

how to play



Horseshoes



Player 1 throws both horseshoes at the peg, followed by player 2, the goal being to get a 'ringer' or as close to the peg as possible.

Any shoe must be within a horseshoes width from the stake to be considered for points.

The closest shoe to the stake gets 1 point.

Two shoes closer than any other gets 2 points.

Ringers are worth 3 points each & must completely encircle the stake

If you have the closest shoe AND a ringer, it is 4 points.

If your opponent throws a ringer on top of yours, they cancel each other and no points are scored.

'Leaners' are worth 1 point and are considered closer than

any adjacent shoe except ringers.

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