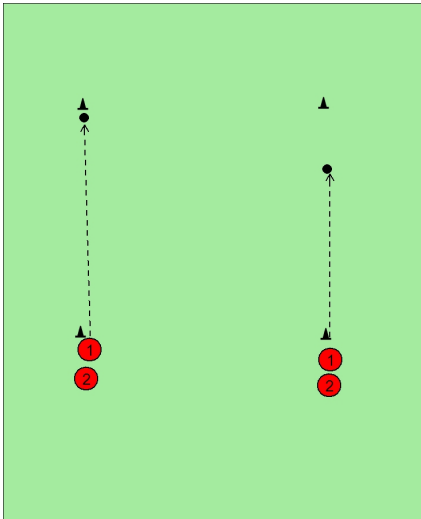




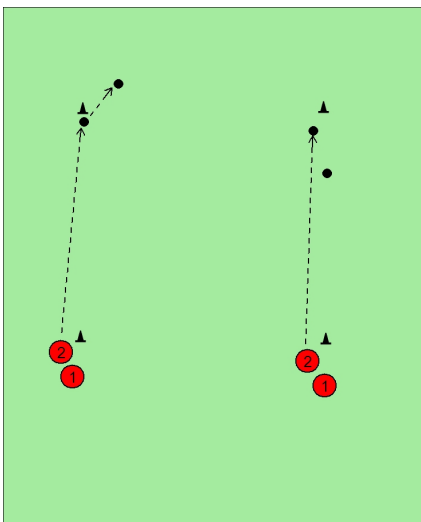
### Horseshoes



#### How it works

Players 1 and 2 stand together at one of two cones.

Player 1 passes the ball to get it as close to the other cone as possible.



Player 2 passes the ball to get closer to the cone (peg) than Player 1 to score a point.

If either player gets their ball to stop right next to the cone it counts as 3 points.

Player 2 can play to knock the other ball away in an attempt to get closer or prevent Player 1 scoring 3 points for a toucher.

Player who scores the point goes first each time or just take it in turns.

Winners and losers then move on to play each other.

#### Possible changes

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

Use 2 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.