

Rule 17 - Measurements

Section A - All measurements to determine which shoe is the closest to the stake shall be made by the use of calipers or a straight edge.

Rule 18 - Definition of a "Ringer"

Section A - A ringer shall be a shoe that encircles the stake far enough to permit a straight edge to touch both heel calks simultaneously without touching the stake.

Rule 19 - Knocked off and Knocked on Ringers

Section A - Whenever a player knocks off his own or opponent's ringer, such knocked off ringers lose their scoring value.

Section B - If a player knocks on one of his own or his opponent's shoes from a non-ringer position to a ringer position, the changed shoe has scoring value and credit for a ringer for its owner.

Rule 20 - Moved Pitched Shoes

Section A - When a thrown shoe moves a shoe already at the stake, all shoes are counted in their new positions.

4. The Scoring Rules

Rule 21 - Regulation Games

Section A - A regulation game shall consist of 50 points in all tournaments and matches.

Section B - In a league, the regulation game shall consist of 21 points.

Section C - Each game is divided into innings and each inning constitutes the pitching of four shoes - the two players each pitching two shoes.

Section D - An official contest between two players shall consist of best six (6) out of eleven (11) games.

Rule 22 - Scoring Points

Section A - All shoes shall be within six inches of the stake to score.

Section B - Closest shoe to stake scores (1) point.

Section C - Two shoes closer than opponent's - scores (2) points.

Section D - One ringer scores (3) points.

Section E - Two ringers score (6) points.

Section F - One ringer and closest shoe of same player scores (4) points.

Section G - If a contestant shall have two ringers and his opponent one, the player having two ringers shall score (3) points.

Rule 23 - Cancelled Points

Section A - All equals count as ties and no points are scored.

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Section B - In case each contestant has a ringer, the next closest shoe, if within six inches of stake, shall score.

Section C - If each contestant has a double ringer, both double ringers are cancelled and no points scored.

Section D - In case there is a tie of all four shoes as four ringers or all four shoes are equal distances from the stake, no score shall be recorded and the contestant who pitched last is entitled to pitch first on the next throw.

Section E - Where ringers are pitched and cancelled, they shall be credited to the contestant who pitched such ringers and no score shall be credited as points scored.

Section F - Any shoe leaning against the stake in a tilted position shall have no advantage over a shoe lying flat on the ground and against the stake. All such shoes are ties.

Rule 24 - Announcing Scores

Section A - All shoes shall be scored and announced only in their final position after all shoes have been pitched.

Section B - In all games, the player scoring the points shall call the result.

Rule 25 - Recording of Results

The recording of results of games shall be as follows:

W - Games won; L - Games lost; P - Points
R - Ringers; DR - Double Ringers; SP - Shoes Pitched
PR - Percentage of Ringers

5. Miscellaneous

Rule 26 - Protests

Section A - In case of a protest, or where the rules do not specifically cover a disputed point, the referee or committee in charge shall have full power and final jurisdiction.

Section B - If a tournament committee is in charge, appeals may be made to it from decisions of the referee and decisions by the committee in all cases shall be final.

Rule 27 - Three-Handed Games

Section A - In three-handed games when two of the players each have a ringer and the third player no ringer, the two players having ringers score their closest shoe, while the third player is out of this play.

Section B - If all three players each have a ringer, the one having his next shoe closest to the stake scores.

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THE GAME OF Horse Shoe Pitching

HOW TO PLAY IT

for

RECREATION and for HEALTH

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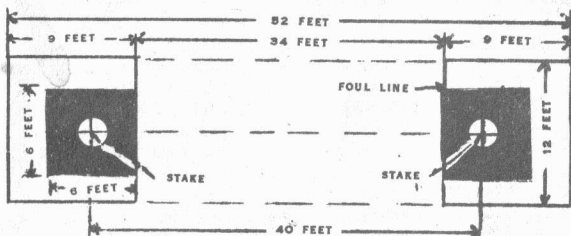
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HORSE SHOE PITCHING — THE MODERN GAME

No other game offers a combination of sport, skill and healthful exercise at such low cost. You can lay out a horse-shoe pitching court in your back yard or in a vacant lot, and you can invite your friends to play at a moment's notice. Tournaments and clubs can be easily organized and when you become an adept at the game, you will find other enthusiasts to furnish competition.

Time was when horse-shoe pitching was a farm-yard sport. Old Dobbin furnished the shoes and the stakes were crude affairs improvised perhaps from bits of pipe. Now the game has assumed national popularity and thousands of people are pitching horse shoes for sport and health. Shoes of sturdy drop-forged steel and stakes of the same material, made in style and weight to meet the specifications of the American Horse Shoe Pitchers' Association, are necessary to play the modern game properly.

This little book of suggestions and rules of the game is included with this outfit to aid you in becoming an expert horse-shoe pitcher. Follow the instructions carefully and you will soon make plenty of ringers.



