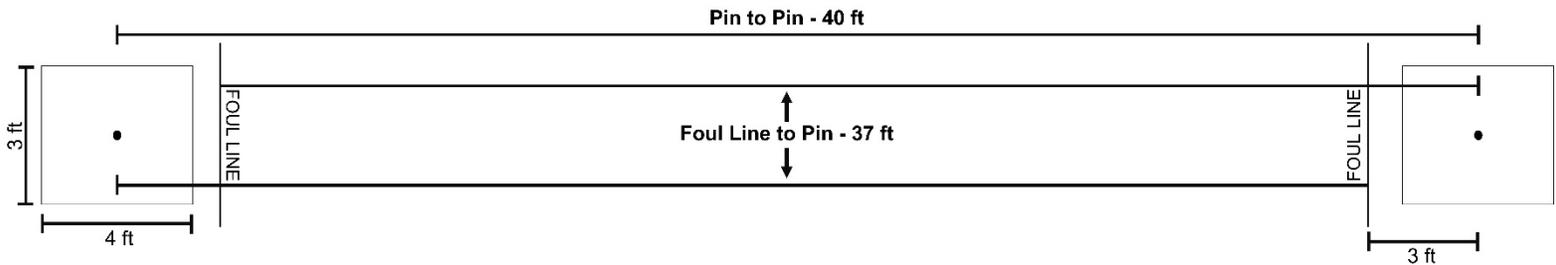


Basic Horseshoe Rules

The Court

1. Stakes are placed 40 feet apart.
2. Stakes should extend 14 to 15 inches above the pit surface.
3. Stakes may be inclined toward each other, but not more than a 3-inch lean.
4. A foul line is marked 3 feet in front of each stake. Thus, the resulting throwing distance (foul line to opposite stake) is 37 feet. For Female, Junior, and Elderly contestants the foul line is 27 feet from the opposite stake.



The Rules

1. Flip a coin to determine who pitches first in the first inning. The winner of the coin toss can choose to pitch first or second in the first inning. The pitching order then alternates with each new inning.
2. Each player pitches shoes followed by the opponent's two shoes.
3. In pitching a shoe, the player may not cross the foul line.
4. When playing teams, half the team throws from one stake and half throws from the other.
5. Games can be played to 40 points in a point limit game or 40 shoes in a shoe limit game. In the shoe limit game, the player with the highest points wins. If a tie exists, then each player can take a half win, or a two-inning tie breaker can be thrown.

Scoring

1. 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. (Official rules call for 6 inches max).
2. The closest shoe to the stake gets 1 point.
3. If you have two shoes closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight edge without touching the stake.
5. If you have the closest shoe and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel, and no points are scored.
7. Leaners are worth 1 point and are considered closer than any adjacent shoe except ringers.