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# Horseshoes



**Please keep this instruction manual for future reference**

**If you have any problems with your new product,  
please contact Triumph Sports USA at 1-866-815-4173,  
or e-mail us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com)  
for any technical support or warranty issues.**

# 90-Day Triumph Sports USA, Inc. (TSU) Game Warranty

All TSU games have a 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

**A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com).**

**IMPORTANT NOTICE!** Please contact us before returning the product to the store.

## Warnings



**WARNING:** Choking Hazard--Toy contains small balls and/or small parts.  
Not for children under 3 years of age.

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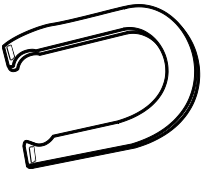
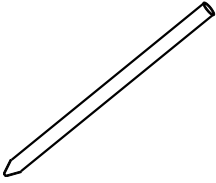
**OUTDOOR GAMES**



**DARTBOARDS**

Triumph Sports USA  
Milwaukee, WI  
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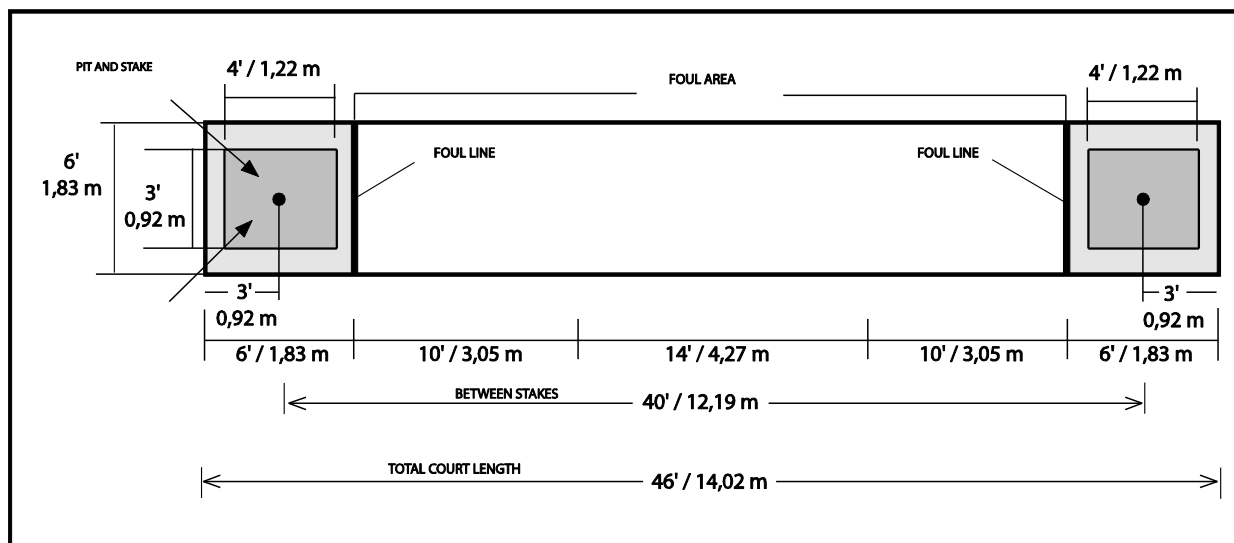
# Parts List

1		Horseshoe 4 pcs
2		Stake 2 pcs

## Pitching Court

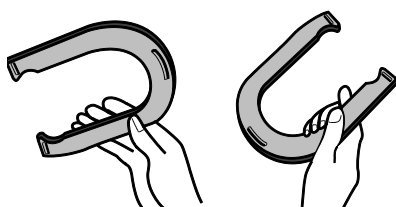
The game can be enjoyed simply by driving two stakes 40' (12.19 m) apart and beginning play.

As your experience and ability increases you may want to construct a formal pitching court. Use the illustration below to layout the Pitching Court. Essentially, a pitching court consists of two sand or clay filled pits 6' x 6' (1.83 m x 1.83 m) in dimension. These pits should be bordered with 2 x 4 or 4 x 4 sections of wood, either staked into the ground or nailed together to make a square. Drive the stakes into the center of each pit, angled slightly toward each other.

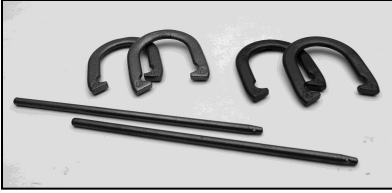


**NOTE:** Stakes should be 14"-15" (35,56 cm - 38,1 cm) above ground level.

## Holding the Horseshoes



# Game Rules



## Horseshoes

2 to 4 players, singles (2) or partners (4)

### **RULES OF PLAY:**

In the course of play, no contestant should walk to the stake prior to the completion of the inning. No shoes should be moved until the points winner has been agreed upon by all contestants, or a decision rendered by a referee.

Contestants that are not pitching should stand behind the opponent.

### **PLAYING THE GAME:**

The game of horseshoes consists of innings, each with 4 pitched horseshoes, 2 by each player. The first player is determined by the toss of a coin, or perhaps by a one-pitch contest where the player who gets closest to the stake goes first. In backyard play, the scoring player or team is often allowed to go first on the following inning.

The first player will pitch both sides and then wait while the other contestant does the same. Again, each player must be careful not to cross the foul line or risk having the thrown shoe deemed a foul and disqualified from scoring.

Both players then move to the stake to determine the point allocation for that inning. Once points have been determined, players pick up their shoes and begin the next inning.

Game length can be limited by either a predetermined number of points or shoes. Official tournament play is either 40 points, or 40 shoes (20 innings). However, in backyard play, it is not uncommon to play to 15 points. In a shoe limit game, the player or team with the highest point total wins. In the case of a tie, a two-inning tie- breaker can be played.

### **SCORING:**

After all four shoes have been thrown in each inning, scoring is determined as follows. To earn points, a shoe must lie within 6" (15.24 cm) from the stake (approximately the distance between the open ends of the shoe). All shoes outside of this area score no points.

Of the shoes within this 6" area around the stake, the closest shoe gets one point. If one player has two shoes closer than any of the opponents', it is worth 2 points.

Leaners are shoes that lean against the stake. They are considered closer than any shoe that is not touching the stake but not closer than Ringers. Leaners are worth 1 point.

Ringers are shoes that completely encircle the stake so that the ends can be touched with a straight edge without touching the stake. Ringers are worth 3 points each. If a player has both a ringer and the closest other shoe it would be worth 4 points.

Cancellation Scoring: Any time the shoes of opposing players are equal distance from the stake or of equal value, they cancel each other out and score no points.

The winner of the game is either the first player or team to reach the predetermined point total, or the player with the highest point total after the predetermined number of shoes (or innings).