

Party Amarillo, LLC

Horseshoes

ATTENDANTS READ HERE:

1. One adult attendant must supervise the game.
2. Do not leave the game unattended at any time.
3. Keep the playing field free from spectators.
4. Use caution that guests do not get hit with a tossed horseshoe.
5. Use extreme caution that guests at the event do not trip over the horseshoe stakes.
6. Do not allow the participants to use the horseshoes for anything other than to toss them at the target.
7. Do not allow the participants to wildly throw the horseshoes.

TO PLAY THE GAME:

Place the 2 stakes 40' apart.

There are 2 ways the game can be played: total innings or first to reach a certain score (such as 15). Official play dictates a set of 20 innings, but you can tweak the rules to fit your particular needs.

Determine the order of play. This can be done with a coin flip or a pre-game horseshoe toss.

The first pitcher should toss two horseshoes at the opposite stake. While doing so, his feet are not permitted to move beyond 3 feet of the nearby stake.

Once all four horseshoes have been tossed (or eight if you're playing pairs), calculate the scores.

In order for a pitch to count, the horseshoe must land within 6 inches of the stake. Any throws that fall outside this distance are ineligible for scoring. Scoring can take place in one of two ways: ringing the stake or landing your horseshoe closest to the stake.

A ringer is worth 3 points. In order for a horseshoe to be classified as a ringer, you must be able to draw a straight line between the open ends of the horseshoe and not have that line touch the stake.

Tossing your horseshoe closest to the stake is worth one point. The priority goes to any horseshoe that actually touches the stake. If none of the horseshoes are actually touching, then the closest is determined by distance. If by chance a competitor scores both of the closest horseshoes, then he is awarded 2 points instead of the normal one.

Ringers and closest horseshoes are calculated separately. It's entirely possible for a player to score 3 points from a ringer on their first toss and an additional point for having the closest horseshoe on their second.

Any time both opponents land horseshoes equally close to the stake, they cancel each other out – no score is given. The same is true for ringers; if both parties score a ringer then no points are awarded.

Game play continues until one player has either reached the agreed upon score or all the innings have been finished.