



Davie County Community Park

Horseshoe Rules

Teams

Form two teams of 1-2 players. Each player will use two horseshoes. Players take turns throwing the shoe at the stake.

Length of Game

The length of the game is determined by either a point limit or a shoe limit:

- The first person to reach (or exceed) 21 points is the winner.
- The game is played to a predetermined number of shoes (40 shoes is suggested). The player with the most points once the shoe limit has been reached is the winner.

Playing the Game

- The toss of a shoe (call "rough" or "smooth" side of the shoe" or coin will determine the first pitch of the game. The winner has the choice of pitching first or second.
- A shoe that has left the pitchers hand is ruled a pitched shoe.
- Shoe must land within one horseshoe width from the stake to score any point

Scoring

- Earn 1 point for the closest shoe to the stake.
- Earn 2 points if you have two shoes closer than any of your opponents.
- Ringers are worth 3 points each and must completely encircle the stake.
- Earn 4 points for the closest shoe and a ringer.
- No points are scored if your opponent throws a ringer on top of yours.
- All shoes equally distant from the stake count as ties and no points are scored.
- A leaning shoe (a "leaner") has the same value as that of a shoe laying on the ground and in contact with the stake.

Courtesies and Safety

- Stand well away from the pitching court when not involved.
- Be aware of people around you when swinging the horseshoe. Pitch only in designated area.
- Do not disturb a person who is in the process of pitching.
- Observe all rules.

Questions or Concerns Contact DCRP Team:

Call (336) 753-8326

Email RecTeam@daviecountync.gov

