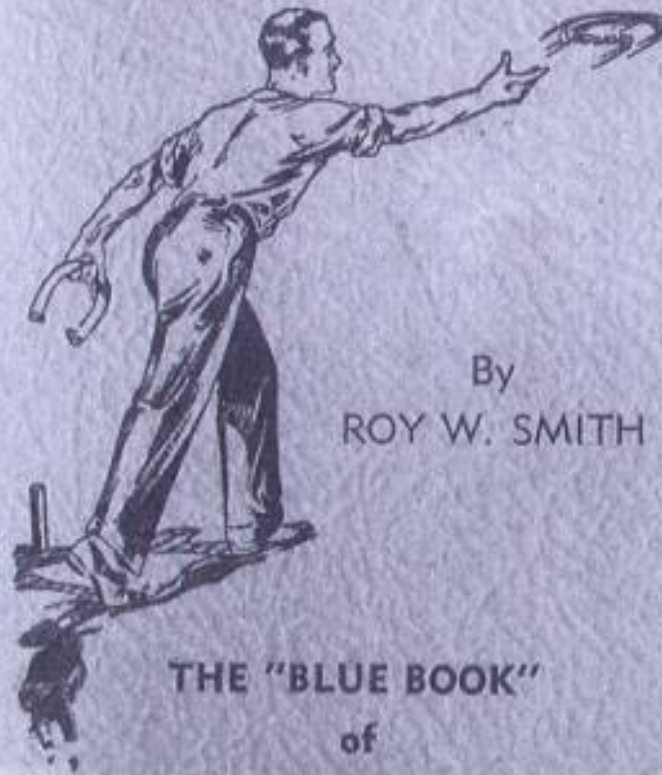


# Science at the Stake

(Revised and Enlarged Edition)



By  
ROY W. SMITH

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By  
Roy W. Smith



APPROVED BY  
THE NATIONAL HORSESHOE  
PITCHERS ASSOCIATION

*Dedicated to the Horseshoe  
Pitching Sport*

1946



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# **Science at the Stake**

(Revised and Enlarged Edition)

## **FOREWORD**

A great many people take up the game of Horseshoe Pitching without realizing that it is one of great science. Some start by using fairly good playing form but the majority who do not receive the proper instruction, develop one or more bad playing habits which handicap them. Others play day after day, paying little or no attention to their fundamentals and cannot understand why they fail to improve beyond a certain stage. After practicing for a time without much success they become discouraged and lose interest. Unless they watch themselves closely, even the champions sometimes develop certain bad habits which adversely affect their playing. They must be quick to analyze and correct such faults that may manifest themselves during prolonged and tiresome tournament competition.

The first and main purpose of this book is to acquaint the player, especially the beginner, with the basic fundamentals of the game and to outline the playing methods used by the champion pitchers. Having access to this information will enable a player to avoid numerous mistakes and much unprofitable experimentation, thus assuring him of a more rapid progress. Of course, all who play the game cannot become a district, state or national champion, but they can bring their ringer percentages up to provide more competition for those who are the champions.

It must be clearly understood that a definite set of rules cannot be made for everyone to follow because each individual possesses his own particular style in delivering the shoe. However, regardless of methods, the basic fundamentals remain the same and must be mastered by all. A beginner can learn much to his advantage by associating with experienced players. This does not mean that he should discard his natural style for that of every champion who comes along. If he does this, he will always be in a state of experimentation and doubt. THE SECRET OF GOOD HORSESHOE PITCHING IS TO MAKE EVERY MOVE AS EASY AND NATURAL AS POSSIBLE. Various rule pamphlets often include a few skimpy lines of instruction, but do not go into sufficient detail as to how or why certain things should or should not be done. While the rules serve their purpose by specifying the equipment

and governing the conduct of players, they were never intended to instruct one in the scientific art of pitching. This knowledge must be acquired from other sources and applied through long periods of patient practice. However, it isn't so much the amount but HOW one trains that is important.

The author does not profess to be a master of the art of throwing ringers or to know all about the game. Many persons are far better qualified, both from a playing and writing standpoint, to compile a book of this kind. Nevertheless, it isn't necessary for one to be a world's champion in order to understand the game. Very few, if any, of the national champions have attempted to write a book of this sort, however, a number of them have furnished, through personal and written interviews, a great deal of the information set forth on the following pages. Combined with this is the writer's personal experiences which have been laboriously gained over a period of years in playing and studying the game. While some experts may not fully agree with all the methods outlined, they realize that a definite set of rules cannot be made to govern everyone and that all who play the game must master their fundamentals. Therefore, if a few slight differences of opinions exist, they are of no great importance. In fact, if this book will influence the reader to pay more attention to his fundamentals, it will have well served its purpose.

Comment is especially invited and any additional information which the reader may care to submit will be greatly appreciated in case another edition of this work is published. A special effort has been made to describe all phases of the game in a simple and comprehensive manner.

The second purpose of this book is to help create more publicity for the horseshoe pitching sport by making the general public more conversant with its many splendid merits. Heretofore, a lack of both proper instruction and publicity have been responsible for keeping this fine sport in comparative obscurity. Except for a brief mention of the game, now and then, the newspapers and magazines devote nearly all of their sports pages to golf, tennis, baseball, boxing and football. While it is true that horseshoe pitching is not a gallery game, it is also true that it is not a game of false exploitation and newspaper ballyhoo where thousands pay high admissions to witness the performance of a few professionals! Anyone can indulge in this honest and sterling sport at a minimum of expense. For this reason alone, many people take it up because they cannot afford the more costly equipment of other sports.

The author wishes to express his gratitude to the following per-

sons for their courtesy and assistance in the compilation and publishing of this work: Theodore (Ted) Allen, the World's Champion; Guy Zimmerman, who holds many of the world's pitching records; Dean Brown, former Champion of California; Mrs. Esther James, the Women's National Champion; Caroline and Charolette Shultz, former women's national champion and runner-up respectively; Mr. Harry T. Woodfield, President of the National Horseshoe Pitchers' Association; Mr. Raymond B. Howard, former Secretary of the N. H. P. A. and publisher of "The Horseshoe World", who supplied records and other valuable information. Mr. D. O. Chess and The Buckeye (Ohio) State Horseshoe Pitchers Association; Mr. John A. Gordon, The Exposition Park Horseshoe Club; all the Horseshoe Companies who contributed advertising, and many other persons too numerous to mention.

Now, fellow pitchers, the playing secrets and methods of all these great champions have been collected for you to study and use in perfecting your game. While you may not apply all of these methods in the exact manner described, you may rest assured, despite a number of slight variations of technique, that you are training yourself along the correct lines. There is no short cut to becoming a good pitcher unless it is being able to acquire and use the knowledge necessary to secure the proper start. This book will give you the correct start and save you much time in improving your game. The rest is up to you.

The science of pitching ringers ranks as one of the foremost sports in the world today. Play and support this fine game to the best of your ability and all that you put into it will return a thousand-fold in good sound health and clean enjoyment.

**Sincerely yours for a better game,**

**Roy W. Smith**



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## **ORIGIN AND BRIEF HISTORY OF THE GAME**

Historical references show that the sport of pitching horseshoes originated in Western Asia and Eastern Europe at least two centuries before the Christian Era. The art of fashioning iron plates or rings and nailing them to the feet of horses was not commonly known in western Europe, however, until about the fifth century and did not become a regular practice until the Middle Ages.

When the nations, Greece and Rome were world powers, athletic games played an important part in the celebration of various festivals. One of the four Grecian national festivals was the Olympian Games, which was established in very early times and continued down through the centuries to the present time. These games consist of all the major sports such as wrestling, boxing, running, jumping, swimming, fencing, archery, weight and discus throwing. Except for size and weight the discus resembles the modern quoit or horseshoe. The poorer class of people of that time could not always afford a discus so they began to throw discarded horseshoes. At first they used these like the discus to see who could throw them the greatest distance, but this became rather tiresome and stakes were set up to create a more interesting game. Thus, horseshoe pitching was born.

It is pretty well established that quoit pitching is a descendant of the old Grecian game of discus throwing and that horseshoes is a modification of the game of quoits. Quoits enjoyed great popularity in England and America several decades ago. Competition was decidedly keen and standardized rules were adopted. However, it was much easier to pick up and use discarded horseshoes which gradually replaced quoits. Today, quoits are more or less obsolete but used occasionally in some places.

Horseshoe pitching has played an important role in the history and growth of our country. Our national game, baseball, is in reality an upstart and newcomer compared to this fine, old American sport of horseshoe pitching. This was the sport of the Fathers of our Republic! Indeed it is so charged with genuine, fundamental Americanism that the Duke of Wellington is said to have remarked, "the Colonial War of Liberation was won on the village greens by pitchers of horse hardware."

Following the Civil War, the sport grew rather slowly until northern farmers, who migrated to the southern states, partially revived it. However, it continued to remain a sport of only casual interest until the year 1909 when a discovery was made that com-

pletely revolutionized the game and caused it to sweep the country. The "open shoe" was discovered. The exact facts relating to this epochal discovery may never be determined to the complete satisfaction of everyone. Many leading authorities credit Doctor F. M. Robinson of Poughkeepsie, New York with the discovery. At St. Petersburg, Florida, in 1909, while he and some companions were playing on the courts near the Allison Hotel, one of the men noticed that the good doctor's shoes almost always landed with the opening toward the stake. This knowledge spread rapidly throughout the winter colony and all the pitchers began to experiment in an endeavor to improve the hold on their shoes. Other authorities attribute the discovery to George W. May of Akron, Ohio. Frank Eachus, a barber of Gallipolis, Ohio and champion of that state in 1917 or 1918, is a third individual to claim to be the originator of this innovation of pitching ringers.

Be that as it may, one or all of these gentlemen demonstrated that a horseshoe could be thrown and controlled with far greater ease and accuracy, if it were held on the side or shank instead of with the customary forefinger around one of the heel caulks. At least, George May proved this in February, 1920, when he entered the national tournament and easily won the championship of the world. During this contest, he established a record that has never been equalled. He pitched more ringers—430—than there were points scored against him, winning 24 games without losing one.

Another great improvement was a scientific method of scoring. The game was divided into innings of four pitches; two pitches for each player. This made tournament competition possible. These improvements in playing and scoring ushered in a new era for the game and pitching ringers became a real science. Many thousands of ardent enthusiasts of all ages and both sexes took up the art as a scientific and healthful pastime.

The first organized club was formed at Long Beach, California, in the year 1900, with a membership of about 600 players from 25 states and Canada. The first tournament, in which competition was open to the world, was held in the summer of 1909, at Bronson, Kansas. Frank Jackson was the winner of this contest.

The stakes were 2 inches high and the pitching distance was 38 1/2 feet. Two or three years later the stake height was raised to 6 inches. Ringers counted 5 points, leaners 3 points, and closest shoe, regardless of distance from the peg, counted 1 point. The top ringer received the count of all those under it, and a game consisted of 21 points. Because of the non-uniformity of rules,

as played in different sections, the leading pitchers of Missouri and Kansas met in 1913 and, after much hard work, adopted a uniform set of rules.

The first ruling body of the sport was formed at Kansas City, Kansas, May 16, 1914, under the name of The Grand League of the American Horseshoe Pitchers Association. This organization adopted a set of rules, by-laws, and a constitution with elected officers. It granted charters to clubs and state leagues and the rules were accepted as standard and official in all tournaments. The scoring method remained the same, with the exception of the following: the cancellation system was adopted, that is, like cancelled like; the weight of the shoes was limited to not less than 2 pounds and not over 2 pounds and 3 ounces. Stakes were raised to a height of 8 inches and the pitchers box was 6 feet square. Prior to the national tournament held at Kansas City, Kansas, October 23- 24, 1915, no records had been kept. This was the first "official" tournament for the championship of the world and was played under the rules of The Grand League of the American Association.

