



Ringer™ Recreational Horseshoe Set



Please keep this instruction manual for future reference

If you have any problems with your new product, please contact Triumph Sports USA at 1-866-815-4173, or e-mail us at csr@triumphsportsusa.com for any technical support or warranty issues.

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IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings

Recommended for ages 8 and over.

Important: not for use by children without adult supervision.

Be sure to check out all the exciting games  **has to offer.**

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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES




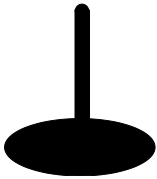


DARTBOARDS

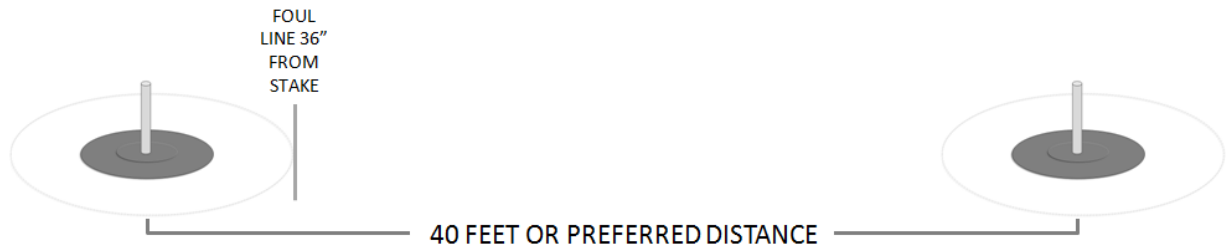
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Parts List

<p>1</p>  <p>Plastic Horseshoe- Red 2 pcs</p>	<p>2</p>  <p>Plastic Horseshoe- Blue 2 pcs</p>	<p>3</p>  <p>Plastic Stake 2 pcs</p>	<p>4</p>  <p>Stake with Rubber Stand 2 pcs</p>
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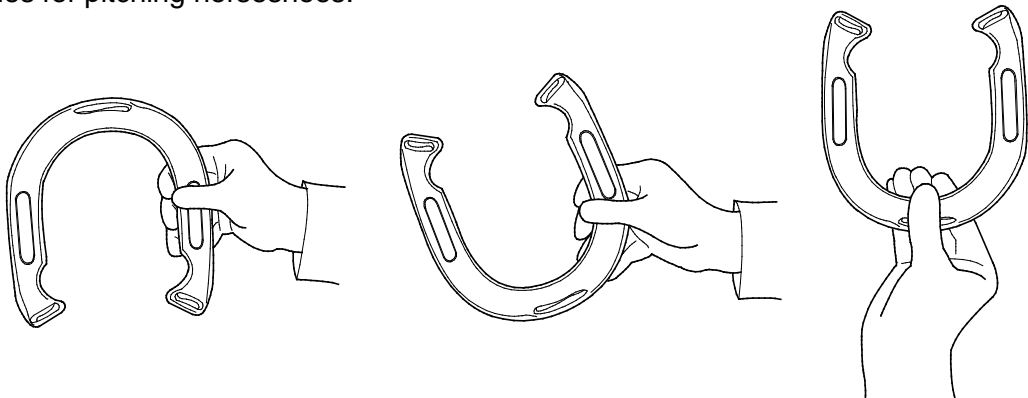
Set Up Instructions



The game of horseshoes is played with two stakes set at 40 feet from each other. For youths, beginners or any casual play the distance between stakes can be adjusted to a shorter, more comfortable range. "Foul lines" can be marked 36" in front of each stake. When pitching horseshoes a player must not cross over the line 36" in front of the near stake. Crossing over this "foul line" during a pitch disqualifies the throw.

Game Instructions And Rules

Techniques for pitching horseshoes.



Two or four players can play in each game. Each game is composed of a series of innings (an inning is a single turn in which all shoes are pitched)

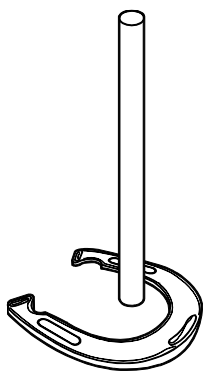
There are two ways a game of horseshoes can be played: total innings or the first to reach a certain score (such as 21). Tournament play dictates a set of 20 innings, but this can be adjusted to suit your group of players.

Before the first inning begins the two competing players or teams must determine the order of play (who will pitch first). This can be done by a coin flip or a pre-game horseshoe pitch whereby whoever tosses his single horseshoe closest to the stake gets to pitch first.

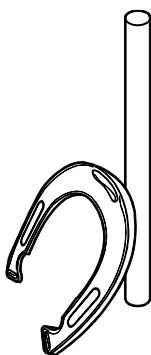
The first player should pitch two horseshoes at the opposite stake. While doing so his feet are not permitted to move beyond 3 feet of the nearby stake. While this player is pitching the opponent(s), as well as any spectators should keep a wide berth behind the player and not distract the playing while pitching.

Once the first player has finished tossing his two horseshoes it's time for him to step back and allow his opponent to do the same.

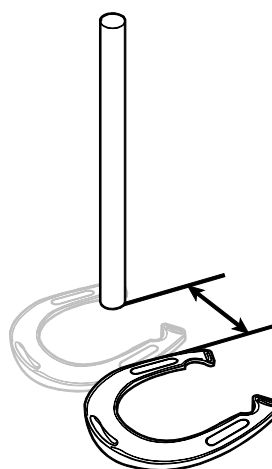
Once all four horseshoes have been pitched it's time to approach the stake together total the scores.



3 points



1 point



**1 point
(within 6")**

SCORING

For a pitch to earn a point the horseshoe must land within 6 inches of the stake. Any throws that lands outside this distance are ineligible for scoring. Scoring can take place in one of two ways: ringing (encircling the stake with your shoe) or landing your horseshoe closest to the stake.

A "ringer" where the horseshoe encircles the stake is worth 3 points. In order for a horseshoe to be considered as a ringer, you must be able to draw a straight line between the open ends of the horseshoe and not have that line touch the stake.

Tossing your horseshoe closest to the stake is worth one point. The priority goes to any horseshoe that actually touches (or leans) against the stake. In some versions of horseshoe scoring 2 points may be awarded for a “leaner” while 1 point for touching or closest, but this should be agreed upon before the game is started. If it is not, then 1 point is awarded for “leaners”, touching the stake or closest within the 12” diameter (on the rubber pad).

If a competitor scores both of the closest horseshoes then that player is awarded 2 points – one for each shoe.

Each pitched horseshoe is counted separately so a player may score 3 points from a ringer on their first pitch and an additional point for having the closest horseshoe on their second.

CANCELLATIONS

Anytime both opponents land horseshoes that are equally close to the stake they cancel each other out – no score is awarded. The same rule holds true for ringers. If both players score a ringer in the same inning then no points are awarded for either ringer.

Example: If Player A pitches two ringers and Player B pitches one, then the Player B cancels one of Player A’s ringers and only one would remain. Player A would earn 3 points.

Once the points for the inning have been calculated both players collect their horseshoes and start the next inning by pitching their horseshoes at the opposite stake. The player with the lead should be the first to pitch in the next inning.

If there is a tie at the end of the game a two inning tie-break should then be played.