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HARVEST FESTIVAL HORSESHOE TOURNAMENT

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Date: August 6th & 7th, 2:00 pm
Place: 23800 Peoria Road
Cost: \$5/person or \$10/team

Entry deadline is August 5th @ 5:00 pm. Please complete the enclosed form and return it with your entry fee. The tournament will be limited to 32 teams! If the 32 teams are not filled by the deadline, those teams that are registered first will receive an automatic bye to the next round. Individuals may register and will be paired prior to the tournament. 50% of all entry money will be awarded to the top 3 teams!

Top 3 Teams will divide the Jackpot as follows:

1st Place – 60%
2nd Place – 25%
3rd Place 15%

1st Player

Name

Address

Phone

E-mail

2nd Player

Name

Address

Phone

E-mail

Mail entry forms and fee to:
Harrisburg Harvest Festival
PO Box 134
Harrisburg, OR 97446

Drop off entry forms and fee to:
Harrisburg City Hall
120 Smith Street
Harrisburg, OR 97446

HARRISBURG HARVEST FESTIVAL HORSESHOE TOURNAMENT RULES

- 1) Players must be registered by the registration deadline. Because it's important for us to have our bracket completed ahead of time, we will strictly enforce this cutoff time.
- 2) All teams will check-in at the table 15 minutes before the tournament begins. If you're not there at this time, your team will automatically be disqualified.
- 3) The points are as follows:

Ringer: 3 points
Leaner: 2 point
Shoe in Count: 1 point

Shoes more than 6" from the stake will receive 0 points.
Shoes that hit any side of the pit will be considered dead.

- 4) Definitions:

Leaner: The shoe is upright and leaning against the stake.

Ringer: If you can lay a straight-edge from end to end across the horseshoe, and the straight-edge doesn't touch the stake, you've got yourself a ringer.

Shoe in Count: Any portion of the shoe is within 6" of the stake.

- 5) The first team to reach 21 points will be declared the winner.
- 6) Cancellation Scoring will be used. Only one player can score each inning. After one player from each team has pitched 2 shoes each to a pit, scores will be tallied.
 - o One player's ringer cancels an opponent's ringer.
 - o Only the closest Shoe in Count will score. If one player has 2 Shoes in Count, and they are both the closest, 2 points will be scored.
 - o Shoes in Count of equal distance from the stake will cancel each other.
 - o If one player throws 1 un-cancelled ringer and the closest Shoe in Count, 4 points will be scored.
- 7) Everyone will pitch from behind a 37' foul line. The foul line will be strictly enforced. All players will pitch from either side of the pit - not in front. Stakes will be 15" high, with sand surrounding them.
- 8) Each player is allowed 2 warm-up pitches before the game.
- 9) A coin toss, at the beginning of each game, will determine which team goes first.
- 10) This is a double-elimination tournament.
- 11) Players may only pitch for one team.
- 12) Judges' decisions are final.
- 13) Tournament coordinators reserve the right to modify any of the above rules. If changes arise, the teams will be notified.
- 14) All teams (i.e. partners) are final at the start of the tournament. If your team is not available at the beginning of the round, you will forfeit the round.