The National Horseshoe Pitchers Association of the United States was organized May 10, 1921, and during the National Convention at Lake Worth, Florida, February 26, 1925, the name was changed to The National Horseshoe Pitchers Association. This is now the only governing body of the sport in the country. It is a non-profit organization, formed to promote and protect the game under a uniform set of rules throughout the nation.

Under the able guidance of The National Association, the sport has grown so rapidly that an accurate census of all its adherents cannot be determined at the present time. However, it is safe to estimate the numbers to run well into the millions. According to Mr. Raymond B. Howard, former Secretary of The Association and publisher of "The Horseshoe World", there are approximately 3,000,000 organized players in this country alone. Over 200,000 of these are women. During the winter season, large numbers, residing in the northern sections, migrate to Florida, California, Texas and other southern climes where the winter season is mild. During the normal months of the year, the state of Massachusetts claims the greatest number of players, with New Jersey ranking as a close second. Ohio and Iowa rank third and fourth respectively and, together with California, are the birthplaces of almost all the champions. All of the states in the Union have their organized clubs and associations. Some of these have individual rolls of over 1,000 players. Incidentally, in sections where the summer season is relatively short, horseshoe pitching is quite popular as an indoor game.

Nearly all the civilized nations throughout the world include horseshoe pitching in their sporting categories so that today the game possesses a genuine international flavor. While the sport enjoys its greatest popularity here in this country, Canada, England, Australia, New Zealand, Soviet Russia, the Hawaiian Islands and even fashionable Bermuda have adopted it. The majority of our great Universities, colleges and public schools include the game in their physical culture departments. Almost every city, town and hamlet have their outdoor, indoor, public and private playing courts.

### **PLAYING REQUISITES**

Horseshoe Pitching, as played today is a far cry from the old "barnyard" version and calls for as much or more science and correct playing form as golf, tennis and baseball. Theodore Allen, the world's champion states: "for every fundamental and hazard contained in golf, I can name a corresponding one in horseshoes." People who are unfamiliar with the game may doubt the veracity of this statement until they see a good horseshoe pitcher in action; then their doubts will be quickly and permanently dispelled.

Skill is a predominating feature in playing the game. There is nothing haphazard about pitching ringers and, while luck plays an important part in any game, very little of it is involved here. A common horseshoe, when gilded and placed on the mantle-piece or nailed over a door may represent a symbol of luck to some people; but tossing well-designed pitching shoes at a stake 40 feet away, and making ringer upon ringer calls for plenty of skill. When a good player delivers a shoe he usually knows what it will do the moment it leaves his hand.

In order to acquire such a high degree of skill one must possess fairly good health, eyesight, a considerable amount of natural talent, patience and self-control. Mrs. James, the comely queen of the women pitchers, states; "to master the game it is first necessary for a person to master his emotions. Bad temperament and lack of self-control have ruined many a good player. Patience is a necessary virtue because no one can master the game with only a few hour's practice. Months, even years, of patient study and correct training of the muscles and mental faculties are required to develop a good pitcher."

### **START WITH PROPER EQUIPMENT**

The first step in learning to play the game is the use of proper playing equipment. One cannot become proficient and do justice to the game by trying to use cheap, makeshift equipment. By all

means, don't try to pitch old discarded shoes from the blacksmith's shop or use old car axles and drive shafts for stakes. Old shoes lack the proper size, shape, weight, balance and width of opening. Car axles and drive shafts are too large, too hard and severe on the pitching shoes. Use only soft iron or steel stakes one inch in diameter.

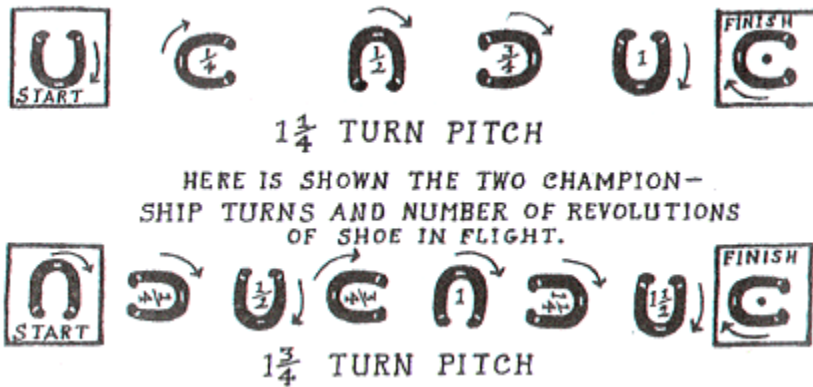
A number of reliable firms are engaged in manufacturing horse-shoes and accessories. These firms contribute much to the progress of the sport by supplying the latest, scientifically designed equipment. Patronize them! Shoes and accessories are inexpensive and, if the game is worth playing at all, it is certainly worth the price of the necessary standard equipment. After all, one would not attempt to play a good game of tennis with a ping-pong paddle. When purchasing shoes, be sure they have been accepted as official by The National Association. Not all makes, especially the cheap brands, are "regulation" or "official" even if they are so advertised. The National protects both the player and the game by preventing all sorts of freakily designed shoes of dubious sizes and weights from lowering the standards of the sport.

Another important factor is one's personal appearance on the public courts. The game is one of the cleanest on earth and a neat and clean appearance on the playgrounds is as essential as at any other public place. A dirty and slovenly dressed player cannot exhibit the game in proper style and this adversely reflects on the individual and the game as well. Such an appearance can lead many persons to believe that horseshoe is only a "barnyard" or "back alley" game after all and not worth their time. A salesman who is careless and untidy cannot succeed in selling to the public.

For all other major sports, such as golf, tennis, baseball and polo, the players dress in neat and attractive uniforms and everything pertaining to these games is kept in the best possible condition. This is one of the chief reasons why they are so popular and receive so much support and publicity in the newspapers and magazines. A light shirt or sports sweater and a pair of white duck trousers are inexpensive, cool and comfortable to wear. A uniform of this kind not only attracts favorable attention but suggests the player knows and takes pride in his game. While clothes do not make the player, the knowledge that he is clean and neatly dressed imparts a considerable amount of confidence which helps him to play a better game. Even if one cannot afford such a uniform, he can, at least, be clean and give the spectators a more dignified conception of the sport.

## PITCHING GRIPS AND DIFFERENCE IN TURNS

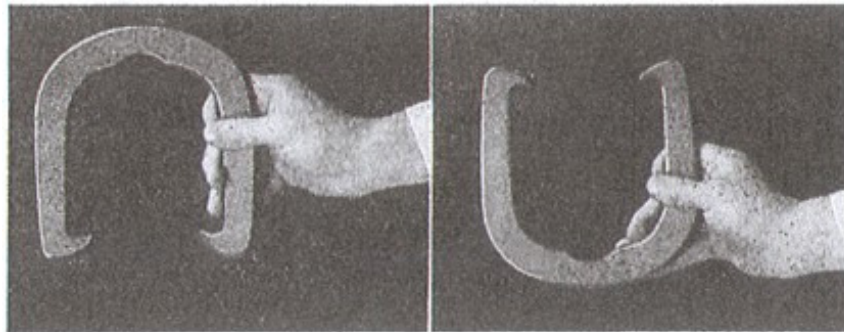
The beginner must start with a good grip on his shoe. To secure such a grip calls for a great deal of experimentation. All of the experts have gone through this stage of trial and error in order to develop the grip that is best suited to their individual styles of delivery. The beginner should not attempt to copy an experts grip, because the difference in the size and shape of hands, length of fingers and methods of delivering make it impossible to establish a definite rule for all to follow. There are several ways of gripping a shoe to make it land open at the stake. With the  $1\frac{1}{4}$  hold it is possible to throw a  $\frac{1}{4}$ ,  $2\frac{1}{4}$  and  $3\frac{1}{4}$  turn. The  $1\frac{3}{4}$  hold can be used for the  $\frac{3}{4}$  and  $2\frac{3}{4}$  turns. Then there is the single and double flop and the tumble shoe. Sometimes a turn and flop are combined or a reverse turn is used. Some pitchers become rather skillful with such freak or "off" turns and even go so far as to win a state championship. An off-turn pitcher can be a source of worry to a title holder for years; but the  $1\frac{1}{4}$  and  $1\frac{3}{4}$  turns always come out the winners in all major and national tournaments.



The turns given a shoe are indicated by the number of revolutions it makes in flight from the player's hand to the stake. To make a shoe turn either  $1\frac{1}{4}$  or  $1\frac{3}{4}$  times it must be held by one prong or the other. When a person picks up a shoe the most natural way to hold it is with the fingers wrapped around one of the shanks and the thumb placed across the top. The forefinger and middle fingers go underneath and the first joints curve up over the edge of the inner circle of the shoe. The third finger can be used like the index and middle fingers or, if the little finger is small and

unable to balance the shoe alone, the third finger is used to assist the little finger. Some authorities refer to this as the "gun-handle grip" which is a very good definition because the shoe is held like a pistol with the index finger on the trigger.

The grip should be a firm yet flexible one, neither too tight nor too loose. Holding too tightly will cause wrist strain and a tired arm. If the grip is not firm enough or the shoe is held on the fingertips, it will often slip before the proper release point is attained.



**Hold for 1 3/4 turn**

**Hold for 1 3/4 turn**

When holding for the 1 1/4 turn, the opening is on the left; the 1 3/4 turn places the opening to the right as illustrated. This means, of course, if the player is right-handed; left-handers would hold the opposite way. Don't try the old method of curving the forefinger around one of the heel-calks! This went out of style with the horse and buggy and the proper balance and turn cannot be secured this way. A good balance can be secured by gripping the shoe about half way between the heel and toe. A few days practice will show whether the grip should be shifted a little either way to perfect the balance. The weight of the shoe can be shifted from the first to the main joint of the index finger which will force the shoe farther back in the palm for a more or less full hand grip. The thumb is placed straight across the top of the shoe and pointed between the index and middle fingers. Changing the pointing of the thumb will also change the pointing of the shoe.

The 1 3/4 turn requires a different muscular action in the shoulder and arm than the 1 1/4 because they are not released in the same manner. By having an additional half turn to make, the 1 3/4 shoe usually opens a little later than the 1 1/4. It is an



excellent turn for pitching in wet or windy weather because, as a rule, it is a full hand grip. It can be pitched rather low and made to "break" or wobble nicely. Most of the pitchers, using this turn, find that the shoe balances and turns better if held near the toe. Gripping nearer the heel and changing the pointing of the thumb to a parallel position on the flat top of the shoe, makes it open more quickly. It isn't that it actually turns faster, but by holding closer to the heel, the shoe is already partly turned with the opening more to the right. This is, in reality, a  $1 \frac{5}{8}$  turn. When held close to the toe, the opening is pointed half way between the right and front. In reality, this is a  $1 \frac{7}{8}$  turn but, regardless of the pointing of the shoe, the turn is known as the  $1 \frac{3}{4}$ . Young pitchers with long, supple swings do not find it necessary to hold near the heel to get enough turns. For example, Fernando Isais, the Mexican wizard, holds near the toe, grips it firmly with the ends of his long, muscular fingers and depends on his exceptionally long swing to do the rest.

While the  $1 \frac{1}{4}$  turn demands more careful attention than the  $1 \frac{3}{4}$  it seems to require less arm effort and is easier to watch in flight. It can be thrown rather low and held well back on the fingers to insure a good hold. Also, it can be made to take a nice flight wobble. It is well to spread the fingers wide when gripping for this turn. It leaves the hand in a different manner than the  $1 \frac{3}{4}$ . Gripping the  $1 \frac{1}{4}$  shoe near the toe makes it a  $1 \frac{1}{8}$  turn while holding near the heel makes it a  $1 \frac{3}{8}$  turn, especially if the thumb is pointed parallel on top of the shoe. Very few of the champions hold and deliver their shoes alike. It is easy to change the pointing of the shoe by shifting it in the hand and changing the pointing of the thumb.

