

# STEEL REGULATION HORSESHOES

## SET INCLUDES:

(1) Carrying Case



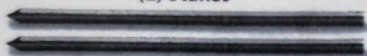
(2) Red Steel Horseshoes



(2) Blue Steel Horseshoes



(2) Stakes



## WHAT IS HORSESHOES:

Horseshoes is a classic family friendly yard game played between 2-4 players. It will test your throwing accuracy by requiring players to throw horseshoe shaped steel plates at a metal stake from a specific distance to score different point totals.

## SAFETY:

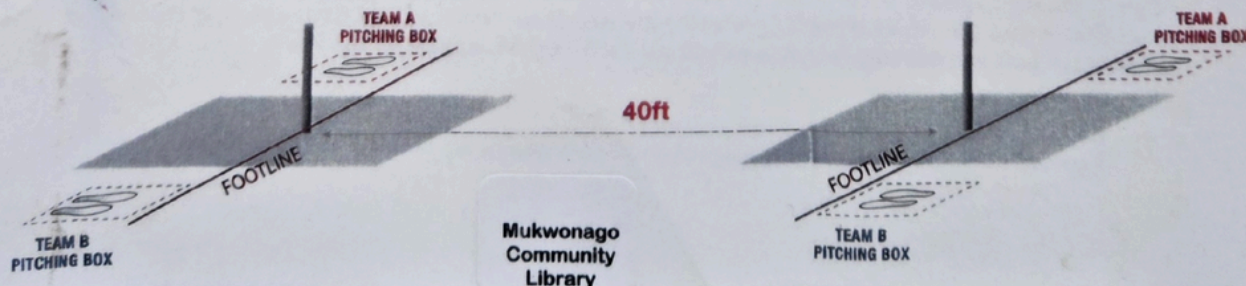
### WARNING:

Only play under adult supervision. Be sure to stand clear of throwing horseshoes and be aware of throwing horseshoes near objects or persons as the heavy objects can cause damage or bodily harm. Be sure to establish a safe zone (footline) away from the stake being thrown at where players can wait for their turn or spectate. If any game pieces break, stop playing immediately.

- Horseshoes are heavy projectiles and are meant only for the playing of Horseshoes. Players need to exercise extreme caution while playing to avoid injury to themselves and others.
- This game is recommended for ages 13+ and children should ALWAYS be closely supervised while playing.
- Make sure the outdoor court and throwing area are clear of people, pets, or obstacles prior to each throw and never stand in an area where the horseshoes might land. Never play indoors.
- Be safe, play smart, and have fun!

## GAME SETUP:

Official games are required to have a distance of 40 feet in-between stakes, but distance can be adjusted depending on available space, age or skill level. Regulation games are played on official horseshoe 'pits' measuring 36 by 48 inches with the stake placed in the center of the pit. Ensure play is on a large flat area of grass or sand on which stakes can be firmly secured. Make sure the playing area is free from non-playing persons or structures, as errant throws can cause damage and/or bodily harm.





**PLAYING THE GAME:**

Horseshoes can be played with 2 or 4 players. There is no set number of innings as the first team to score 21 points wins. Players from each team will stand in their pitching box behind the footline (see positions above). DO NOT stand next to the stakes when horseshoes are being thrown in your direction. When pitching, one step can be taken across the footline for increased throwing velocity and accuracy.

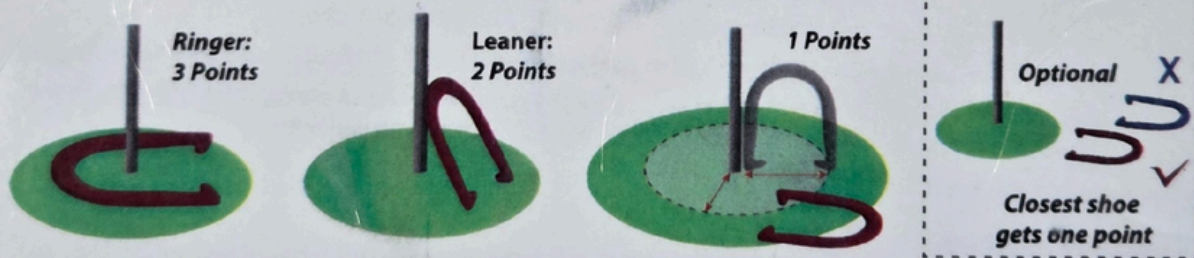
Decide who pitches first (flip a coin, rock-paper-scissors, etc.). Teams alternate pitching both horseshoes, one at a time, at the opposite stake. Once all four horseshoes are pitched, the score is then calculated, horseshoes are collected and the team that wins the inning will begin by pitching in the direction of the opposite stake.

**SCORING:**

- **Ringers** - When any horseshoe encloses the stake, it counts for 3 points
- **Leaners** - A horseshoe that lands leaning on or touching the stake scores 2 points. Horseshoes that lean against the stake are not counted nearer than any other horseshoe that touches the stake.
- **Single Point** - The nearest horseshoe must measure at most 6 inches max from the stake to count as 1 point. If you have two shoes closer than any of your opponent's, you get 2 points.
- Horseshoes landing anywhere else are worth zero points (see optional scoring)
- **A game is won when a team reaches 21 points, or the agreed total with a lead of 2 or more points.**

**Cancellation Scoring:**

Be advised that only one team can score per inning as points cancel each other out in regulation games. For example, if one team throws a ringer (3 points) and the opponent throws a leaner (2 points), you will add 1 point to your overall score.

**CUSTOMER SERVICE:**

If you have any questions or concerns regarding your GoSports® Horseshoes, please reach out to our customer service team at [Info@PlayGoSports.com](mailto:Info@PlayGoSports.com) and we will get back to you right away. We fully stand behind our products and want to make sure you get the full enjoyment that you paid for.