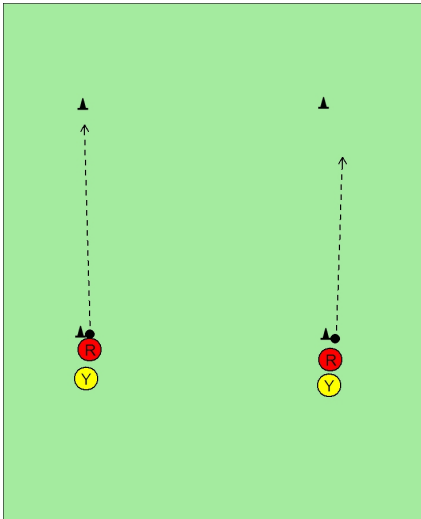




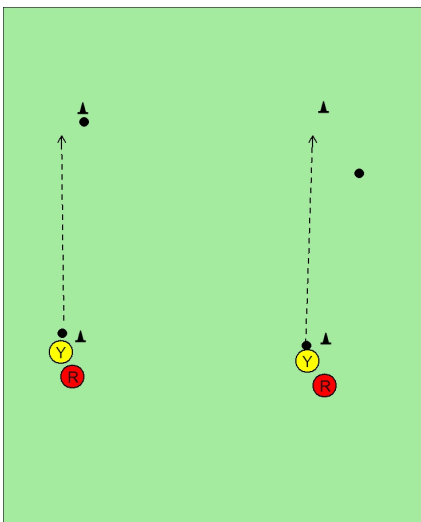
### Horseshoes



#### How it works

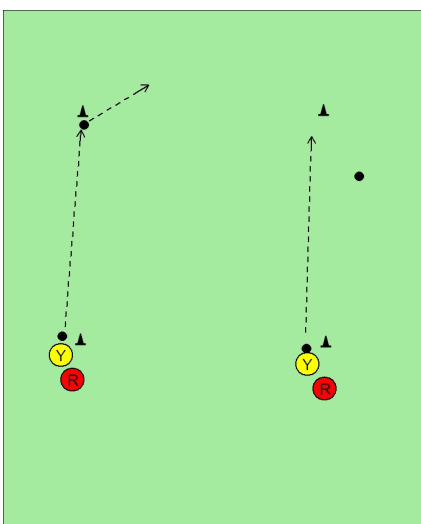
Two players stand together at the corners of a grid, as shown in this diagram.

The red player passes the ball to get it as close to the other cone as possible.



The yellow player then passes their ball to try and get closer to the cone to score a point.

If either player gets their ball to stop right next to the cone (a toucher) it counts as three points.



The yellow player can play to knock the other ball away in an attempt to get closer or prevent the red player from scoring three points for a toucher. The player who scores the point goes first each time or they can just take it in turns. Winners and losers could then move on to play each other in a competition.

#### Possible changes

Mark an area around the target cone to count as a scoring zone. The ball must be inside this area to score a point.

Use two balls each if you have a good supply.

Lengthen the distance between the cones depending upon the ability of your group or even each pair within your group.

Award a player five points for knocking the cone over.