

The Stellafane Horseshoe Pitching Contest is back!

The event will take place Friday afternoon at 1pm (weather permitting). Players must sign in at the event. This is a fun, friendly competition between anyone 16 years and younger that can safely toss a horseshoe. The overall winner of the event will win a telescope that they will assemble with “Stargazer” Steve Dodson in the Pavilion Saturday morning.

Every effort will be made to keep the competition fair to all involved. Initial matches will be between similar aged players. However, if for example, a 16 year old gets matched with a 6 year old, we will allow the younger player to toss from a distance that will allow them to reach the stake with a reasonable toss.

We also request that any child that is participating in the event is accompanied by an adult.

Contest Rules

- Eligible age to participate 16 and younger.
- Overall winner is eligible to win the prize. They may choose to award another player with the prize if they desire.
- Prior year winners may play but are ineligible to win the prize.
- While this is a competition, we expect all players to play in a sportsmanlike way. Any unsportsmanlike behavior will result in elimination from the event.
- After the first round, names will be chosen randomly to determine matchups.
- A “wildcard” may be allowed in the case of an uneven number of players.
 - In the first round, the youngest player would automatically advance to the 2nd round if there’s an uneven number of players.

Game Play

- Each player pitches their two shoes followed by the opponent pitching their two shoes.
- All rounds except the final round will be played to 11 points, if there is a tie, play continues until one player is leading at the end of a round. The final round will be played to 21 points and in the case of a tie, play will continue until one player is ahead at the end of a round.

Scoring

1. Contestants shall receive credit for all points. The maximum is 2 ringers (6 points).
2. The closest shoe to the stake gets 1 point regardless of the distance from the stake.
3. If you have two shoes closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest shoe and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, both players will score 3 points.
7. Leaners are worth 1 point and are considered closer than any adjacent shoe except ringers.
8. The STM member running the event will resolve any point disputes.