

## Assembly

### Building a Horseshoe Court

**Note:** Find a level, open surface, free of obstructions to set up your court.

See **FIGURE 1**

1. Place Stakes 40 feet apart.
2. Stakes should extend 14" to 15" above the pit surface.
3. Stakes should be a minimum of 21 inches from the back and front of the pit.
4. Construct your Horseshoe pits 31" to 36" wide and 43" to 72" deep. A minimum depth of 4 inches and a preferred depth of 8 inches is recommended. We also recommend filling your Horseshoe pits with sand, sawdust, loose soil, or clay. If you use clay it must be watered often to maintain its texture.
5. Mark a foul line 3 feet in front of each stake. This makes the actual throwing distance 37 feet from foul line to Stake.
7. Construct a wood backboard (not included) at least four feet behind each stake. It should extend the width of the pit and be at least one foot high.

## Rules

1. Each player stands behind the foul line and pitches two shoes followed by the opponents two shoes. A point does not count if the player crosses the foul line when pitching.
2. When playing teams, half the team pitches from one Stake and half from the other.
3. Games are usually played to forty points.

## Scoring

1. A shoe must be one Horseshoe width (measured from the outside of the open end of the shoe) from the Stake to score a point. The closest shoe to the Stake gets one point. If you have two shoes closer than any of your opponents, you get two points.
2. Ringers must completely encircle the Stake; meaning that the ends of the Horseshoe can be touched with a straight edge without touching the Stake. Ringers count for 3 points.
3. If you have the closest shoe and a ringer, it is worth 4 points.
4. If you throw a ringer on top of your opponents ringer they cancel each other out and no points are scored.
5. Leaners are considered closer than any adjacent shoe except ringers and are worth 1 point.

**Warning!** Horseshoes are heavy and dangerous objects when thrown. Do not throw near any persons or animals. All competitors must be well clear of the pit when another competitor is pitching.

