

HORSESHOES

HOW TO HOLD THE SHOE

While no two experts will agree on the best way to hold a horse shoe, and you will doubtless develop your own particular grip, either underhanded or overhanded with the opening of the shoe facing away from you.

It is important for your success at the game that you adopt one hold and continue to use it. The man, woman or child who makes ringers consistently must practice until the pitch is made easily with the eye judging the distance and directing the movement of the arm and wrist.

Experts can pitch ringers when the stake is hidden behind a blanket or when they are blindfolded. You, too, can do this if you practice.

Just take the shoe in your hand - the junior size if you are a boy or girl - feel the weight. Next, take your stand at the stake and make ready to pitch the shoe. All ready?

HOW TO PITCH THE SHOE

The first rule of pitching the horse shoe is to keep the eye on the stake.

First, you grip the shoe and stand with your feet together, close to the stake. Next, bring the shoe up at arms length in front of you and sight it as you would a rifle so that the opposite stake appears in the center of the shoe.

Second, you drop the arm with an easy swinging motion and bring it back past your body, at the same time stepping forward with the opposite foot.

Third, you pitch the shoe by bringing the arm forward and at the same moment stepping forward with the other foot. The rhythm with which you perform this motion determines the accuracy of your



Fig. 3



Fig. 2



Fig. 1

pitch, provided you have properly gauged the distance. "Follow through", as they say in golf.

Your forward step must not carry you beyond the box, or more than three feet from the stake.

HORSESHOE COURTS

1. Layout of Courts:

- a. A court should cover an area of level ground of at least 10' in width and 50' in length, and shall consist of two pitcher's boxes containing clay with a stake in the center of each.

2. Pitcher's Box:

- a. The pitcher's box shall extend 3' on either side to the rear and to the front of the stake - outside measurements.
- b. The box shall be constructed of 2" x 6" or 2" x 8" lumber and shall not extend more than 1" above the level ground.
- c. Where several courts are constructed, a 2" x 6" or 2" x 8" plank shall be laid the full length of such courts, 3' in front of the stakes.
- d. Top of the front plank of the pitcher's box may be protected by covering it with tin, sheet metal or old tires.
- e. For indoor pitching, the pitcher's boxes must not exceed 6" in height above the floor.

3. Soil in Pitcher's Box:

- a. The pitcher's box should be filled with potters clay or any substitute of like nature.
- b. The clay should be at least 6" in depth at the beginning of each game and at no time shall the surface of the clay be more than 1" below the top of the box.
- c. The clay must be kept moist and worked to a putty-like condition about 18" around the stake.

4. Position of Stakes:

- a. The stakes shall be set in the center of each pitcher's box, shall incline toward each other and project 12" above the top of the box.

5. Pitching Distance:

- a. The stakes shall be 40' apart, measured from the front at the point where the stakes enter the ground.
- b. The regulation distance for women and boys under 16 years of age shall be 30'.

6. Distance Between Courts:

- a. Where several or more courts are constructed, the stakes adjacent to each other shall be placed on a straight line not less than 10' apart.

HORSESHOE EQUIPMENT

7. Stakes:

- a. The stakes shall be made of iron or steel and be approximately 2' - 3' in length.

8. The Official Shoe:

- a. No horse shoe shall exceed the following regulations: 7 1/2" in length, 7" in width, 2 1/2# in weight. No toe or heel caulk shall project more than 3/4". The opening between the heel caulk shall not exceed 3 1/2" - inside measurement.
- b. No horse shoe constructed in a freak design will be considered a regulation shoe. The commonly accepted shoe shall be used as a model to determine what a freak shoe is.

PLAYING RULES

9. Conduct of Players:

- a. No contestant shall make any remarks or utter any sounds within the hearing of his opponent, nor make any movement that does or might interfere with the opponent's playing.
- b. The penalty for violation of this rule shall be the declaring as foul both shoes pitched or to be pitched by the offender in the inning complained of.
- c. The referee shall be the judge of a violation of this rule.
- d. No contestant shall walk across to the opposite stake and examine the position of his opponent's shoe before making his first or final pitch.
- e. All contestants shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of 1 point to his opponent.
- f. Any player repeatedly violating rules or guilty of any unsportsmanlike conduct, may be barred from further participation in the contest.

