

# THE RULES

- Teams of two are allowed, but you must share the prize if you win. When playing teams, half the team throws from one stake and half throws from the other.
- To determine which team pitches first please use the “rock, paper, scissors” methodology via “one, two, shoot.” After that, the player/team who goes first is the team/player that most recently scored.
- Each player pitches both shoes followed by the opponent's two shoes.
- In pitching a shoe, the player may not cross the foul line.
- This is a points game. The player/team to score 21 points first, wins. If a tie exists, then each player/team throws a two-inning tie breaker.
- 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.
- 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 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 out. The nearest of the other two horseshoes scores one point.

- Should both players score two ringers each, they cancel each other out and no points are scored.
- “Leaners” are worth 1 point and are considered closer than any adjacent shoe except ringers. Leaners include horseshoes touching the stake but not qualified as a ringer. The horseshoe does not have to lean to qualify as a leaner, and the points remain the same no matter how close the leaner is as compared to another leaner. One leaner by each team would cancel each other out.