

# HORSEHOES

## SINGLES & DOUBLES

### TEXAS GOOD SAM

#### GAME

- 1) One set of regulation horseshoes consisting of four 2-1/2 lb. shoes (2 of one color and 2 of another color) and two metal stakes. NOTE: All contestants will pitch with the shoes provided by the rally officials.
- 2) The stakes will be 40 ft. apart for men and 30 ft. apart for men 70+ years or older and women. The stakes will be set in the ground to incline toward each other and will project 12" above the ground.
- 3) A foul line will be marked 4 ft. in front of each stake.
- 4) Game will consist of ten (10) frames with twenty (20) shoes pitched by each player.

#### PLAY

- 1) Draw for partners when playing "doubles" as directed by the game official. If you draw a partner that is in your chapter, please change partners.
- 2) The player (team) will choose a set of shoes and will use that color each time the horseshoes are pitched.
- 3) When playing "singles", the player (team) whose name appears first of the score sheet will pitch first.
- 4) The players (team) will change ends after playing 5 frames. The player (team) that pitched first will pitch second in the last 5 frames.
- 5) The player can take one (1) step beyond the stake not to exceed the 4 ft. drawn line. If a player goes beyond the drawn line, that shoe is recorded as a "no score".
- 6) Player will pitch two (2) shoes. **After the player pitches the two (2) shoes, the shoes are to be removed before the next player pitches.**

#### SCORING

- 1) Three (3) points for a ringer – a shoe that encircles the stake so that a straight edge will touch both points of the shoe without touching the stake.
- 2) Two (2) points for a leaner – a shoe that leans against or touches the stake.
- 3) One (1) point for each shoe within six (6) inches of the stake (the width of a shoe)
- 4) All scores count, there is no cancellation of a score.
- 5) If playing doubles, your individual score will count as your single score.