Although expert proponents of the  $1 \frac{1}{4}$  and  $1 \frac{3}{4}$  turns may claim the superiority of one over the other, the pitching records established with both show them to be on a par. A selection by trial and error will prove to the beginner which one is his natural turn. The one that brings the best results in securing proper and consistent opening of shoe is the one to adopt and keep. Some pitchers, having used one turn for years and hoping to improve their game, change to the other turn. After doing this, they pitch well for awhile and then suddenly start to fall off in ringer percentage. They fail to consider the fact that their muscles have been trained for years to pitching the first turn. When the newness of the second one has worn off, the muscles begin to lose control due to the lack of training for this turn. Others can change without any ill effects. Dean Brown, who is one of the best, pitches equally well with either turn. The individual must decide if he is satisfied with

the turn he is using. If he is an experienced pitcher, he will do well to stay with the one he has used for so long.

Without proper coaching, many beginners make a great mistake by starting out with the 3/4 turn. Because it is easy to watch in flight, they deceive themselves in thinking it to be their natural turn. There are a number of reasons why this turn is a poor one. 1. To be controlled, it is usually pitched rather low and hard which causes the player to acquire a stiff-armed delivery and makes it difficult for him to change to one of the better turns. 2. A shoe that turns less than 1 1/4 times seems to go too straight on the peg and is hard to control in the air. More ringers are lost with the 3/4 turn than any other because it does not have the flight wobble necessary to break the fall of landing or to prevent it from going too straight on and rebounding from the stake. 3. While over 90% of the shoes can be made to land open, the way in which the shoe must be delivered is not conducive to accurate alignment. As a rule, the shoe is swung past the leg in the flat or broadside position which often prevents a straight swing to the stake. In order to get the shoe past his leg without hitting it, the player must either pull his leg to one side or swing the shoe farther out from his body. This ruins the alignment and the shoe, traveling hard, often skids out of scoring radius. 4. Very few pitchers are able to average much over 60% ringers in match play with the 3-4 turn. No major or national tournament can be won with it.

A turn that is faster than the 1 3/4 is also difficult to watch and control in flight because it has too much speed to permit proper timing. Then too, it requires too much arm and wrist effort to secure the turn. *All the star pitchers throughout the country use either the 1 1/4 or 1 3/4 turns because they are the most accurate and easiest to control.* Many of the champions master all the turns but rely on their more natural and effective one for competitive playing.

Preparatory to making the delivery, extend the shoe out to full-arm length and hold it at about a 45 degree angle to the ground. Some hold it out in the verticle and others use the flat position, but, regardless of the position, the weight feel of the shoe should impart the correct tension for a firm, yet flexible, grip. Once the proper grip has been secured, it should be kept and mastered. One cannot become skillful if he continually changes his hold and method of delivery.

## **THE DELIVERY**

Now that the beginner has been introduced to the correct grip, he will naturally think that the next step will be the delivery of the shoe. However, we cannot start at the top of the ladder and come down; we must start at the bottom and work up step by step. Wherever horseshoe pitchers congregate, one can see a number of freak deliveries and hear a great deal about the importance of the Delivery. But, all too frequently, the fundamentals that go into the make up of the delivery do not receive enough attention. While anyone, who is not completely disabled, can pick up a shoe and toss it, this does not mean he can control it. To acquire coordination and control calls for a considerable amount of patient study and practice in working out and mastering the basic fundamentals involved in the delivery. These are: 1— *STANCE*; 2— *FOOTWORK*; 3— *SWING*; 4—*FOLLOW-THROUGH*; 5— *RELEASE*; 6—*COORDINATION* or *RHYTHM*. A good delivery is wholly dependent upon these six important phases which must all be combined to form a perfect rhythmic action. **RHYTHM IS THE DOMINATING FUNDAMENTAL.** Regardless of the wide variation in methods used, the underlying fundamental principals remain specifically the same. A number of the following pages are devoted to describing and analyzing the various fundamental factors embodied in the delivery.

## **STANCE OR POSITION AT THE STAKE**

Proper stance will help to develop a well-balanced and accurate delivery. Several different methods are used by the champions. At no time is it necessary to stand at rigid attention at the mark. Standing to one side, opposite, or a little to the rear of the stake, the body should be naturally erect and all the muscles free from tension. Most pitchers assume a slight crouching position. Stand as near to the clay as possible without stepping off the pitcher's platform. A right-handed player should stand to the left of the stake; a left-hander or "southpaw" should take position to the right of the peg. This keeps the delivery arm nearest and in more direct line with the stakes. The pegs lean toward each other which makes them the center of the alignment. When one delivers from the wrong side of the stake, he is not only pitching crossfire and off center of the alignment, but a few inches farther than the usual distance. Because good alignment is essential to over 85% of the ringers, the importance of a correct stance cannot be overemphasized. *By all means, always pitch from the same side of the stake at both ends of the court.* For example, if you stand to the left of the peg at one end of the court, do the same at the other end.

The latest and most popular method adopted by the champions is to stand with the left foot 5 or 6 inches back of the right with nearly all the weight on the right foot. In reality, this is a short step taken before starting the left foot forward in the delivery. Starting with the back-swing, the shoulders are thrown forward; the weight remains on the right foot until the start of the forward swing, then the weight is smoothly shifted to the left foot and placed behind the swing. One must develop a perfect coordination of the right arm and left leg, or vice versa, which is essential for a rhythmic delivery. Some experts stand with their left foot a few inches ahead of the right with the toe of the left pointed directly at the objective stake. The weight is supported almost entirely on the right foot. Other good pitchers can be seen standing with their heels together with their weight mostly on the right foot.

Regardless of the method used, the *square stance* should always be observed. That is, stand squarely facing the objective stake with the shoulders square with the court. This makes good alignment become a habit. Don't allow the body to turn slightly at the waist or the swing will be out of line with the stake. The body plays an important role because a certain amount of propelling power is placed into the swing by body rhythm which is coordinated with the swing.

### **FOOTWORK**

Technically speaking, a horseshoe is never "pitched," "tossed" or "thrown." IT IS SWUNG! A boxer can never hope to succeed unless he develops the proper kind of footwork. He must be perfectly balanced at all times. This also applies to a horseshoe pitcher. All the experts drop their right shoulder, on either the back or forward swings and bring their body up through with the swing. In other words, it is very much like the swing used in golf; the body goes through with, or a little ahead, of the swing. Bending the right knee and throwing the shoulders forward gives height to the shoe and greatly decreases the effort of swinging it the proper distance. When the knee straightens up to its natural position, the body rises and the weight goes into the swing. Proper knee and body action is very important and must be perfectly coordinated with the swing.

The step governs the swing and follow-through most of the time. The purpose of the step is to assist the player to keep a perfect balance and to make it easier to swing the shoe. This step should be a natural one and similar to that used in walking; a normal step is usually sufficient to insure ample propelling power

to swing the shoe the full distance. Too long a step will often cause a low pitched shoe. The step should be started about the moment the shoe reaches the summit of the back-swing and completed by the time the shoe is about directly opposite the leg and coming up in the forward swing.

***A right-handed player should step to the foul line with the left***



**DEAN BROWN OF CALIFORNIA**  
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Records:

97 ringers out of 100 shoes pitched. 25 consecutive double ringers in match play. Made a ringer percentage of 83.5% for an entire tournament of 27 games. Several times winner of the Golden State and Los Angeles Metropolitan Area Championships. He was one of the participants in the greatest four-handed game ever played. (See records).

"Brownie" is not only one of the best pitchers in the world, but a gentleman and true sport, both on and off the courts. Note his method of stance, full-arm length and the vertical position of his shoe.

foot; A left-hander should place his right foot forward. This enables him to develop a longer and better balanced swing and follow-through. Step and swing directly toward the stake. Some players acquire the habit of crossing their legs and stepping out of line which ruins their alignment. Stepping and swinging out of line is the most common fault that a pitcher has to overcome.

Some rather good right-handed pitchers step to the foul line with their right foot but very few experts are developed using this form. As a rule, this method of footwork throws the body into a contortion at the peak of release. By affecting the nerves in the pelvic region, it works a physical hardship on the player and gradually deprives him of the endurance required for prolonged tournament play. In addition, this poor method of footwork creates the danger of fouling the shoe against the leg and often prevents a straight swing to the stake because it tends to twist the body to one side. This makes the task of aligning the shoe more difficult. It also causes the player to pitch with a lunging motion instead of the easy swing that is so essential. A close study of this form of footwork, before a full length mirror, will disclose its faults.

A player using this poor form should, if possible, change over and work from the foot opposite his delivery arm. This way he can secure a longer swing and greatly decrease the effort in delivering. With but few exceptions, all the champions have developed a perfect coordination of the right arm and left leg, or vice versa, which enables them to get their shoes over in a smooth rhythmic manner. Frank Jackson, many times a world's champion, stands with his left foot forward and takes no step at all. James Lecky, former Arizona champion and one of the best, pitched right-handed and stepped with his right foot forward. However, this was due to an injury of his left leg and was not his natural style. Henry Harper, another fine pitcher of California, employs this form with good results and he can step with either foot. However, these men are exceptions and the average pitcher cannot develop a long, well-balanced swing this way. Many years have elapsed since a pitcher has won a national tournament with this form of footwork.

### **THE PENDULUM SWING**

*The swing is the governor of the pitching distance.* There are three parts to the swing, the *back-swing*, the *front-swing*, and the *follow-through*. The swing is the most vital fundamental of them all and the hardest one to master. It is here that most horseshoe pitchers fail. Whether they be experts or dubs, most pitchers use

much the same grip, stance and step, but the thing that distinguishes them apart is the swing.

The shoulder and arm contain many sets of muscles which have been developed through work and other daily exercise. To develop a swing for pitching horseshoes it is necessary to bring into play many muscles which have never been used to much extent. Gradually developing these muscles calls for a great deal of time and patience. Many players develop their arms up to a certain point and then fall into a rut from which they never recover — either because they lack the necessary ambition to practice and master the swing, or because they enter competition too early, and growing tense in the heat of battle, they allow their swings to become stiff and jerky. The writer developed this bad habit and it was extremely difficult to overcome. When one is tired and stiff from work and does not take sufficient time to warm up properly it is easy to acquire such a habit. One should take his time in preparing to deliver for it is fatal to form bad playing habits. An experienced pitcher is usually able to analyze and correct his bad habits and he must watch himself closely to see that they do not recur. When beginning to tense up, take time out and RELAX!

In getting ready to execute the swing, grip and extend the shoe to full-arm length. Hold it up on a level with the eyes and sight through or over it. Aim it at a spot about half way up on the stake. Let the shoe swing backward in an easy manner, extending it as far back as possible without causing discomfort or loss of balance. This back swing may be as high or higher than the head; it depends on the muscular development of the shoulder and method of delivery. A long swing, to secure proper elevation and distance is to be desired. Don't let the arm bend at the elbow. When the termination point — that is the end of the back swing — has been reached, throw the shoulders forward and step to the foul line. At the same time, allow the weight of the shoe to swing it forward until it comes into a direct line with the stake and once again on a level with the eyes. Then the fingers automatically relax and release the shoe as if it were hot. *The delivery does not stop here but the hand continues to swing on up above the head.* There should be no jerk or snap of the arm and wrist. All movements are rather slow, rhythmic and perfectly coordinated with the step. The back and front swings should be nearly alike. The weight of the shoe should be allowed to start them both and no propelling power is placed behind the shoe with the arm. The body takes care of this. The arm should swing straight from the shoulder like the pendulum of a clock, therefore, this is known as the "*pendulum*"

*swing.*" Failure to develop the proper swing ruins more players than any other one thing.

