



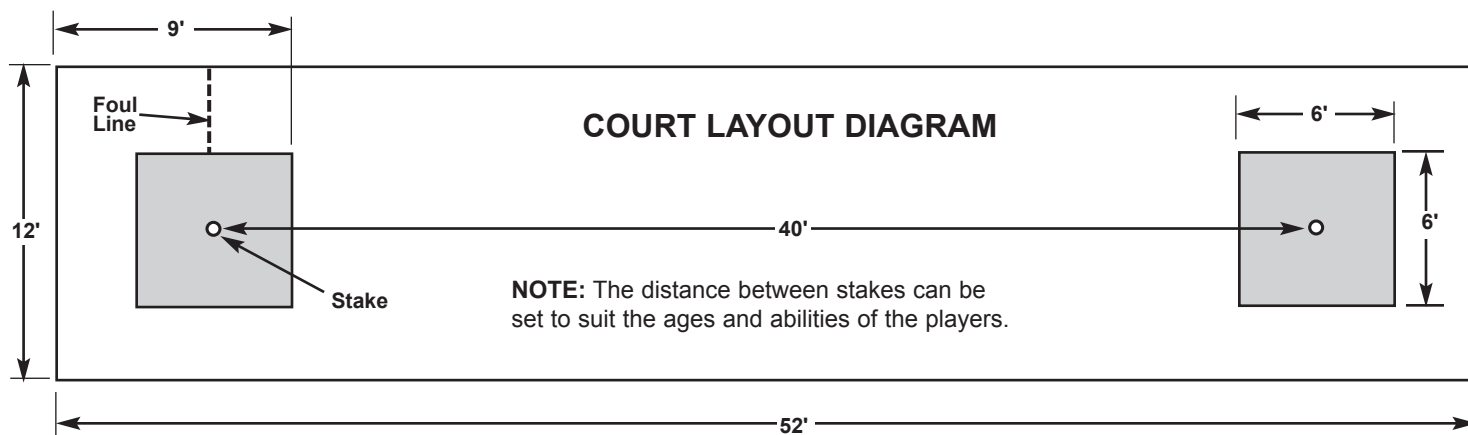
ASSEMBLY & PLAY INSTRUCTIONS for ITEMS HO100/HO500/HO700/HO500SAM STEEL HORSESHOE SET

OBJECT OF THE GAME

The idea is to pitch or toss a Horseshoe at the stake trying to circle or get as close to the stake as possible.

COURT LAYOUT

52 feet by 12 feet is the official court size as shown in below. You can play Horseshoes on any available surface; sand, dirt, grass, etc. The court dimensions can be adjusted to suit the players' ages and abilities.



PLAYING THE GAME

Holding and pitching the Horseshoe

The horseshoes can be held in the middle, on one of the legs, or any position that is comfortable. The horseshoes must be pitched underhand, with the palm facing up, from behind the foul line.

To start the Game

Toss a coin to determine which player or team pitches first. The team or player with the winning toss starts the game. The first player or team pitches all their horseshoes. Then the opposing player or team pitches all their horseshoes.

Teammates play at opposite ends of the court.

Scoring

Only the horseshoe that is closest to the stake scores. The horseshoe has to land within six inches of the stake to score or within any distance agreed on by both players or teams. A horseshoe encircling the stake is called a "ringer". To qualify as a "ringer", a straightedge held against both heels of the horseshoe must not touch the stake without touching the encircled stake. A "ringer" is the highest score a player can achieve with one horseshoe.

Points

- A horseshoe closer to the stake than any of the opponents horseshoes scores 1 point.
- 2 horseshoes closer to the stake than any of the opponents horseshoes scores 2 points.
- A ringer scores 3 points.
- A ringer and closest horseshoe pitched by the same player scores 4 points.
- 2 ringers for one player or team and none for the opposing team scores 6 points.

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.

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 team mate's or opponent's horseshoes from a non-ringer position to a ringer position, that horseshoe will count as a ringer and 3 points will be awarded to that horseshoe.

LIMITED WARRANTY

VERUS SPORTS, Inc. warrants this game to be free from defect in material and workmanship for 90 days by original purchaser of the unit. This warranty covers manufactures defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee, this warranty does not apply to products damaged through accidents, misuse, or neglect. VERUS SPORTS, Inc. reserves the right to make inspection and determination of all warranty claims.

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WARNING

Adult supervision is necessary whenever children are playing. Being hit by a thrown object can result in a serious injury.