LAYING OUT THE PITCHING COURT

While you can merely drive stakes in the ground 40 feet apart and start to pitch, a permanent court of exact dimensions can be easily laid out and will help you to enjoy the game.

The illustration shows how an Official Court should be laid out. Place sections of two by four and nail together so as to make two 6 foot squares. The stakes should be driven in the ground in the center of these boxes inclining slightly toward each other. Fine clay should then be placed around the stakes and tramped down. This clay should be moistened occasionally. The diagram indicates the outer dimensions of the court.

If it is not convenient to install the clay-filled boxes about the stake, the ground should be spaded up so as to prevent the shoes from bouncing and sliding when they strike.

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HOW TO HOLD THE SHOE



While no two experts will agree on the best way to hold a horse shoe, and you will doubtless develop your own particular grip, two methods are herewith illustrated for the benefit of the beginner.

It is important for your success at the game that you adopt one hold and continue to use it. The man, woman or child who makes ringers consistently must practice until the pitch is made easily with the eye judging the distance and directing the movement of the arm and wrist.

Experts can pitch ringers when the stake is hidden behind a blanket, or when they are blindfolded.

You, too, can do this if you practice.

Just take the shoe in your right hand — the Junior-size if you are a boy or girl — feel the weight; grip it in any one of the two ways illustrated. Next, take your stand at the stake and make ready to pitch the shoe. All ready? Now read how to pitch the shoe.



HOW TO PITCH THE SHOE

The first rule of pitching the horse shoe is to keep the eye on the stake.

The three illustrations on this paper will aid you in assuming the proper position and "follow-through", as they say in golf.

First, you grip the shoe and stand with feet together close to the stake. Next you bring the shoe up at arms length and sight it as would a rifle so that the opposite stake appears in the center of the shoe. (See Fig. 1)



Fig. 1



Fig. 2



Fig. 3

Second, you drop the right arm with an easy swinging motion and bring it back past the body, at the same time stepping forward with the left foot. (See Fig. 2)

Third, you pitch the shoe by bringing the right arm forward and at the same moment step forward with the right foot. (See Fig. 3) The rhythm with which you perform this motion determines the accuracy of your pitch, provided you have properly gauged the distance.

Your forward step must not carry you beyond the box, or more than three feet from the stake.

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OFFICIAL HORSE SHOE PITCHING RULES

1. Horseshoe Courts

Rule 1 — Lay-out of Courts

Section A — A court should cover an area of level ground of at least ten (10) feet in width and fifty (50) feet in length, and shall consist of two pitcher's boxes containing clay with a stake in the center of each.

Rule 2 — Pitcher's Box

Section A — The pitcher's box shall extend three feet on either side to the rear and to the front of the stake — outside measurements.

Section B — The box shall be constructed of 2 x 6 inch or 2 x 8 inch lumber and shall not extend more than one inch above the level ground.

Section C — Where several or more courts are constructed, a 2 x 6 inch or 2 x 8 inch plank shall be laid the full length of such courts three (3) feet in front of the stakes.

Section D — Top of the front plank of the pitcher's box may be protected by covering with tin, sheet metal or old tires.

Section E — For indoor pitching, the pitcher's boxes must not exceed six (6) inches in height above the floor.

Rule 3 — Soil in Pitcher's Box

Section A — The pitcher's box should be filled with potter's clay or any substitute of like nature.

Section B — The clay should be at least six (6) inches in depth at the beginning of each game, and at no time, shall surface of clay be more than one (1) inch below the top of the box.

Section C — The clay must be kept moist and worked to a putty-like condition about eighteen (18) inches around the stake.

Rule 4 — Position of Stakes

Section A — The stakes shall be set in the center of each pitcher's box, shall incline toward each other and project twelve (12) inches above the top of the box.

Rule 5 — Pitching Distance

Section A — The stakes shall be forty (40) feet apart, measured from the front at the point where the stakes enter the ground.

Section B — The regulation distance for women and boys under 16 years of age shall be thirty (30) feet.

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Rule 6 — Distance Between Courts

Section A — Where several or more courts are constructed, the stakes adjacent to each other shall be placed on a straight line not less than ten (10) feet apart.

2. Horseshoe Equipment

Rule 7 — Stakes

Section A — The stakes shall be made of iron or steel and be approximately two (2) to three (3) feet in length.

Rule 8 — The Official Shoe

Section A — No horse shoe shall exceed the following regulations: $7\frac{1}{2}$ inches in length, 7 inches in width, $2\frac{5}{8}$ pounds in weight. No toe or heel calk shall project more than $\frac{3}{4}$ of an inch. The opening between the heel calks shall not exceed $3\frac{1}{2}$ inches — inside measurements.

Section B — No horse shoe constructed in a freak design will be considered a regulation shoe. The commonly accepted shoe shall be used as a model to determine what a freak shoe is.

3. Playing Rules

Rule 9 — Conduct of Players

Section A — No contestant shall make any remarks or utter any sounds within the hearing of his opponent, nor make any movement that does or might interfere with the opponent's playing.