### **THE FOLLOW-THROUGH**

While the majority of players realize the importance of this part of the swing, only a few have been able to define the exact meaning of the follow-through. A good delivery is largely dependent on a correct follow-through. This applies to golf, bowling, baseball, boxing and many other major sports. The follow-through has often been defined as being the finish of the swing



**The Author executes his Follow-through**



but such is not a technical fact. A careful analysis discloses that the follow-through is not confined to the swing of the arm alone. It applies to the body as well, therefore it actually starts with the stance. The stance and the step, which is coordinated with the swing of the body and arm, governs the follow-through. A poor stance and step will cause a poor swing and follow-through.

When delivering, the swing of the arm — if completed — would describe a perfect circle. The follow-through is merely the continuation of the swing toward completing this circle. In other words, the hand, after the release, continues to move toward the stake. *This short distance which the hand travels, before it begins to rise above the head, is the follow-through!*

Now, it may seem rather futile to concentrate on a part of the swing which occurs after the release, for then the shoe is in flight and the player can do nothing to alter its course. Nevertheless, if one will always endeavor to make his hand follow the shoe on a line to the stake, it will exert a good influence on his actions in preparing his delivery and enable him to secure a more accurate alignment.

### **TURNING THE SHOE**

Guy Zimmerman, one of the world's greatest masters of the shoe, really knows his fundamentals. Here are his instructions on how to secure the proper turn: "All the instructions I have ever read advocate "wrist-flip" in making a shoe turn. There are but two ways in which the shoe can be made to turn— the correct way and the wrong way. It is my opinion that little or no wrist-snap is necessary. Neither is the turn secured and controlled by certain fingers of the hand.

The Correct Way — Hold the shoe at full-arm length, at about a 45 degree angle to the ground, so it cuts a line between the eyes and the top of the objective stake. As the shoe passes the leg, during the back and front swings, keep it in this position. After it has passed the leg in the front-swing, gradually flatten or level it out with a natural roll of the arm. When the shoe swings into a direct line with the peg and again comes on a level with the eyes, relax the fingers and release it. Keep the wrist stiff and in its natural position. The shoe should be well levelled out when released or it will land on edge and roll. When released in the flat position, it will land flat and dead."

Notice that Mr. Zimmerman makes his aim and release points correspond. If one is a close observer, he can feel a slight pull

exerted on his fingers when the shoe is about opposite the leg and starting to level out for the release. In other words, the shoe is inclined to level out of its own accord with a free roll of the arm! If one wishes to experiment, the shoe can be swung vertically while hanging from the middle finger only, and will level itself, to a marked degree, with the arm-roll. When correctly held and delivered,, the shoe and not the player does the work. A number of star pitchers believe that certain deft and delicate movements of the arm and wrist are necessary to secure the turn. Therefore, to use or not to use wrist-snap seems to be a matter of opinion among the experts.

Mr. Zimmerman now describes the Wrong Way — "The shoe is held and swung by the leg in the flat or broadside position and the turn is forced, mainly by the wrist, at the moment of release. While it is possible to secure the turn in this manner, it works a hardship on the player's wrist.

Swinging the shoe past the leg in the flat position makes it more difficult to keep the swing straight and maintain accurate alignment. To avoid fouling it on his leg, the player will often pull his leg aside or swing the shoe farther out from his body. Forcing the turn with the wrist not only tires the arm but makes it hard to secure a consistent opening of shoes. Then too, it may cause a player to acquire a stiff-armed delivery because his arm is deprived of its easy, natural roll."

Unfortunately, a large number of players start out with this bad habit of forcing the turn on their shoes. This way, the pitcher, and not the shoe, does all the work. It should always be remembered that the secret of good horseshoe pitching is to make it as effortless and natural as possible.

### **REGULATING THE TURN**

Quite often the beginner has a tendency to spin or flick the shoe with his arm and wrist, the grip and method of delivery should retard the spin to less than two complete turns in flight. If the turn is too slow, raise the trajectory or flight elevation. If the turn is too fast, lower the elevation. In other words, bringing the shoe up a little farther in the vertical position, before permitting it to level out, speeds the turn. Levelling or flattening it out a little quicker will slow up the turn. Slightly shifting the grip on the shank and changing the pointing of the thumb and shoe will also speed or retard the turn. However, raising and lowering the trajectory, (arch), is the best method because no variation of the grip is necessary.

## COORDINATION AND RELEASE

These are extremely complex and difficult subjects to try to explain. A perfectly timed or coordinated rhythm is absolutely essential in all athletic sports. Some people seem to be naturally endowed with a more highly developed sense of coordination than others. However, no one is born with a perfect coordination of the muscles and mental faculties. This must be acquired through much diligent training. An infant must develop balance and coordination before it can walk, A good boxer must train long and hard to be able to throw and time his punches. His fundamentals must first be mastered and perfectly coordinated. So must those of a good horseshoe pitcher. All lost motion must be entirely eliminated in order to secure a perfect rhythm which is the dominating fundamental.

When delivering a shoe, the point of release should be a natural one with the aim and release points made to correspond. The moment the release point is attained the fingers must automatically relax and release the shoe. To make the fingers function as they should calls for a great deal of practice and close observation. The release occurs so quickly that the best way to study it is through the eye of a slow-motion camera. Since this is rarely

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possible, the player must endeavor to employ slow-motion in his swing, now and then, during practice.

The fingers hold, release and help to govern the flight of the shoe; therefore, if the finger positions are incorrect or the grip is too tight or too loose, the shoe may hang to the fingers, flop over, slip, or travel erratically in flight. It must be made to flow smoothly from the hand. The difficulty experienced, when first warming up, is due to the fact that the muscles of the arm and fingers are not functioning properly. After pitching for a few minutes these muscles limber up and the player gets "the feel of the shoe" which is the purpose of the warm-up.

### **FLIGHT ELEVATION (TRAJECTORY) AND LANDING**

Endeavor to pitch the shoes in a perfect arch from 7 to 10 feet in height and to make them land flat and dead. This is known as the "*dead falling shoe*". In the beginning devote the time to throwing an open shoe and controlling the turn. An "open shoe" is one that lands with the opening between the heel-calks toward the stake. The turn must be mastered before one can make ringers.

Proper and uniform elevation must be secured and maintained to insure correct opening of shoe, accurate alignment and distance. A shoe that is pitched too low and swiftly cannot open and will land hard, rebound, or skid out of scoring distance. It may be in perfect line and turning at the right speed, but lack of height will not allow sufficient timing for it to arrive open at the stake. By all means keep the shoes well up in flight, but don't waste energy by throwing them too high. This will cause them to turn too much and makes judgment of distance difficult. However, a high shoe has a decided advantage over a low one because the high floating type will hook into the stake from almost any angle. It will land easier without skidding or rebound because the altitude permits the proper timing for it to open. Then too, much less effort is required in pitching; the shoe and not the player does most of the work when a perfect arch in the higher trajectory is employed.

A certain amount of flight wobble is to be desired, because it will serve to break the fall of landing by imparting enough twist to the shoe to keep it from going too straight on and rebounding from the stakes; besides, the shoe can be made to hook the stake from either the right or left sides, just off center of the toe calk. If thrown too flat, or too low, a shoe will often go too straight on and rebound from the peg. Too much wobble makes it hard to

watch the shoe in flight and may cause it to travel erratically or twist and fly off the stake. Excessive wobble is often caused by too much arm effort in an endeavor to correct the elevation at the moment of release.

Landing of shoes can mean the winning or losing of a game. When a shoe travels so the heel-calks land first, it nosedives into the stake; if the toe-calk lands first, the shoe may turn a back somersault or skid past the stake and out of scoring distance. The dead falling type, with all the calks landing almost simultaneously, is to be desired. In this respect a horseshoe and an airplane are very much alike; unless a good three-point landing is made, they will bounce, skid and roll.

### **ALIGNMENT AND DISTANCE**

"Lining up the peg" is often the despair of the beginner and the more experienced player has his "off days" in securing accurate alignment. As a general rule, right-handed players are inclined to pitch to the right of the stake and left-handers to throw to the left. The grip, stance, step, swing, follow-through, release and elevation of shoe all have an important influence on the alignment. When difficulty is experienced in lining up, check all these fundamentals until the trouble is corrected. Be sure to stand squarely facing the stake and to pitch from the same side at both ends of the court. Step and swing directly toward the objective stake. Proper knee action and footwork will permit the shoe to be brought in close to the leg and swung up in a direct line with the peg. Keep the swing straight and always follow-through on each pitch. Make sure the grip is correct and let the shoe flow smoothly from the hand. Don't try to force the turn with a snap of the arm or wrist. Make the aim and release points correspond and keep the elevation at a proper and uniform height.

If the difficulty lies in pitching short or over the stake, don't move ahead or back of the regular standing position for the chances are this will only increase the trouble. One must get used to the regular pitching distance. Perhaps the back or forward swings are too long, too fast, too short, too slow or the follow-through is incorrect. It could be that the elevation is too low or too high and that the shoe is not being released at the proper time. Extending the shoe to full-arm length and making the aim and release points coincide allows little or no variation in the swing and pitching distance.

Here is an example that shows why a proper and uniform

elevation must be maintained: when two shoes, with about the same amount of propelling power behind them, are tossed at the stake 40 feet away, with the first one arched 6 feet at the highest point and the second one elevated 10 feet in height, there is a difference in actual traveled distance of between 3 to 4 feet. The first shoe may land short or fail to open due to lack of height. The second one may turn too much and sail several inches over the stake. Again, both might hit the stake at about the same spot but could not open due to the incorrect turns. An accurate and uniform trajectory is very essential; otherwise, there would be no need to equip a gun with sights to insure good marksmanship.

### **OBSTACLES AND HAZARDS**

The horseshoe game has equally as many obstacles and hazards as golf. During match and tournament play the stake may be frequently blocked by leaning shoes. Here are a few examples: when an opponent's shoe is leaning up in front of the peg, one must try to make both his ringers by placing them over, through or under the obstructing shoe without wasting one of them to knock it away. When a shoe lands a fraction short of being a ringer, it can often be knocked or dragged on with another shoe; sometimes, three or four ringers can be knocked on or off with another shoe. If a shoe is lying with the calks up and the toe nearest the stake, there is the good or bad fortune of having another shoe hit the toe-calk and flip it over for a ringer. There are many more examples and ways of making clever and difficult shots. Placing shoes up against the stake and pitching at them for a few minutes during the practice hour will help one to cope with such situations when they are encountered in match play.

### **HOW TO PRACTICE**

Now that the beginner has become acquainted with the basic fundamentals of the game, he can begin to apply them, one by one, during practice. It is impossible to master all these things at once. The old adage that "haste makes waste" should be kept in mind. The majority of beginners are inclined to center all their attention on trying for ringers and fail to devote enough time to their fundamentals. *As in baseball, the pitcher must learn to pitch with his head as well as his arm!* He must first master himself before he can master the shoe; patience, self-control and years of correct practice are required to become a seasoned and skillful pitcher. No one ever becomes so perfect he can quit training.

In the beginning, the shoe will feel cumbersome and hard to handle, but this will soon pass with practice. Practice on a good level court and always try to do your best. Pitch the full regulation distance of 40 feet; 30 feet for women and boys under 16 years old. Don't overdo, especially at first, when you are not accustomed to this form of exercise. Too much practice can cause staleness, a dead arm and loss of control. A half hour twice a day or pitching 200 or 300 shoes under count is usually sufficient to keep one in good playing form. Merely tossing the shoes back and forth, without a definite objective in mind, will soon become a habit and will not improve one to much extent. Learn to concentrate on your game. Here is what Dean Brown, who is one of the best pitchers in the country, has to say about keeping your mind on the game: "Many good pitchers fail to win out because they stop to talk or permit something to distract their attention. I go in there to give the game all I've got and I don't want to bother with anything else until the game is over."

