Recreational Games

**Horseshoes:**

**Regulation Pitching Distance:**

<table>
<thead>
<tr>
<th></th>
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<th>Played To:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Men</td>
<td>40 ft.</td>
<td>50 pts. - official game</td>
</tr>
<tr>
<td>Women</td>
<td>30 ft.</td>
<td>21 pts. - informal game (played in P.E.)</td>
</tr>
</tbody>
</table>

**Scoring:**

- 5 pts. - ringer
- 3 pts. - leaner
- 1 pt. - closet horseshoe to stake

1. singles or doubles can be played
   - when playing singles both people playing will throw from the same pit then retrieve their horseshoes and throw from that pit (this continues the entire game)
   - when playing doubles each teammate will stand at opposite pits (you will throw both horseshoes before your opponents throw)
2. an *inning* constitutes the pitching of two horseshoes by each contestant
3. one foot must stay behind the line when pitching the horseshoes
4. the horseshoe is not allowed to hit the wood
5. only one person/team can score each inning
6. both horseshoes thrown by a person may count for points, only if the other team has no horseshoes closer to the stake
7. if each player throws a ringer, the ringers cancel each other and the other horseshoes are counted
8. the person throwing first will throw both horseshoes before their opponent throws (if no one scores any points, the person/team who pitched first will pitch first the following inning)
9. the point winner of each inning pitches first the following inning
10. players may not touch any horseshoes until all awarding of points are agreed upon
11. in doubles, teammates that are not throwing must stand up and stay behind the white line

**Bocce:**

1. the game is played to 16 pts.
2. singles or doubles can be played (when playing singles, each person will have 4 bocce balls)
3. to start the game, the target ball will be thrown in the field of play
4. your opponent then rolls one of the bocce balls as close to the target ball as possible
5. you continue to alternate throws of the bocce balls until all bocce balls are rolled
6. a **frame** constitutes rolling all bocce balls into play
7. any ball that stops on a line is considered out of play
8. the person/team closest to the target ball scores 1 pt.
   - only one person/team can score per frame
9. the person/team can continue to score if their opponent(s) bocce balls are not closer than the next bocce ball in play
   - you can score a maximum of 4 pts. in one frame
10. the person/team who scores is in control of the target ball on the next frame
11. if the target ball is knocked onto a line or outside the lines, the frame is over and no points are scored
**Washers:**

Washers can be played several ways; a hole in the ground, a board with one hole, or a large board with 5 holes and a nail on it. In our physical education class, we will play with the large board with 5 holes and a nail. Also, there are many rule variations you can play with. We will use the rules stated below.

1. the tossing distance is 21 ft.
2. the game is played to 21 pts.
3. singles or doubles can be played
   - when playing doubles, each teammate will stand at opposite boards (you will toss both washers before your opponents toss)
4. one foot must stay behind the front part of the board or in contact with the board when tossing
5. the washer is allowed one bounce before landing on the board
6. if any part of the washer stays on the board, it is worth 1 pt.
7. if the washer completely enters a hole, the designated point value is given
8. both people/teams can score after all tosses are completed
9. if the washer lands on the nail, the game is won by that person/team
10. the person/team with the most points during the previous toss will toss first the next series

**Tennis:**

1. the server must start the game serving from the right of the centermark
2. the server tries to serve the ball diagonally over the net into the proper service court
3. the server is allowed two chances at serving on each point (the first ball served into the proper service court is the one played)
4. a fault is called if the server doesn’t serve the ball into the proper service court on the first attempt
5. a double fault is called if the server doesn’t serve the ball into the proper service court on the second attempt (the point is awarded to the other person/team)
6. if the serve hits the top of the net and goes into the proper service area it is called a let (the serve is played over)
7. once the server serves the ball into the proper service court the receiver must let the ball bounce before playing it
   - this is the only time the ball has to bounce
8. the receiver must then try to hit the ball back to the servers side into the proper playing area (whether playing singles or doubles)
   - from here the ball may bounce before hitting it or not bounce at all
   - the ball may not bounce more than once before hitting it
9. after a point is scored (no matter who scores the point), the server switches to the left of the centermark and serves diagonally to the proper service court
   - this continues until the end of the game
   - one person will serve the entire game
10. all lines are considered in play
Scoring:

<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>“Love”</td>
</tr>
<tr>
<td>1st</td>
<td>15</td>
</tr>
<tr>
<td>2nd</td>
<td>30</td>
</tr>
<tr>
<td>3rd</td>
<td>40</td>
</tr>
<tr>
<td>4th</td>
<td>Game</td>
</tr>
</tbody>
</table>

Terms:

Ace - a ball that is served so well that the opponent fails to touch it with their racket
Rally - a series of good hits made successively by players
Volley - a stroke made by hitting a ball before it has touched the ground
Deuce - a score of 40 – 40
  - you must win by two advantages (ads)
Ad - (short for advantage) it is the first point scored after deuce
  - if the serving side scores, it is called “AD IN”
  - if the receiving side scores, it is called “AD OUT”
Forehand - a stroke used to return a ball hit to right of a right handed player
Backhand - a stroke used to return a ball hit to left of a right handed player