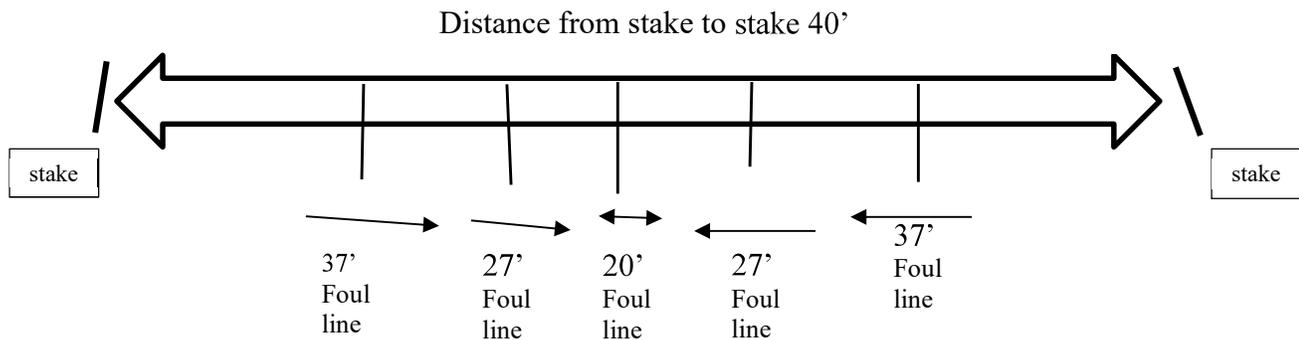




VIRTUAL HORSESHOES SCORESHEET & PROCEDURES

Court:

1. Attempt to find an outdoor horseshoe court at a recreation or community center near your home. If unable to find then use the guidelines found on page 35 of the NCSG Official Rules Book for set up of court.
2. Mark the appropriate foul line:
 - **Men 50-69-60 - 37' foot line** (3 feet in front of the stake)
 - *Women 50-74 & Men 70+ -- 27' foot line*
 - **Women 75+ -- 20' foot line**



Equipment for Court:

- At least one stake
- Measuring tape
- Hammer

Equipment for Game:

- Two (2) horseshoes
- The ruler with 6 inches marked
- Score sheet or a piece of paper and a pen
- Clipboard or something to write on
- Optional: rag and gloves

VIRTUAL HORSESHOES

Game:

1. Pitching distance & Shoes
 - a. **Men 50-69**-60 shoes from the **37' foot line** (3 feet in front of the stake)
 - b. *Women 50-74 & Men 70+ -40* shoes from the 27' foot line
 - c. **Women 75+** -20 shoes from the 20' foot line
2. In pitching the shoe from 37', the pitcher must stand on the pitcher's platform on either side of the stake. When pitching from the 27" and 20" foul lines, pitch from the area beside where the stake would be and not directly in front of the stake.
3. Throw 2 shoes and score both shoes by using a 6" straight edge. Ringers are to be recorded so that a player's ringer percentage may be tallied. Continue to throw the shoes 2 at a time and score until the set number of shoes for your age group is thrown.

Foul Shoes:

- a) When throwing the shoe, the pitcher must not touch or exceed the foul line before the shoe has left the hand. If this is done the pitcher will remove the shoe and get no point for that shoe.
- b) Any shoe pitched which lands outside the pit area of the opposite pitching box is a foul shoe. Any shoe that lands in foul territory but hits the backstop or any other object that deflects the shoe back into the pit shall is a foul shoe.
- c) A foul shoe is not scored, but is counted.

Scoring:

1. A shoe must be within six (6) inches of the stake to score and equals 1 point. A shoe touching the stake or leaning on the stake is 1 point.
2. If both shoes are within six (6) inches of the stake both shoes will be scored and equals 2 points
3. Ringer = 3 points
 - Definition of a ringer: a ringer is declared when a shoe encircles the stake enough to allow the touching of both ends of the shoe with a straight edge (ruler), and the stake is not touched with the straight edge (ruler).
4. Ringer and shoe within six (6) inches of the stake equals 4 points
5. Two ringers equal 6 points.
6. Tally up the total score and total ringers.
7. In the event of a tie the number of ringers will be counted. The person scoring the most ringers will be declared the winner.

Virtual Horseshoes Scoresheet

Participant Name: _____ **Male/Female** (circle)
Age Group (circle) 50-54 55-59 60-64 65-69 70-74 75-79 80-84 85-89 90-94 95-99 100+
 (Age group is determined by your age on December 31, 2021)

- a. **Men 50-69**-60 shoes from the **37' foot line** (3 feet in front of the stake)
- b. *Women 50-74 & Men 70+ -40* shoes from the 27' foot line
- c. **Women 75+** -20 shoes from the 20' foot line

Note: Ringer is 3 points, shoe within 6 inches of the stake is 1 point

Sample:

Shoes	Ringers	Shoes w/in 6"	Points this round	Total Score
2	-	0	-	0
4	-	1	1	1
6	1	0	3	4
8	2	0	6	10

Shoes	Ringers	Shoes w/in 6"	Points this round	Total Score
2				
4				
6				
8				
10				
12				
14				
16				
18				
20				
22				
24				
26				
28				
30				
32				
34				
36				
38				
40				
42				
44				
46				
48				
50				
52				
54				
56				
58				
60				
Total				