

Lanzamiento de Herradura



Aim of the game: Throw the horseshoe around a metal bar.

Set up: The field dimensions are approximately 15m long and 3m wide, there must be a bar nailed on the ground or a stable base with a metal stick with the height of about 75cm high and between 2.5 and 3.5 cm wide; the horseshoe is released from a line drawn 5 to 10m - away from the bar nailed on the floor.

Rules:

All the players get the same number of horseshoes, and they get as many chances to throw as the number of horseshoes.

For example, if each player has 5 horseshoes, then they get 5 chances to throw.

The aim is to make the horseshoes land around the bar.

Also we can play with a circle ("Badil") drawn around the bar; this circle can have a diameter of up to/ approximately 50cm just to make the game easier.

Rules and points:

The throw must be made with one hand without stepping on or over the line.

- If the horseshoe lands at the bar: 5 points
- If the horseshoe enters the circle: 3 points
- If the horseshoe touches the line or goes out: 0 points

To start the game, the first player stands behind the line and launches all his 5 horseshoes.

Afterwards you count the points before the next player starts to throw.

At the end you compare the results.



Equipment and Materials: Approximately 5 horseshoes by player and a bar nailed on the ground or a stable base with a metal stick.

Age:
6+

Number of players:
1 - 4 in each team.

Duration:
Unlimited

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Teaching Style

1. Provide clear and simple instructions
2. Balance the ability level of the team
3. Provide enough time for players to familiarize themselves with the equipment and the game.
4. Practice games before introducing scoring
5. Encourage players to communicate throughout the game
6. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Brightly colored equipment can be used
2. Audible equipment can be used
3. Plastic horseshoes might be used, especially for children

Rules

1. Increase/decrease the number of horseshoes a player may throw
2. Increase/decrease the number of players



Environment

1. Increase/decrease the distance between the line and the bar according to the age and abilities of the participants
2. Increase/decrease the size of the circle drawn around the bar