10. The Foul Lines:

- a. The outer edges of the pitcher's box shall be known as foul lines.

11. Position of Players:

- a. In delivering the shoe into the opposite pitcher's box, a contestant may stand anywhere inside the foul lines.
- b. If in getting a 'toe hold' on the front of the pitcher's box, the player's foot extends a trifle over the foul line, this shall not be considered an improper position.
- c. Each player, when not pitching, must remain outside and back of the pitcher's box until his opponent has finished pitching.

12. The First Pitch:

- a. At the beginning of a game, the contestants shall decide

who shall have the first pitch by the toss of a shoe or coin. The winner shall have the choice of first pitch or follow.

- b. At the beginning of successive games between the same players, the loser of the preceding game shall have the first pitch.

13. Pitched Shoe:

- a. The shoe is pitched when it leaves the player's hand.

14. Broken Shoes:

- a. When a shoe strikes in fair territory and is broken into separate parts, it shall be removed and the contestant entitled to pitch another shoe in its stead.

15. Foul Shoes:

- a. A shoe pitched while the player is standing outside the foul line is foul.
- b. If a shoe first strikes outside the foul lines before entering the pitcher's box, it is a foul.
- c. A shoe striking any part of the pitcher's box is a foul.
- d. Foul shoes shall be removed from the pitcher's box at the request of the opponent.
- e. A foul shall not be scored or credited.

16. Interfering With Pitched Shoes:

- a. No contestant shall touch his own or his opponent's shoes after they have been pitched until the final decision has been rendered as to the scoring values of the shoes.
- b. Failure to comply with this rule shall result in both shoes of the offender being declared foul and his opponent shall be entitled to as many points as the position of his shoes at the peg should warrant.

17. Measurements:

- a. All measurements to determine which shoe is the closest to the stake shall be made by the use of calipers or a straight edge.

18. Definition of a "Ringer":

- a. A ringer shall be a shoe that encircles the stake far enough to permit a straight edge to touch both heel caulks simultaneously without touching the stake.

19. Knocked Off and Knocked On Ringers:

- a. Whenever a player knocks off his own or opponent's ringer, such knocked off ringers lose their scoring value.
- b. If a player knocks on one of his own or his opponent's shoes from a non-ringer position to a ringer position, the changed shoe has scoring value and credit for a

ringer for its owner.

20. Move Pitched Shoes:

- a. When a thrown shoe moves a shoe already at the stake, all shoes are counted in their new positions.

THE SCORING RULES

21. Regulation Games:

- a. A regulation game shall consist of 50 points in all tournaments and matches.
- b. In a league, the regulation game shall consist of 21 points.
- c. Each game is divided into innings and each inning constitutes the pitching of four shoes - the two players each pitching two shoes.
- d. An official contest between two players shall consist of best 6 out of 11 games.

22. Scoring Points:

- a. All shoes shall be within 6" of the stake to score
- b. Closest shoe to stake scores 1 point.
- c. Two shoes closer than opponent's - scores 2 points.
- d. One ringer scores 3 points.
- e. Two ringers score 6 points.
- f. One ringer and closest shoe of same player scores 4 points.
- g. If a contestant shall have two ringers and his opponent one, the player having two ringers shall score 3 points.

23. Canceled Points:

- a. All equals count as ties and no points are scored.
- b. In case each contestant has a ringer, the next closest shoe, if within 6" of stake, shall score.
- c. If each contestant has a double ringer, both double ringers are canceled and no points scored.
- d. In case there is a tie of all four shoes as four ringers or all four shoes are equal distances from the stake, no score shall be recorded and the contestant who pitched last is entitled to pitch first on the next throw.