If possible, practice with a good pitcher because there is nothing better than good competition to enable one to improve his game. Pitching under fire will develop confidence and one can learn much from the more experienced players. However, don't change your style for that of every pitcher that comes along or you will always be experimenting. Make and keep your delivery as easy and natural as possible.

Pitching four shoes is excellent for securing a well-coordinated delivery and a uniform elevation. If difficulty is experienced in keeping the shoes at a proper height, erect two poles in the center of the court, on each side of the pitching lane. Stretch a rope or wire from pole to pole so it is from 7 to 10 feet in height. Pitching over this will greatly aid you to secure a uniform elevation, to make each pitch alike, and to control the turn.

When a real opponent is not available, another pair of shoes can be used to good advantage. Place a shoe around each stake and endeavor to defeat this dummy opponent. Score 3 points each inning for the dummy. Additional shoes can be used to provide good practice in capping ringers.

Correct practice prepares the player for match and prolonged tournament competition. Watch the diet during tournament play because an upset stomach will affect the nerves. The body must be kept in perfect condition in order to meet the terrific pace set by the young athletic pitchers of today. Most of the present champions are all-around athletes.



**FRANK JACKSON**

"Dad" Jackson has held the World's Championship title 13 different times during his career and is known as "The Grand Old Man of the Horseshoe Game," Photo courtesy of The Ohio Horseshoe Co,



## **HOW TO BUILD AND LIGHT HORSESHOE COURTS**

Courts should always be installed with north and south view, to obtain the best diffusion of light and relief from eye strain, caused by sun glare, in following of the shoes. See Rules 1, 2, 3, and 4 for directions on how to build a Horseshoe Court.

The most successfully lighted courts are those illuminated with 100-watt lamps and large, deep reflectors, hung 14 or 16 feet above the court, just in front of the foul lines. This does not cast shadows, and eliminates the glare of light in following the flight of the shoes.

## **SUGGESTED METHOD OF ANCHORING STAKES**

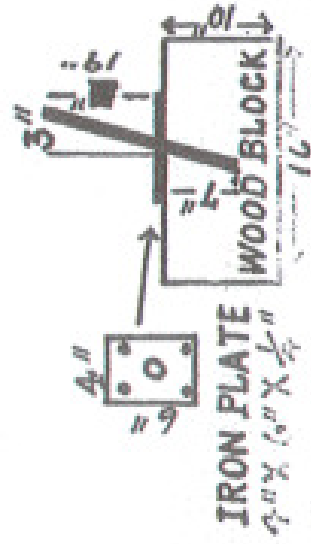
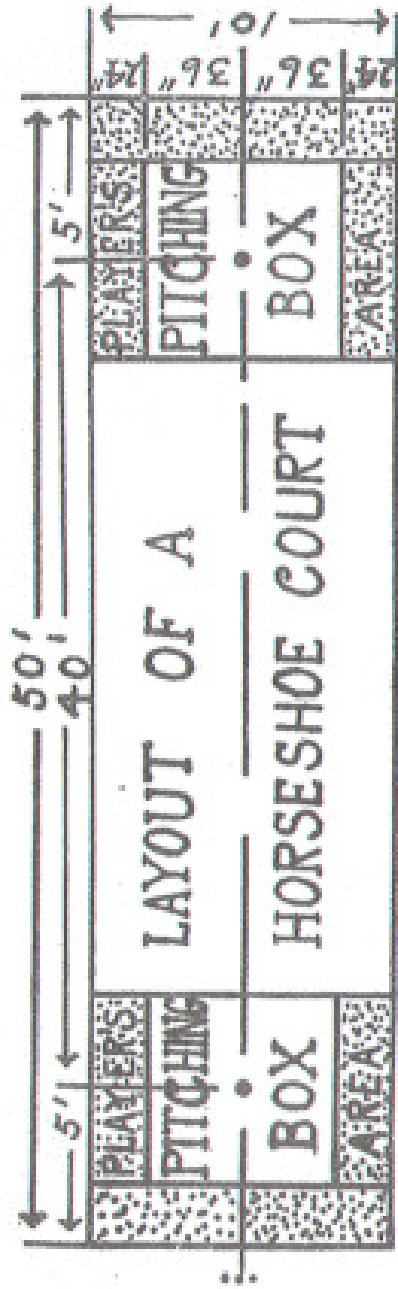
Use a one-inch round steel stake 28" to 32" long. In a block 10 x 10 x 16 inches bore a 15/16" hole 7 inches deep at an angle of 3 inches to the foot, drive the stake into the hole until it reaches the 1/8" hole drilled in the center, can then be slipped over the stake and secured to the block. This plate serves to hold the stake firmly and prevents it from becoming loose in the block. This method eliminates the use of cross-arms. Block can be treated to prevent decay. Setting the stakes in concrete is another excellent method. The stake may be set perpendicular in the block and the required 3" lean, (for 12" stake), given when the block is set in the ground. If stakes are to be driven into the ground for a temporary court, they should be from 36" to 42" long.

Old bed rails and automobile tires serve as excellent protection when fastened to the front cross-piece of the pitcher's box. Backstops, 16" to 20" in height, may be constructed of heavy planks to hold the soil in the pitching box. If procurable, Clay is the best soil to use in the boxes.

## **CONDITION AND CARE OF COURTS AND EQUIPMENT**

The courts should be kept neat and clean with the pitching boxes filled to proper level. When possible, they should be constructed in clean and pleasant surroundings. The ground should be as level and spacious as possible; the players should not be cramped for room and the spectators should be able to watch the game in safety and comfort. Playgrounds kept up in this order are always popular and not only serve to stimulate and hold the interest of the players, but enable them to do full justice to their game.

While many courts rival a flower garden in beauty, others, if they may be called courts, resemble a city dumping ground. The



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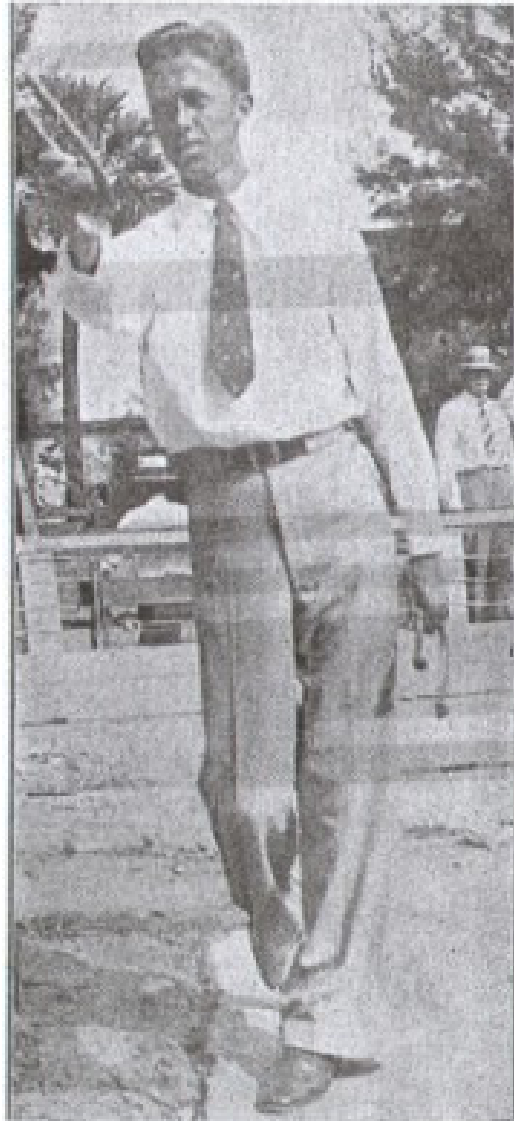
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**JIMMY RISK**

The Indiana Wizard who entertained President Truman with an exhibition of fancy tossing. This veteran of the pitching lanes continues to rate high among the top-notchers. Photo courtesy of The Horseshoe Co,

grounds are uneven, overgrown with weeds and littered with rubbish. Old car axles or water pipes are used for stakes; these are bent and out of line with deep holes dug out around them. Old discarded horseshoes of various sizes and weights are used. These bounce and roll for yards when they land on the hard-packed ground surrounding the pegs. Instead of pitching at the stakes, the players toss the shoes into the holes around them and trust to luck that the shoes will slide or tumble on for ringers. Would-be pitchers of this type will never graduate from the "dub" or "back alley" class. Such playgrounds are never popular and self-respecting pitchers, who take pride in their game, will not attempt to play under such conditions. Others, who might become interested in the sport, get the impression that it is only a "barnyard" game after all and not worth their time. If a game is not worth playing in accordance with its rules and regulations, why bother with trying to play it at all? Good courts can be installed without going to extremes either way.

The player should select a good make of shoe that is best suited to his individual style of playing. The beginner may prefer the hard or medium tempered shoes because they are not easily nicked and battered up from use. The soft and dead-soft tempered shoes are best for tournament play.

Unlike tennis rackets and golf clubs, horseshoes require very little care. When not in use, they should be laid or hung up in a dry place to prevent rust; if rusted, they can be sandpapered and painted. When they become nicked and battered from contact with the stake and other shoes, a file or light hammer can be used to smooth out the rough spots. However, filing a shoe too much can deprive it of perfect balance, weight and uniform size. When shoes become warped and bent, with the opening between the heel- calks less than the regulation 3 1/2 inches, they should be discarded and a new pair used.

#### **RULES AND REGULATIONS GOVERNING THE USE AND CARE OF THE COURTS**

(1) Each player should feel it his responsibility to assist in keeping the courts in excellent condition.

(2) Players are requested to avoid stepping on the clay within 18 inches of the stake so that the clay, in the immediate area of the stake, can be kept in good condition.

(3) The clay should be kept in a soft putty-like condition, 18 inches around the stake, and level with the pitcher's box.

(4) The clay should be sprinkled down as often as the occasion demands to keep it moist during hot weather.

(5) Avoid permitting the clay to become too moist and sticky.

(6) Do not allow the clay to become hard or in a powder-like condition.

(7) When courts are not in use, keep a wet sack, rubberoid roofing or similar protection over the area surrounding the stake.

(8) All foreign materials, such as sticks, stones, paper, etc., must be kept out of the clay.

(9) The stakes must be kept in a firm position, 12 inches above the level of the pitcher's box, and inclined 3 inches toward each other.

## "PITCH HORSESHOES FOR HEALTH AND RECREATION"

### **HOW TO ORGANIZE A HORSESHOE CLUB**

Call together all those who may be interested in Horseshoe Pitching by placing notices in conspicuous places and in the sporting columns of the newspapers.

Elect a Temporary Chairman and Secretary, then proceed to see how many will become members of the Club; then elect permanent officers consisting of President, Vice-President, Secretary and Treasurer. Also, if desirable, a Publicity Manager.

The officers are to act as a Board of Directors to conduct the business of the Club.

A membership fee of \$1.00 for the season is usually sufficient to defray all expenses.

After the Club is organized, conduct a tournament. A variety of tournaments can be arranged and conducted to create interest and advertise the game. Tournaments for Club members, Lodges and various Civic Organizations, Ladies, Father and Son, Tired Business Men, etc.

Have the newspapers, business men, or individuals put up suitable prizes for winners, highest ringer percentage, and for the player displaying the best sportsmanship.

### **HOW TO CONDUCT A TOURNAMENT**

Have a printed notice or circular to distribute among the players and fans. These printed forms are to state the date of the tourna-

ment, list of prizes, entry fee, who is eligible to play, and other information.

In the preliminary, have each player pitch 50 to 100 shoes. Count 3 for ringers and 1 for each shoe that is not a ringer and within 6 inches of the stake. The players with the highest score are to play in the finals. Each player may be numbered and drawings made from a hat to start play. Have 8 to 16 players in the finals. Each man is to play each of the others one 50 point game. This is known as a "round robin" tournament. The player winning the greatest number of games to be the winner. All ties are to be played off.

