

HORSESHOE INSTRUCTIONS

- 1: Games can be played on Singles, Doubles and Team basis.
- 2: A regulation game consists of the pitching of fifty shoes in all contests.
- 3: Choice of Pitch - Choice of first pitch shall be determined by the toss of a coin or shoe. In successive games between the same players, the loser shall have choice.
- 4: First pitch alternates; it evens up advantage of pitching against iron.
- 5: In delivering the shoe the pitcher must stand within the pitcher's platform.
- 6: A player, when not pitching, must remain on the opposite side of the stake to the player in action and to the rear of the pitchers platform.
- 7: All fair shoes will be counted where they lay, even though they may have been hit by a foul or a fair shoe.
- 8 In delivering a shoe, the pitcher must remain behind the foul line until the shoe has left their hand.
- 9: A shoe must be pitched over if it hits the tent or any foreign object. (Providing it is less than 12 feet high.)

SCORING:

Score all points earned, in figures only, as follows:

No Score.....	0
Points.....	1 or 2
Ringer.....	3
Ringer and Point.....	4
Double Ringer.....	6

The points will be scored according to the position of the shoes at the inning's end, that is, after the contestants have each thrown two shoes.

Definition of a Ringer. - A ringer is declared when a shoe encircles the stake far enough to allow the touching of both heel caulks simultaneously with a straight edge.

A leaning shoe has no value over one touching the stake.

A shoe must be within six (6) inches of the stake to score.