Section B — The penalty for violation of this rule shall be the declaring as foul both shoes pitched or to be pitched by the offender in the inning complained of.

Section C — The referee shall be the judge of a violation of this rule.

Section D — No contestant shall walk across to the opposite stake and examine the position of his opponent's shoe before making his first or final pitch.

Section E — All contestants shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of one (1) point to his opponent.

Section F — Any player repeatedly violating rules or guilty of any unsportsmanlike conduct, may be barred from further participation in the contest.

Rule 10 — The Foul Lines

Section A — The outer edges of the pitcher's box shall be known as foul lines.

MADE FOR PEOPLE WHO RECOGNIZE QUALITY

St. Pierre
PRESENTS —

"THE WONDER" — "PICNIC SPECIAL"

The most popular and quick-selling shoe available. This shoe is drop forged from tough carbon steel. A special hooked type shoe, scientifically designed. Holds shoe on stake—perfect for easy control. Ideal for Women and Children. A Family Style shoe—Perfect for Campers. This shoe was pioneered by St. Pierre and there are imitations on the market. However, this shoe, shape and design and quality are all a distinctive St. Pierre feature. Weight per shoe—Approximately 2 lbs.

"THE ROYAL"

A very popular shoe—official in weight, size and appearance. Shoes of this design are used by the more skilled pitching horseshoe enthusiast. They are ideal for family use, park use, clubs and organizations.

The Royal shoe has been known and manufactured for over 40 years. It has also been copied by competitors in overall appearance and design. However, like its companion, the Wonder Shoe, the Royal trademark is a very distinctive St. Pierre feature. This shoe is also strictly drop forged and not cast. Official weight per shoe—2 lbs. 8 oz.

"THE AMERICAN"

The Finest Pitching Horseshoe obtainable. This shoe was first introduced at the World's Championship Tournament in Keene, New Hampshire as an official shoe of the National Horseshoe Pitcher's Association of America.

It is drop forged from the finest carbon steel, heat treated and scientifically designed and balanced to ring the stake with a dead fall. Considered by champions and professionals superior to all other shoes now used. This shoe is ideal for sportsman's groups, clubs, organizations or the individual who desires the finest.

A tremendous buy for the money as this horseshoe combines appeal with the finest in design and quality that no competitor can offer. Official weight per shoe—2 lbs. 8 oz.

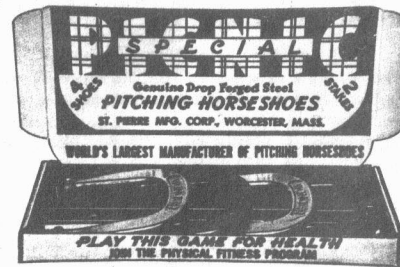
NOTE: All St. Pierre Pitching Horseshoes are drop forged from American made special quality steel, each lot accompanied by a certification of analysis from the steel mill.

St. Pierre MFG. CORP.
WORCESTER, MASS.



St. Pierre — Superior Quality, Competitively Priced — Pitching Horseshoes

AVAILABLE AT BETTER STORES EVERYWHERE



THE PICNIC SPECIAL (4 Shoes - 2 Stakes)



THE ROYAL OUTFIT (4 Shoes - 2 Stakes)



THE AMERICAN OUTFIT (4 Shoes - 2 Stakes)

Rule 11 – Position of Players

Section A – In delivering the shoe into the opposite pitcher's box, a contestant may stand anywhere inside the foul lines.

Section B – If in getting a 'toe hold' on the front of the pitcher's box the player's foot extends a trifle over the foul line, this shall not be considered an improper position.

Section C – Each player, when not pitching, must remain outside and back of the pitcher's box until his opponent has finished pitching.

Rule 12 – The First Pitch

Section A – At the beginning of a game, the contestants shall decide who shall have the first pitch by the toss of a shoe or coin. The winner shall have the choice of first pitch or follow.

Section B – At the beginning of successive games between the same players, the loser of the preceding game shall have the first pitch.

Rule 13 – Pitched Shoe

Section A – The shoe is pitched when it leaves the player's hand.

Rule 14 – Broken Shoes

Section A – When a shoe strikes in fair territory and is broken into separate parts, it shall be removed and the contestant entitled to pitch another shoe in its stead.

Rule 15 – Foul Shoes

Section A – A shoe pitched while the player is standing outside the foul line is foul.

Section B – If a shoe first strikes outside the foul lines before entering the pitcher's box, it is a foul.

Section C – A shoe striking any part of the pitcher's box is a foul.

Section D – Foul shoes shall be removed from the pitcher's box at the request of the opponent.

Section E – A foul shall not be scored or credited.

Rule 16 – Interfering with Pitched Shoes

Section A – No contestant shall touch his own or his opponent's shoes after they have been pitched until the final decision has been rendered as to the scoring values of the shoes.

Section B – Failure to comply with this rule shall result in both shoes of the offender being declared foul, and his opponent shall be entitled to as many points as the position of his shoes at the peg should warrant.