Have an official score keeper and referee; also a man to keep the playing grounds in condition at each court.

### **EXHIBITION PITCHING**

The astonishing feats which many of the expert and champion pitchers can accomplish with a pair of horseshoes are a great tribute to the scientific progress of the sport. Successful stunt and trick pitching calls for perfect physical and mental coordination, the maximum of control and great ingenuity on the part of both the pitcher and his assistant. Only an experienced player, who possesses a thorough knowledge of the game, is qualified to perform many of the more dangerous stunts with the shoes. The beginner should realize this and not attempt them until he has become quite proficient. Many of these stunts are extremely dangerous and so difficult that the experts cannot guarantee to perform them every time. Here are a few of the clever tricks that a good exhibition pitcher can perform with the shoes:

1. Demonstrate various turns;
2. Ring stakes hidden by a blanket;
3. Light and extinguish matches with pitched shoes;
4. Pitch ringers while blindfolded;
5. Ring the legs of a chair on which a person is seated;
6. Pitch ringers through hoops formed by another player's arms;
7. Throw a ringer around a person's finger;
8. Knock a paper bag off the head of the assistant;
9. Ring stake on which a person is resting his chin;
10. Flick the ashes off a cigar held in the assistant's mouth;
11. Ring stakes by pitching over a person's reclining body;
12. Place a ringer around a watch, egg, light bulb or small bottle.

Many of the champions have 30 or more such stunts in their trick bags. Truly, the "grand old game" has progressed rapidly since the discovery of the open shoe! The precision designed equipment of today has made it possible for any good pitcher to attain a ringer percentage of from 70% to 85%. A number of the

champions have pitched from 85 to 98 ringers out of 100 shoes. The scientific art of pitching ringers is now recognized as one of the most fascinating and popular of the world's major sports.

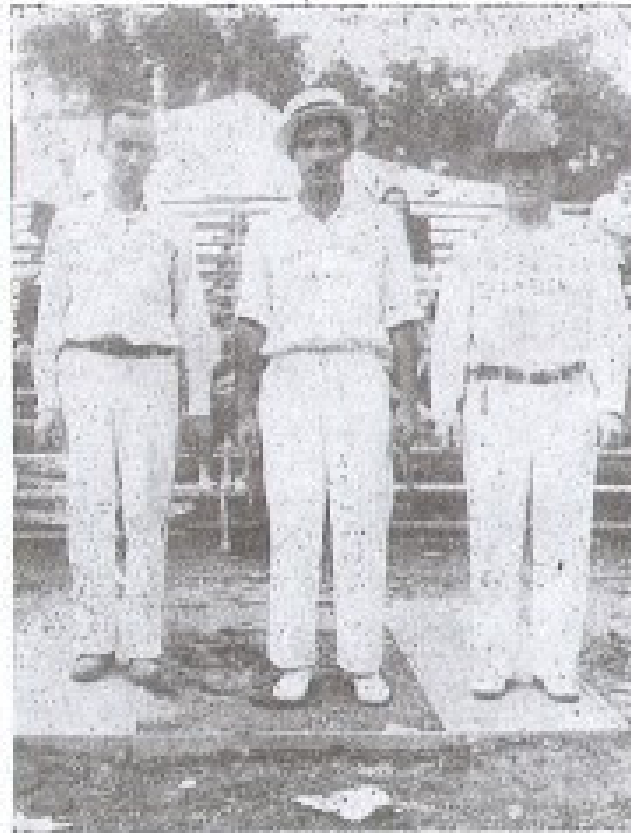
**OFFICIAL RECORDS, MEN'S WORLD CHAMPIONSHIP  
TOURNAMENTS**

PLACE	DATE	WINNER	RINGER PCT.
Kansas City, Kan.	Oct. 23-24, 1915	Frank Jackson (Kellerton, Iowa)	Not kept
St. Petersburg, Fla.	Feb. 22-26, 1919	Fred M. Brust (Columbus, Ohio)	Not kept
St. Petersburg, Fla.	Feb. 23-28, 1920	George W. May (Akron, Ohio)	Not kept
Akron, Ohio	Aug. 8-14, 1920	Frank Jackson	Not kept
St. Petersburg, Fla.	Feb. 21-27, 1921	Chas. Bobbitt (Lancaster, Ohio)	Und.40%
Minneapolis, Minn.	Sept. 7-10, 1921	Frank Jackson	Not kept
St. Petersburg, Fla.	Feb. 20-24, 1922	C. C. Davis (Columbus, Ohio)	Not kept
Des Moines, Iowa	Aug. 28-Sep. 1, 1922	Frank Lundin (New London, Iowa)	Not kept
St. Petersburg, Fla.	Feb. 19-24, 1923	Harold Falor (Akron, Ohio)	55.3%
Cleveland, Ohio	Sept. 19-23, 1923	Geo. W. May	60%
Lake Worth, Fla.	Feb. 18-23, 1924	C. C. Davis	57.9%
Minneapolis, Minn.	Sept. 17-21, 1924	Putt Mossman (Eldora, Iowa)	62.5%
Lake Worth, Fla.	Feb. 16-28, 1925	Putt Mossman	67.6%
St. Petersburg, Fla.	Feb. 8-18, 1926	Frank Jackson	61.4%
St. Petersburg, Fla.	Feb. 14-23, 1927	C. C. Davis	69.2%
Duluth, Minn.	Aug. 8-15, 1927	C. C. Davis	64.8%
St. Petersburg, Fla.	Feb. 20-Mar. 1, 1928	C. C. Davis	70.2%
St. Petersburg, Fla.	Feb. 4-9, 1929	Blair Nunamaker	69.5%
Chicago, Ill.	Jul. 25-Aug. 1, 1933	Theodore (Ted) Allen (Alhambra, Calif.)	73.5%
Moline, Ill.	Aug. 27-Sep. 3, 1935	Theodore Allen	75.5%
Des Moines, Ia.	Aug. 24, 1941	Fernando Isais	82.9%
Des Moines, Ia.	July 1-5, 1946	Theodore Allen	83.9%

The above figures represent the finals only.

No national tournaments were held for the duration of World War II.





THE "BIG 3" OF THE HORSESHOE PITCHING SPORT

From left to right: Guy Zimmerman, expert proponent of the 1 1/4 turn, and holder of many of the world's pitching records.

Fernando Isais, Mexican wizard, proponent of the 1 3/4 grip and National Champion 1941-46. His name is pronounced "ee-sah-ees."

Theodore (Ted) Allen, holder of many pitching records and championships. World's Champion 1933-41. Lost to Isais in 1941 but regained the title at Des Moines, Ia., July 1-5, 1946. Allen is, without doubt, the greatest pitcher of all time. He has done and is continuing to do a lot for the game. He is a complete master of the 1 1/4 turn.

All three men have a ringer percentage of from 80% upward in National tournament play and have pitched from 95 to 98 ringers out of 100 shoes!

The first tournament, in which competition was open to the world, was won by Frank Jackson, in the summer of 1909, at Bronson, Kansas. Tournaments were held in Kansas City, Missouri, or Kansas, nearly every succeeding year, with Jackson successfully defending his title each time. The first official world's tournament was won by him at Kansas City, Kansas, October 23-24, 1915. Frank Jackson is known as "The Grand Old Man of the Horseshoe Game," and has held the world's championship title more years than any other man since world's championship tournaments have been held.

Harold Falor, "the boy wonder" was only 15 years old when he won the world's title at St. Petersburg, Florida, in February 1923, from a field of 29 other contestants, including Jackson, Davis and Lundin. His parents thought his education was of more importance than horseshoe pitching, so he did not compete in another national tournament until February, 1928. When he won the title in 1923, a score card, that recorded the number of shoes pitched by each player, was used for the first time. This score card was arranged by D. D. Cottrell, former Secretary of the National Association, who had charge of the official records. Prior to this tournament the game was played under various rules, and ringer percentages and other data were very incomplete because no record was made of the number of shoes pitched by each player. Percentages ranged from 4% to 31.2% for 21 point games.

Putt Mossman, who is known as "the Babe Ruth of the horseshoe game," was 18 years old when he won his second national title. During his career, he pitched two record breaking games: one with Frank Jackson at the world's tournament held at Minneapolis, Minnesota, in September, 1924; the second one with Bert Duryee of Wichita, Kansas, in the meet at Lake Worth, Florida, February 25, 1925. Each man pitched 108 shoes; Mossman made 80 ringers and Duryee made 75 for a total of 155 ringers in one game. At the present time, this is not considered to be an extraordinary performance. Mossman has traveled all over the world with his famous show troupe of motorcycle daredevils. His many national tours as a trick and fancy horseshoe pitcher spread the vogue of exhibition pitching which has done much to publicize the game.

Charles C. Davis won his first World's Championship Title in February, 1922, at St. Petersburg, Florida. He won or successfully defended his title five different times. At St. Petersburg February 20 to March 1, 1928, he set a world's record which stood until 1933. His ringer percentage was 70.2% for a series of 33 games.

Theodore (Ted) Allen broke the record, set by Davis in 1928, by making a percentage of 73.5% at the World's Fair in Chicago, in 1933. Allen is one of the greatest, if not the greatest, champion ever developed. He has done a great deal for the game and established many pitching records. He held the title until August, 1941.

Fernando Isais of Mexico won the crown in 1941, at Des Moines, Iowa. He won 23 consecutive games, without losing one, during the three day tournament. Allen lost to Isais by a 50 to 46 score to finish second with 21 wins and 2 losses. Charles "Casey" Jones, Waukesha, Wis., was third with 20 wins and 3 defeats. Isais made a ringer percentage of 82.9 and displays the most perfect playing form of any pitcher yet seen in action.

Ted Allen regained the National crown at Des Moines, Iowa, July 1-5, 1946, by defeating Charles "Casey" Jones 50 to 44. Each man pitched 158 shoes with Allen collecting 139 ringers, including 60 double ringers for a percentage of 87.9. Jones placed second with 137 ringers and 59 double ringers for a percentage of 86.7. Jones is a flashy young pitcher who has been a leading contender since his early teens and will, in all probability, win the coveted crown one of these days.

### **SOMETHING FOR THE RECORDS**

Ray Gatewood of the Exposition Park Horseshoe Club, Los Angeles, California, pitched 67 consecutive ringers in three 50 point games with Dean Brown. The games were played Sunday evening, July 7, 1946. Although Gatewood lost his 23rd ringer after tossing it squarely on the peg, he did not miss until he threw his 68th shoe.

Gatewood, a discharged veteran, is a small, genial and rather quiet fellow who has been affectionately dubbed "Half-Pint" by his fellow pitchers. He has a beautiful delivery and pitches almost as well with the 1 1/4 turn as the 1 3/4 which he favors. He scored 93 ringers out of 100 shoes during this match. Brown, after signing the score sheets, mopped the sweat from his face and exclaimed: "I've been atom bombed!"

### **THE TWO GREATEST FOUR-HANDED GAMES EVER PITCHED**

Played at South Park, Los Angeles, California, March 21, 1934, Ted Allen and Guy Zimmerman versus Fernando Isais and James Lecky.

Allen	150	ringers	with	59	double	ringers.
Zimmerman	158	"	62	"	"	
Isais	157	"	59	"	"	
Lecky	152	"	60	"	"	

Total: 617 ringers with 240 double ringers. All four shoes on the stake 71 times.

Scored by Harlan Peete.

Played at Exposition Park, Los Angeles, Calif., October 30, 1938. Dean Brown and Tommy Bartlen versus Eddie Packham and Henry Harper.

