

Champion
SPORTS

Play the classic game of horseshoes like a pro. This Champion Sports forged steel horseshoe set is approved by the National Horseshoe Pitchers Association and engineered for the most serious tournament or league players.

CHAMPIONSPORTS.COM/CG210

For more product information and athletic games or equipment, visit ChampionSports.com



Champion Sports, Marlboro, NJ
Designed in the USA. Made in China.

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ELITE **SERIES**

**FORGED STEEL
HORSESHOE SET**



One Storage Bag, Two Black Forged Steel Horseshoes,
Two Gray Forged Steel Horseshoes,
Two Steel Stakes Measuring 24"L x 0.75"D



BUILDING THE COURT

1. Find a level, open surface that is free of obstructions.
2. Place the stakes 40' apart, extending 14" above the surface.
3. Construct the horseshoe pits 3'W x 3'L. A minimum depth of 4" and a preferred depth of 8" is recommended. Pits can be filled with sand, sawdust, loose soil or clay. If you use clay, it must be watered often to maintain its texture.
4. Mark a foul line 3' in front of each stake. This makes the actual throwing distance 37' from the foul line to the stake.
5. Construct a solid backboard (not included) at least four feet behind each stake. It should extend the width of the pit and be at least 1'H.
6. Adjust the court to accommodate players' ages and abilities.

RULES

1. Each player stands behind the foul line and pitches two shoes followed by the opponents two shoes. A point does not count if the player crosses the foul line when pitching.
2. When playing teams, half the team pitches from one stake and half the team pitches from the other.
3. Games are usually played to forty points.

SCORING

1. A shoe must be one horseshoe width (measured from the outside of the open end of the shoe) from the stake to score a point. The closest shoe to the stake gets one point. If two shoes are closer than your opponents, you score two points.
2. Ringers must completely encircle the stake; meaning that the ends of the horseshoe can be touched with a straight edge without touching the stake. Ringers count for three points.
3. If you have the closest shoe and a ringer, score four points.
4. If you throw a ringer on top of your opponent's ringer they cancel each other out and no points are scored.
5. Horseshoes that lean on the stake, called "leaners," are considered closer than any adjacent shoe, except ringers, and are worth one point.

WARNING

Horseshoes are heavy, weighing 2.25 lbs each, and can be dangerous objects when thrown. Do not throw near any persons or animals. All players must be clear of the pit when another player is pitching. Pitch all horseshoes underhand.

EMBROIDERED 1680 DENIER
NYLON BAG TO **EASILY TOTE**
THE HEAVY PIECES

