**Station #6**

Location of Station/GIS Coordinates

**Blacksmith Shop?**

Title of Activity

**“Lucky Horseshoe”**

Goal of Activity

**One team member must make a “ringer” (horseshoe completely encircles the stake) or 3 “leaners” (within 6 inches of the stake.)**

Materials Needed

­**Set of Horseshoes**

Focus Strength of Activity

**Concentration, Focus**