

REGION 9 HORSESHOE RULES

Stakes should be positioned 40 feet apart. The stakes should have 15 inches of clearance above the ground. You may lean them slightly inward toward each other, no more than 3 inches off vertical. **All ladies and men over 70 can receive a 10 foot advantage.**

Horseshoes involves two opposite playing pits with a stake in each. Players toss horseshoes from one stake pit to the opposite stake in an attempt to get a “ringer”- a horseshoe landing around the stake. Normally two players play against each other, but doubles are also possible. A turn consists of each player throwing their two horseshoes at the same stake by turn, tabulating the score, then pitching to the opposite stake. One player throws both of his horseshoes while the opposing player keeps a polite distance. Fewer points are given if the horseshoe leans on the stake or is close, and points can also be cancelled out for various reasons. The game is played for a certain number of innings (20 for official games) or to a set number of points (15 or 21) for backyard horseshoes).

SCORING:	Ringer	5 points
	Within width of 2 horseshoes	1 point
	Leaner	3 points

RULES:

- 1. PLAYERS CHANGE ENDS AFTER 12 FRAMES**
- 2. INDIVIDUAL SCORING**
- 3. POINT WINNER PITCHES FIRST IN NEXT FRAME. IN CASE OF TIE, PLAYER WHO PITCHED FIRST IN THAT FRAME WILL PITCH LAST IN NEXT FRAME.**
- 4. RINGERS ARE AWARDED 5 POINTS. To qualify for a ringer, a straight edge must be able to touch both points of the horseshoe.**
- 5. If nobody scores a ringer, the closest horseshoe to the stake scores one point.**
- 6. Leaner (horseshoe touching the stake) is 3 points, the horseshoe does not have to lean to qualify as a leaner, and the points remain the same no matter how close the leaner is as compared to another leaner.**
- 7. Give two points to the player who threw both horseshoes closer to the stake than his or her opponent.**
- 8. For the “closest to the stake” points, horseshoes must be within 6 inches (the width of 2 horseshoes) of the stake to qualify.**
- 9. Cancellation rules: the twist in the game of horseshoes is the ability to cancel out your opponent’s points, allowing for strategy within the game. If one player scores a ringer, the points will be cancelled if the opposing player tops it with another during the same turn. The same rule applies for all other equal plays during the course of one turn. For instance, if both players throw a ringer and a leaner, no points are awarded . If one player throws two ringers, and the other player throws one, the player with two ringers get three points for that turn.**
- 10. If a player scores one ringer and has the closest horseshoe with his remaining play, the player gets points for both.**