



Horseshoes Rules

OBJECT OF THE GAME. First Team to achieve 40 points.

THE RULES.

- Each player pitches both shoes followed by the opponent's two shoes.
- A foul line is marked 3 feet in front of each stake. Thus, the resulting throwing distance (foul line to opposite stake) is 27 feet.
- The throwing line is no more than 3 feet in front of the stake.
- In pitching a shoe, the player may not cross the foul line.
- When playing teams, half the team throws from one stake and half throws from the other.
- Games are played to 40 points.

Semi-Final 3 Sets

Final 5 Sets

Rylla the distance between each stake is officially 40'. Don't know what ours are. So would suggest just say 3' in front of the stake whatever that is.

SCORING.

- Any shoe must be within one horseshoe-width (measured across the outside of the open end of the shoe) of the stake to be considered for points. (Official rules call for 6 inches max).
- The closest shoe to the stake gets 1 point.
- If you have two shoes closer than any of your opponent's, you get 2 points.
- Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
- If you have the closest shoe and a ringer, it's 4 points.
- If your opponent throws a ringer on top of yours, they cancel, and no points are scored.
- Leaners are worth 1 point and are considered closer than any adjacent shoe except ringers.