



IHS100

STEEL HORSESHOE SET

Features:

- Steel horseshoe set
- Two silver and two bronze 2.3 lb standard weighted powder-coated steel horseshoes
- Two solid steel 24" stakes
- Reusable nylon carry/storage bag/Retail packed

Instructions:

Play an authentic game of horseshoe in the backyard or at the campsite with the Champion Sports Steel Horseshoe Set.

SETTING UP THE COURT: Any smooth, grassy, obstruction-free area can be used for a court.

1. Place stakes 40 feet apart.
2. Drive stakes into the ground at an angle of approximately 3 inches toward each other. Figure 1
3. Stakes should extend 12 inches above the ground.



Figure 1

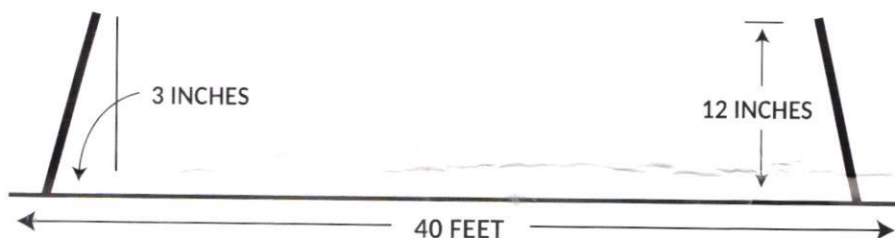


Figure 2

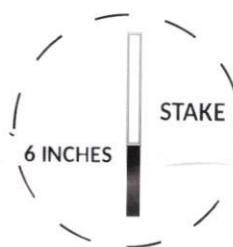


Figure 3



GAME RULES:

1. All shoes are pitched from behind the stake, on either the left or right side of the stake. Any player stepping beyond the stake while pitching has made a "foul" and the pitched shoe cannot be scored.
2. The first player pitches two horseshoes toward the opposing stake. Then the second player pitches two horseshoes toward the opposing stake. When both players have completed their pitching, they have completed one inning. The winner of the inning will be the first to play the next inning. If the inning score is tied, the last player to have pitched will be the first in the next inning.
3. Players not pitching must remain behind the stake and opposite the pitching player to avoid interfering with the pitched horseshoe.

SCORING:

1. A regular game consists of 21 points. A tournament game consists of 50 points.
2. Points are scored at the end of each inning according to the position of the horseshoes in relation to the target stake.
3. A horseshoe must be within 6 inches of the stake to score any points. Only one player can score in each inning. Equal pitches/points count as a tie, canceling each other, and no points are scored. Figure 2
4. A "ringer" is a horseshoe that encircles the stake after being pitched. Figure 3
5. The horseshoe closest to the stake scores one (1) point. Two horseshoes closer than the opponents count as two (2) points. A "ringer" scores three (3) points. A horseshoe touching or leaning on the stake counts as two (2) points.
6. Two "ringers" against an opponent's one "ringer" scores only three (3) points. One "ringer" cancels out the "ringer" of the opponent.
7. One "ringer" and the closest horseshoe will score four (4) points' if pitched by the same player.
8. If both players have a "ringer" in the same inning, the "ringers" cancel each other and no points are given for either "ringer".

CAUTION: To avoid possible injury, keep players and spectators a safe distance from the active pitching area. Do not use horseshoes for any purpose other than the game described. Adult supervision is recommended for young children.