



A-1 AMUSEMENT & PARTY RENTAL

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GIANT HORSE SHOES

THE RULES

1. EACH PLAYER PITCHES BOTH SHOES FOLLOWED BY THE OPPONENT'S TWO SHOES.
2. IN PITCHING A SHOE, THE PLAYER MAY NOT CROSS THE FOUL LINE.
3. WHEN PLAYING TEAMS, HALF THE TEAM THROWS FROM ONE STAKE AND HALF THROWS FROM THE OTHER.
4. GAMES CAN BE PLAYED TO 40 POINTS IN A POINT LIMIT GAME OR 40 SHOES IN A SHOE LIMIT GAME. IN THE SHOE LIMIT GAME THE PLAYER WITH THE HIGHEST POINTS WINS. IF A TIE EXISTS THEN EACH PLAYER CAN TAKE A HALF WIN OR A TWO-INNING TIE BREAKER CAN BE THROWN.

SCORING

1. ANY SHOE MUST BE WITHIN ONE HORSESHOE-WIDTH (MEASURED ACROSS THE OUTSIDE OF THE OPEN END OF THE SHOE) OF THE STAKE TO BE CONSIDERED FOR POINTS. (OFFICIAL RULES CALL FOR 6 INCHES MAX).
2. THE CLOSEST SHOE TO THE STAKE GETS 1 POINT.
3. IF YOU HAVE TWO SHOES CLOSER THAN ANY OF YOUR OPPONENT'S, YOU GET 2 POINTS.
4. RINGERS ARE WORTH 3 POINTS EACH AND MUST COMPLETELY ENCIRCLE THE STAKE SO THE ENDS CAN BE TOUCHED WITH A STRAIGHT-EDGE WITHOUT TOUCHING THE STAKE.
5. IF YOU HAVE THE CLOSEST SHOE AND A RINGER, IT'S 4 POINTS.
6. IF YOUR OPPONENT THROWS A RINGER ON TOP OF YOURS, THEY CANCEL AND NO POINTS ARE SCORED.
7. LEANERS ARE WORTH 1 POINT AND ARE CONSIDERED CLOSER THAN ANY ADJACENT SHOE EXCEPT RINGERS.

INVENTORY

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| | (2) RED FOAM HORSE SHOES |
| | (2) BLUE FOAM HORSE SHOES |
| | (1) RED STAKE ASSEMBLY |
| | (1) BLUE STAKE ASSEMBLY |

SAFETY GUIDELINES

1. WE ADVISE THAT THIS UNIT NOT BE LEFT UNATTENDED FOR SAFETY REASONS. ADULT SUPERVISION IS REQUIRED.
2. DO NOT OPERATE UNIT IN RAIN, LIGHTNING, DARKNESS, OR WINDS EXCEEDING 20 MPH.

I HAVE READ AND UNDERSTAND THESE RULES. I WILL SEE THAT THEY ARE ENFORCED.

NAME X _____

(PLEASE PRINT AND SIGN)

DATE _____

COMPANY REP X _____

DATE _____

*******RENTER IS RESPONSIBLE FOR ALL DAMAGES*******