

HORSESHOE PITCHING (con't)

Pitching Rules: The contestants pitch both shoes, one after the other, from the pitching box into the opposite pitching box. A contestant is not permitted to walk across to the opposite stake and examine the position of his opponent's shoes before pitching.

When a contestant has the first pitch he must, after delivering both shoes, stand back of a line even with the stake and out of the pitcher's box, or forfeit the value of the shoes pitched.

The front of the pitcher's box (three feet in front of the stake) is the foul line and any pitcher stepping over this line in delivering his shoe loses the value of the pitch.

If a shoe strikes the frame of the pitcher's box or other object it is called a foul shoe and does not score.

Ringers: Any shoe to be scored as a ringer must encircle the stake far enough to permit a straight-edge to touch both heel calks and clear the stake.

Scoring: The shoes score as follows:

1. If a shoe when thrown moves another shoe both shoes are measured from their new position.

2. The closest shoe to the stake scores one point. If both shoes are closer than the opponent's they score two points.

3. A ringer scores three points.

4. A ringer and the closest shoe scores four points.

5. A double ringer scores six points and is the highest score a contestant can make.

6. In case each contestant has a ringer, the next closest shoe scores and all such ringers are credited as ringers pitched by not counted as a score.

7. If each contestant has a double ringer, both double ringers are cancelled and now points scored.

8. If a contestant has two ringers and his opponent one, the pitcher having two ringers scores three points.

9. In case of a tie of all four shoes, such as four ringers or all four shoes an equal distance from the stake, no score is recorded and the contestant who pitched last is awarded the lead.

10. A shoe leaning against the stake has no advantage over a shoe lying on the ground and against the stake; all such shoes are ties. If a contestant has a shoe leaning against the stake, it counts only as a closest shoe. (In informal play such shoes are called "leaners" or "hobbers" and score two points.)

Measurements: All measurements should be made by the use of calipers and a straight edge.

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DECK TENNIS

Court: The court is eighteen feet wide and forty feet long. Three feet in from each side line and parallel to it, a line is drawn, thus creating an alley on each side of the court. This alley is used only in doubles play. Midway between the side lines and parallel to them a center line is drawn. A foul line is drawn on each side of the net, parallel to it and three feet from it. The net is stretched tightly across the court, and is four feet eight inches high at the posts.

In singles play, the area inside the side alleys is used and the center length-wise line is disregarded. In doubles play, the entire court is used with the center line dividing it into right and left service courts.

Equipment: The game is played with a ring or quoit six inches in diameter. It may be made of manila rope, one-half inch thick, with the ends spliced together. or the official ring of sponge rubber or inflated rubber may be used.

Teams: One or two players may play on a side.