

AndyShoes

Horse Shoes

Equipment

As many as Four discernible Shoes per Two Teams is optimal. Two or Three Shoes each still works. Two kits can provide this. We (meaning Max) spray-painted one Four-Set a color, another another.

Two Teams: One-a-One or Two-a-Two (Winner holds Court next Round against Challengers)

After two ensuing Wins, Winners yield the Court, cut Partnership, may be recruited by a Challenger.

Play

To determine Starting Team, Team spins a Shoe, other Team calls "Up or Down" Tab.

Winning spinner Team-A tosses first Shoe, then Team-B tosses second Shoe.

And then Team-A tosses, and Team-B tosses, till all Shoes Tossed.

If in fact a Team is a Team, Partners split and play the whole game from one end.

Scoring Rules (after dust settles)

Both Teams can score if within Scoring Rules, not just Nearest.

Ringer: The shortest line between between Inner Prongs must clear far-end of Post (Three Points).

Leaner: The Shoe lands Leaned against the Post, with visible air-space below (Two Points).

One-Pointer: After clearing 3 and 2 Pointers, take widest Shoe and check for Shoes within its widest breadth, placing side of Shoe against Post and tapping metal of possible scoring Shoes.

Highest Scoring Team of Round starts next Round. Tie? Starter of last Round starts again.

Winner

The Round whereby a Team surpasses 21 Points is completed, with highest score Winning.

A Tie calls for Extra Round!