3 points for a shoe encircling the stake (called a ringer)
- Any shoe farther than six inches from the stake has no value.
- Play until the first team reaches 40 points. If there is a tie, play until one team achieves a higher score.