Packham	174	ringers	with	66	double	ringers.
Harper	162	"	62	"	"	
Brown	166	"	68	"	"	
Bartlen	162	"	62	"	"	

Total: 664 ringers with 258 double ringers. All four shoes on the stake 81 times. Scored by Earl Collins.

### ***THE GREATEST GAME EVER PLAYED IN A WORLD CHAMPIONSHIP TOURNAMENT***

Played Sunday, August 25, 1940, at Des Moines, Iowa. Ted Allen versus Guy Zimmerman. Allen won by a score of 50 to 48. Each man made 145 ringers and a percentage of 88.4%. Allen had 65 double ringers to Zimmerman's 64. Total, 290 ringers and 129 double ringers.

Zimmerman started the game with 18 consecutive double ringers, a new National tournament record, collecting 21 points. Allen came back with 5 doubles to score 12 points. In the next inning, 3 ringers were scored with Zimmerman going to 24. Then Allen tossed 4 straight doubles to get 3 points. The next inning Zimmerman made 3 points to advance to 27. At 84 shoes, Zimmerman led 36-25. He hooked 14 straight doubles with Allen killing the last 9—a new National record. At 154 shoes Zimmerman led 48-41. Allen then climbed up and won the game 50-48. For the 31 games of the round robin tournament, Zimmerman averaged 85.9% to establish a new world record. During this tournament, Allen, Zimmerman and Isais all tied for first place. This is the first time in National tournament history that a national meet had ended in a three-way tie for first place. In the play-off Allen won first, Zimmerman second and Isais placed third.

**OFFICIAL RECORDS, WOMEN'S WORLD CHAMPIONSHIP  
TOURNAMENTS**

<b>PLACE</b>	<b>DATE</b>	<b>WINNER</b>	<b>RINGER PCT.</b>
Akron, Ohio	Aug. 8-14, 1920	Miss Marjorie Vorhees (Ashbury Park, New Jersey)	.....
St. Petersburg, Fla.	Feb. 20-24, 1922	Mrs. Mayme Francisco (Columbus, Ohio)	.....
Des Moines, Iowa	Aug. 30, 1922	Mrs. C. A. Lanham (Bloomington, Ill.)	.....
St. Petersburg, Fla.	Feb. 23, 1923	Mrs. Mayme Francisco (Muskegon, Michigan)	45.2%
Cleveland, Ohio	Sept. 22, 1923	Mrs. Mayme Francisco (Columbus, Ohio)	37.8%
Lake Worth, Fla.	Feb. 18-23, 1924	Mrs. C. A. Lanham	52.7%
Minneapolis, Minn.	Sept. 17-21, 1924	Mrs. C. A. Lanham	56.0%
Lake Worth, Fla.	Feb. 16-28, 1925	Mrs. C. A. Lanham	57.2%
St. Petersburg, Fla.	Feb. 8-18, 1926	Mrs. G. Brouillette (Minneapolis, Minn.)	43.2%
St. Petersburg, Fla.	Feb. 14-23, 1927	Mrs. G. Brouillette	47.3%
Duluth, Minn.	Aug. 8-15, 1927	Mrs. C. A. Lanham	56.0%
St. Petersburg, Fla.	Feb. 20-Mar. 1, 1928	Mrs. Mayme Francisco	54.9%
Rochester, N. Y.	Sept. 3-6, 1928	Mrs. C. A. Lanham	55.2%
St. Petersburg, Fla.	Feb. 4-9, 1929	Mrs. Mayme Francisco	54.9%
Chicago, Ill.	Jul. 26-Aug. 1, 1933	Miss Caroline Shultz (Harvey, Illinois)	73.8%
Moline, Ill.	Aug. 27-Sept. 3, 1935	Mrs. Esther James (Hastings, Mich.)	63.6%

The above figures represent the finals only.

No national tournaments for women were held from 1935 to 1946.

Mrs. J. F. (Mayme) Francisco ranks as one of America's finest women pitchers. During her playing career, she won or successfully defended her title four different times. (See Records).

Mrs. C. A. Lanham, a housewife, is one of the greatest of the women pitchers. During her playing career, she established several world's records; won or successfully defended the world's title six different times, and held the championship longer than any other woman.

For more detailed information on the national tournaments and how to conduct a tournament order a copy of The Horseshoe Compendium, published by the National Horseshoe Pitchers' Association. Priced at 50c.

At the World's Fair in Chicago, July 26-August 1, 1933, Miss Caroline Shultz established the highest ringer percentage (73.8%), ever recorded in the history of the women's national tournament.

Mrs. Esther James, present World's Champion Lady Pitcher, established three world's records at Moline, Illinois, August 27-September 3, 1935, by making 266 points, 86 ringers, including 14 consecutive double ringers in the qualifying rounds. This broke all records for women.



**MRS. ESTHER JAMES**

**The Women's National Champion since 1935. She broke all women's records by making 266 points with 86 ringers out of 100 shoes in the qualifying rounds.**

# HAMMER FORGED STEEL PITCHING SHOES



## HAMMER FORGED



## STEEL PITCHING SHOES

Giant Grip pitching shoes are not ordinary forged shoes; they are hammer forged. That's why they have no defects and are unbreakable. They are exact pattern, correct weight, regulation size and properly balanced, conforming strictly to all official requirements.

Models for all purposes—very attractively packaged in pairs or sets. Pitching shoe sets in boxes, complete for use with any model shoe.

Write for attractive colored folder illustrating the complete Giant Grip line of steel and rubber pitching shoes.

**GIANT GRIP MFG. CO. OSHKOSH, WIS.**

42 Osceola Street

Established 1863

## HORSESHOE SLANG

"Slipper Slammer"—A horseshoe pitcher.

"Sparks off the peg"—Gossip among players.

"Mare moccasins", "Slippers" or "Ol' Dobbins' brogues"— Names that refer to horseshoes.

"Zipper" or "grass cutter"—A shoe pitched low and hard.

"Skyscraper"—A shoe thrown quite high.

"Floater"—A shoe that floats gently to the peg.

"Flopper"—A shoe that flops over instead of turning around in flight.

"Jack" or "sneaker"—A shoe that is within 6 inches of the peg and scores 1 point.

"Four for the cemetery" or "a stack" means all four ringers on the stake with no points scored. Often called "four dead."

"Getting both feet wet"—Making a double ringer.

"Goose egg"—A complete miss with either a ringer or point.

"Swingin' down the lane" or "lining up the peg"—Good alignment.

"Right and left hooks"—Shoes that hook the stake from the right and left sides.

"Skunk"—Not scoring a point against one's opponent.

"Drawing first blood"—Scoring the first point in a game.

"Shorty"—A shoe that lands short of being a ringer.

"Spinner"—A shoe that spins around on the stake.

"Dying hard"—Putting up stiff competition while losing a game.

"Jumper" or "hopper"—A shoe that jumps or hops on the peg for a ringer.

"Blowing up" or "getting a butterfly in the belly"—Losing ones nerve and control in a game.

"Putting them to bed" or "doing the chores"—Covering up and taking care of the courts.

"Horseshoe widow"—That unfortunate female of the human race whose heartless male deserts or neglects her for a game of horseshoes. Large numbers of these sad looking creatures can be seen wandering aimlessly about the country. However, they derive some satisfaction from the fact that they know where and what hubby is doing. If they were smart, they would take up the game themselves. Some of the more intelligent species do and often trim hubby so badly that he becomes ashamed and stays home with the kids for a change.



### **A BIT OF "HORSE SENSE"**

Horseshoe Pitching is one of the most inexpensive and self-supporting games played today; yet, for some reason or other, it has not been accorded enough financial support to place it on a level with its contemporaries, golf, tennis, bowling and baseball. While millions of people play the game, only a fraction of these are organized. One of the first things a fan should do is to join or organize a Horseshoe Club in his locality. This club should be connected with its state organization which, in turn, should be affiliated with The National Horseshoe Pitchers Association, Without the guiding influence of a coordinated state and national organization, the sport cannot grow and progress.

Many fans do more than their share in promoting the game but others, who have played for years, are content to pitch in their respective back yards and claim that organization means nothing to them. They overlook the fact that all new equipment, improved rules and everything pertaining to the game has come out of organization; instead of doing their part, they spend a lot of time in criticizing those who are earnestly striving to better the sport. They want to exploit and squeeze everything out of it and put nothing back in return. Unless a player does his share of promoting and supporting the game, he is not playing it as he should regardless of how many ringers he can throw. It is tragic, to say the least, that some of our present day champions are guilty in this respect.

Interesting and teaching the young people in the art of throwing ringers will not only help them to become better citizens, but will instill new life into the game. By all means one should get behind the movement for the organization of amateurs and do everything possible to aid the nation-wide publicity program to enlarge and improve the sport.

A national magazine is essential to promote the interests of the sport. All successful sports have their publications. These are supported by large lists of subscribers throughout the country and supply their readers with valuable information on how to play the game, club activities, tournament scores and descriptions of all the latest and best in playing equipment.

Lack of publicity will greatly retard the progress of any sport. This is the fault of the players because they fail to cooperate with their newspapers and magazines which are usually more than willing to devote some space to publicizing the game. City officials, school and park executives, various clubs and civic organizations can be induced to cooperate in the installation of community playgrounds.

will derive from these playgrounds will make them priceless investments.

The Army has adopted horseshoe pitching as a major sport. It has always been a popular pastime among the soldiers who have fought in all of our major wars. Horseshoe pitching now ranks third in army sports. Our President and Commander in Chief, Harry S. Truman is an ardent enthusiast of the game.

"The Sport of the Fathers and Leaders of Our Republic" with its many fine traditions and sterling qualities rightly deserves the honor of being placed high on the list of The Olympic Games. The Future Life and Progress of the Sport Depends on the Organization and Support of All of Us Who Play the Game! IN UNION THERE IS STRENGTH!

### **GOOD SPORTSMANSHIP; THE PLAYER'S GREATEST VIRTUE**

All the world admires and doffs its hat to the person who is a good sport. An individual is not born with all the qualities that are embodied in good sportsmanship, for like character and that mysterious something called personality, sportsmanship is acquired only through cultivation and practice. A good sport, therefore, possesses both character and personality; if this were not so, he or she would not be a good sport. A genuine good sport is one who is cheerful, friendly, unselfish, honest, thoughtful, enthusiastic, well mannered, courteous and poised. In addition, he possesses the qualities of thoroughness, observation, concentration, adaptability, knowledge, expression, leadership, decision, organizing ability, and initiative.

All these are the determining factors that spell success throughout every walk of life. What a vastly different and better world we would be living in today if its peoples and nations would display more of these qualities!

#### **PLAGIARISM**

With the exceptions of the official rules and records of the game, any copying of the contents of this book, without permission from the author, makes the infringer liable to criminal prosecution under the U. S. Copyright Law.

To be a good sport does not necessarily imply the participation in any game, unless it is this game called Life. It requires the same qualities to stand up under the competition and adversities of everyday life as it does to give a good account of one's self in a grilling game of football or a 15 round boxing match. To display a good brand of sportsmanship does not mean that one need win at anything. The average winner displays less sportsmanship than the poised and gracious loser. When one is defeated, after doing his level best, yet remains poised and even tempered, he displays far more sportsmanship than the winner who shows the slightest tendency to boast of his victory. While the world admires a winner and it is human nature to enjoy being successful, victory does not always spell success. Neither does defeat necessarily mean failure, It is far better to be an honest loser than a dishonest winner. When someone wins, another must lose; if this were otherwise competition would not exist as there would be no need for it.

One should never permit the outcome of a game to influence his good opinion of himself or others. There should be no resentful beefing or razzing on either side. There may be another time when the shoe is on the other foot, so one should never lose sight of the proper sense of values. The player who is stuck on himself and thinks he knows it all is not a good sport. He is selfish, egotistical, jealous and an introvert in every sense of the word. He deceives no one but himself. Because he thinks he is perfect, he will not permit himself to continue to learn; his advancement ceases, his game suffers and begins to decline. He soon finds himself on the sidelines as a "has been." In fact, he has never been anywhere from the start. There is no room for these petty faults in the make-up of a true sportsman or sportswoman.

