

'5-LINES' HORSESHOE GAME

A DISC GOLF PUTTING CHALLENGE FOR THE MASSES

INSTRUCTIONS FOR PLAY – ONE BASKET VERSION



ABOUT

In its 4th season, this variation on standard Horseshoes developed by Al Herring, Scott Beuker and Kelly Sereda - with a lot of community input – allows for skilled players to be challenged while at the same time providing an inclusive, self-balancing game experience for all skill levels to enjoy together.

Two teams of two players each are randomly generated and matched against one another in a duel to 21 points.

Starting at 10m, players take turns throwing 2 discs, if players are unable to score points during the two throws allotted during their turn, they can throw their next turn from a closer distance, scoring one point for a single basket made, or 3 points for 2 hits.

The game ends when after an equal number of turns, one team stands alone at 21 (or higher as necessary to break a tie).

Starting last season, players with perfect scores will be isolated and randomized against each other in progressive rounds to break-up scoring log-jams.

1. SET-UP

One basket is placed at the end of a horseshoe lane, 10 meters from the initial throwing line.

Single lane scoreboards for horseshoes are available per lane to be used in tracking points.

Team and lane assignments are posted on the main scoreboard before each round.

Each player will throw two discs per turn and should have two discs with them to play.

While we try to keep team assignments varied, in a random drawing, duplications may occur. Duplicated teams and match-ups are organically controlled (switch partners with opposing team for example).

2. OBJECTIVE

To be the first team after a balanced number of turns to score 21 points.

The Horseshoe club can accommodate up to 10 lanes (40 players), baskets depending.



3. COURSE OF PLAY

All players begin at the furthest back throwing line (10m). Play order may be is not critical as all players will throw during the current turn regardless of scoring outcomes. It may be ruled that younger players (<10) may start the game two lines forward to assist them in being competitive.

Once all players have finished throwing, scores are tallied and added to the scoreboard and players may collect their discs for the next turn.

Depending on how a player scores on their previous turn, they will attempt their next shots from one of 5 lines moving closer or farther to the basket (see below). Play continues in this way until the objective is met.

4. THE 5 THROWING LINES

This is where the game gets its balance and inclusivity. 5 lines set each approximately 1m closer to the basket are used to determine where a player shoots from in the next round.

If a player sinks no putts during their turn, they advance forward 1 line on their next turn. Consecutive turns with no putts made brings the player physically closer to the target 1m each time, increasing the chance of scoring.

Making any putt in their turn returns the player back two lines up to the farthest back line to start their next turn.

5. SCORING

One putt made in a turn equals 1 point.

Two putts made in a turn equals 3 points.

The total scores of both players on a team are combined.

If after all players have finished throwing during a turn, a total score of 21 for one team exists, the game ends.

6. VARIATIONS OF PLAY

'Cali' – 3 player variation

If the total amount of players available leaves a lane of three players, one team of two players will play normally against one player playing as his or her own partner.

Being the Cali is a good way to get some extra 'reps' in, actually.

Head to head – 2 players

A 2-player game may occur in the event of 2 extra players. It is played the same as 4 players.

*** In the event of one extra player:**

The single player will join a team of two to play 'Cali' (as above) and the extra two player team will play head to head (as above).

Speed Round

Instead of players beginning on the farthest most line, players begin on the closest line. The rules of play remain the same.

Obstacle challenge

Use the short fences provided by the Horseshoe club to act as a barrier to a direct shot in front of the basket on each side. Distance between the basket and fence will be enough to allow a lobbed putt to enter the basket normally.

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