

Horseshoes

Official rules for Horseshoes can be found through the National Horseshoe Pitchers Association at <https://www.horseshoepitching.com>. If Horseshoes becomes an official sport of Special Olympics Minnesota, an SOMN handbook will be created. For now, here are some ideas to help your delegation get started.

Equipment

- (4) Horseshoes – 2.5 pounds (weight), approx. 7 inches by 7.5 inches with 3.5 inches between two ends of the shoe
- (2) Stakes – 1 inch in diameter, sticking up 15 inches above the surface, inclined ~3 inches towards the thrower

Setup

- The official court size is 48 feet long and 6 feet wide. This can be modified due to physical limitations that do not allow a person to throw a shoe that far.
- Each stake is placed in the center of a “pit” that is typically 4 feet wide and 3 feet deep (can be larger space, up to 6 feet either way).
- The pit is usually filled with sand or clay.
- On both sides of the pit are long, narrow pitcher’s platforms which players throw from.
 - These platforms are usually 6 feet long and 1.5 feet wide.

How to Play

- Each game is divided into innings. Each inning has each player throw two horseshoes.
- Whoever throws first will throw both of their horseshoes, then the opposing player will throw both of theirs.
- Players can choose to throw from the left or right platform in any inning but must throw both of their shoes from the same side.
- Once all four have been thrown, then the scoring will be evaluated (see below).
- Here is the typical order of who throws first in each inning:
 - Player A, Player B, Player B, Player A, then repeat.
 - This ensures that each player will get near equal opportunities to throw first.

Scoring

- Throw Point Values:
 - Ringer – Throw that comes to rest while encircling the stake. Worth 3 points.
 - In Count – Throw that comes to rest that is not a ringer but comes to rest within 6 inches to the stake (includes a shoe leaning against the stake). Worth 1 point.
- The most common method is cancellation scoring. Because of this, we recommend playing with a set number of innings.
 - Can be any number but should be even to allow equal attempts in each direction.

Possible Events

- Singles
- Doubles or Unified Doubles – Players do not switch sides in this event, each partner would throw their two shoes the same direction for the entire game.