Certainly, one should take an honest pride in his ability to play the game, for such pride and enthusiasm is necessary to create and maintain a keen interest which is essential in order to acquire skill at anything. The true sport realizes this and strives fairly to win because the game is the thing of most importance; win or lose, it makes no difference to his true self.

Good sportsmanship means a great deal more than mere compliance with the rules and regulations of a game. There are certain ethics, which one must voluntarily take upon himself to observe, that the rules do not cover. To be unethical does not mean that he commits an act for which he is barred from the game. There are no rules or laws to make a person be a good sport except those of his own making. One cannot steal, borrow, buy or sell good sportsmanship, As stated before, it must be acquired.

The adoption and observance of a fair code of ethics proves to the world that one is a good sport. There are certain things which he will and will not permit himself to do. He is always courteous to both partner and opponent. He applauds the good playing of his companions, even though he is playing against them. He helps and encourages a beginner because he realizes everyone must learn and that someone helped him. He does not delay the game by bickering or attempt to distract another's attention when he is trying to concentrate. He does not over or under-rate either his opponent or himself. Above all, he does not endeavor to create or leave the impression that his usual playing form is below par. After all, he it is not much fun to win from one who is off his game, and humiliating to lose to him. Being on or off one's usual playing form is part of the game. He leaves his personal and business worries at home and gives the game all he has, playing it with both mind and body. He does not rehash his last game for the benefit (?) of his uninterested opponent or boast of or bewail the good and bad breaks that came his way. He is not overbearing and never attempts to bully another player. He does not unjustly criticize the referee and judges because they happen to make an honest mistake. To err is human and no one is perfect. However, one should not hesitate to stand up for his just rights, but should endeavor to control his temper at all times.

The good player will not attempt to hog all the glory, but will always give his partner or opponent an opportunity to distinguish himself. He never criticizes either of them in public regardless of their relationship to him. He may offer friendly and instructive suggestions, but teaching should be private and professional and, above all, it should be welcomed and invited. He is careful to return all playing equipment that belongs to someone else and never appropriates it unless invited to do so. He is never guilty of carelessness but watches both the players and bystanders to see that no objects are thrown or lying about that might cause an accident. If a man is not available for the purpose, he will do his part towards keeping the playgrounds clean and in good condition. He does not stand back and wait for someone else to do all the promoting, advertising, and supporting of the game; he does not waste time in unfair criticism of the officials of his club and organization. He realizes the importance of organization and team work and that progress can only come out of unity and mutual association. He supports and plays the game to the best of his knowledge and ability.

We are all competitors in the greatest game of all—the game of living. All of our daily activities should be governed by a special code of ethics; that is, a specific interpretation of the all-embracing

code of courtesy, honesty, consideration, kindness, earnest endeavor and fair play. The first and most important rule of this game is The Golden Rule. Unless we observe and practice this Rule we cannot be good sports. If the nations throughout the world would adopt this Rule, their political, economic and moral ills would instantly and permanently disappear!

Of course, we all have our faults, but we can strive to overcome and correct these by adopting more of the fine qualities that go to make up a good sport. We can learn to be tolerant of intolerance when and wherever we encounter it. We should not be too quick to judge others, lest we be judged. People, like books, must be studied in order to be evaluated. A book with a flashy cover does not always provide good reading; on the other hand, many of the world's finest volumes possess very plain covers. Displaying fine, clean sportsmanship on the playgrounds not only denotes good breeding, but is a sure way to win the high esteem and admiration of our associates. Winning a friendship means winning one of the greatest prizes that the world has to offer.

Regardless of one's race, creed or color, his personal code of ethics should extend above and beyond the mere rules of the game. The poor sport is a spiritually bankrupt and lonely individual who is playing against himself in this game called Life. He cannot win at anything until he takes time out to learn the rules and ethics of the game.

We must always remember that it isn't the victory that is so important, but it's the way we play the game that really counts!

### **PITCH HORSESHOES FOR HEALTH AND RECREATION!**

Horseshoe Pitching is not only one of the oldest and best established games in the world, but is regarded by all who are associated with it as being one of the cleanest and most healthful forms of recreation. Besides teaching one a perfect coordination of the muscles and mental faculties, it develops the powers of concentration and endurance.

Physicians, who have studied the game, pronounce it to be conducive to long life and have found that very few players are ever troubled with appendicitis. Frank Jackson, many times a world champion and affectionately known as "The Grand Old Man of the Horseshoe Game," has stated; "Throughout the many years I have played the game, I have never known of a horseshoe pitcher to suffer from appendicitis." It is well worth knowing that a person

can enjoy this splendid sport and keep physically fit at the same time.

In this modern and mechanized age, millions of people are confined, day after day, to jobs inside stuffy offices, factories and other establishments of all descriptions. Many of these places are inadequately ventilated, lighted and often unsanitary. The majority of these people ride to and from their work. Due to insufficient exercise and lack of fresh air, many suffer a loss of health. All doctors and health authorities realize that proper recreation is just as important to bodily health as proper diet and sleep.

Now, anyone who is not a hopeless invalid, can pitch horseshoes and those who are ailing from lack of exercise and desiring a sport that is not too strenuous, will find no better game in the world. Starting the game in a mild way, one will be astonished to learn how quickly he can regain lost vitality and acquire a keener zest for living. Men and women, who are overweight, will find the game to be of great aid in reducing. Walking is recognized by doctors and physical culturists to be one of the finest and most effective of all exercises for keeping physically fit. Plenty of walking is to be had in pitching horseshoes. This, combined with the excellent bending and turning exercises employed in picking up the shoes, will greatly strengthen and tone the abdominal muscles.

Up to the age of thirty it is fairly easy for most people to keep in trim condition, but once past this age everyone, especially women, need to adopt a program of daily exercise. When the muscles are allowed to become flabby, fat cells accumulate and it is difficult to slenderize the figure in the right places without proper exercise. Starvation diets will not do this and are often injurious. Of the approximate 680 muscles of the body the abdominals are the most important to health and figure. Most of our daily habits tend to weaken these muscles because we are inclined to slump when sitting and walking. The ordinary activities of daily living seldom exercise the trunk muscles. These sag and slacken and not only ruin the figure, but pave the way for constipation which is the source of most of the ills afflicting mankind. If people could only be made to realize the importance of the abdominal muscles, they would strive to keep this muscular girdle in better condition.

Parents with children who are not enjoying the best of health should encourage them to pitch horseshoes. This will quickly restore their rosy cheeks and sparkling eyes. Playing with the youngsters will make Dad and Mother feel better too! Once the entire family begin to make ringers, they will all become ardent enthusiasts. "A GAME A DAY KEEPS THE DOCTOR AWAY!"

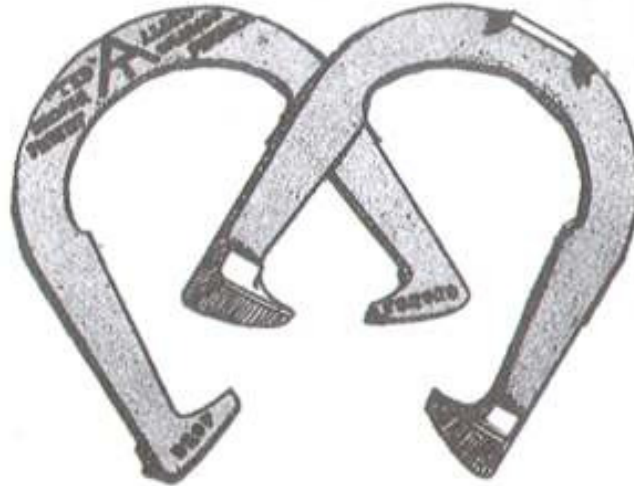


**Start 'em young for their health's sake. This is the author's son, Danny, age 3 years, demonstrating a grip all his own.**

City, school and juvenile officials heartily endorse the game and state that the clean, healthy, competitive exercises derived from it are very important factors in training the youngsters to become better physical and moral citizens. It is, indeed, surprising to note the number of people who are taking up this sport. From fashionable Park Avenue to the tiny village main street, they can be observed indulging in this healthful and fascinating pastime.

The fact that President Truman is an ardent enthusiast of the game has helped to publicize it as no other event has done in recent years. Courts have been installed on the White House grounds in our National Capitol and newspaper dispatches have flooded all parts of the world about our President's activities as a horseshoe pitcher. Admiral Nimitz is also a lover of the game.

The sport is particularly popular at picnics and camping-out parties because it can be played wherever there is 50 feet of cleared ground. Many people take portable courts with them on these outdoor excursions and pitch ringers to their hearts' content.



### DROP FORGED

Designed by Ted Allen, the World's Champion and the greatest horseshoe pitcher of all time, fancy or tournament pitching. Broke most world's records while winning with this shoe. The longest winner in his sport of any champion in any other sport.

This shoe is fast becoming recognized as the best shoe by both professionals and amateurs. Hundreds of letters telling of almost unbelievable increase of ringer percentage made in a week. Because it was engineered for symmetrical balance.

Heat treated and tempered for different classes of pitchers. Tough steel makes longer life than average. Designed especially for balance, against breakage in natural weak spots, and for finger grips to insure correct position each time (which is very important). Increasing in popularity each year.

The shoe speaks for itself. Get your money's worth. Write for prices.

### ATTENTION

We also have Tournament Schedules. Save hours of figuring.

We have Round Robin Single and Team match schedules.

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**HOW TO CURE YOURSELF FROM "THE BITE OF THE HORSESHOE BUG"**

Always stamp your feet, wave your arms or bang your shoes together while your opponent is pitching. Be sure to always step well over the foul line when delivering and then walk ahead or step in front of your opponent. Delay the game by arguing with everyone including the spectators. Don't be bashful about criticizing and instructing your opponent and the court officials. Always alibi your poor playing and brag long and loudly about your good pitching. Count all short ringers and doubtful points for yourself *BAT* discount them for the other guy. Never give anyone else credit for anything. Duck all responsibility in helping to improve the game and keeping the courts in good condition. Always try to ride free by letting others pay all club dues and expenses. If you chew tobacco, spit often and copiously into the pitching boxes. Never fail to be rude and overbearing. Such conduct will make you the center of attraction for a short time, at least. After that you won't be so greatly concerned about the game because the coroner will be bending attentively over you!

**THE OHIO METHOD OF SCORING  
(The Non-Cancel or Total-Point System)**

A regulation game consists of the pitching of either fifty (50) or eighty (80) shoes in all contests, to be determined by State Officers or local authorities to fit conditions and the element of time.

First Pitch alternates, as it evens up advantage of pitching against iron.

Winner of games, and final tournament standing governed by most total points.

Score All Points Earned, in Figures Only, as follows:

No Score .....	- -
Points .....	1 or 2
Ringer .....	3
Ringer and Point .....	4
Double Ringer .....	6

Results recorded, and Ties broken as follows: P—Points. PP— Point percentage. R—Ringers. PR—Ringer percentage. DR—Double Ringers SL — Shoes Lost. PSL—Shoes Lost percentage. W - Won. L- Lost. SP— Shoes Pitched, *in that order*, as Tie games, and Ties in final tournament standing, are broken in that order, when tied in Points, and succeeding factors, which practically eliminates necessity for play offs.

Summary of Score sheet consist of four (4) spaces for, Points, Ringers, Double Ringers, and Shoes Lost, in that order, leaving room for percentage figures at top and bottom in the same line for those factors for each player. Shoes Pitched are taken care of by Innings. Score sheet lined up as follows: "reading down" Player and address; Innings; Points by Innings; Points Tallied; "heavy line dividing players record here" Points Tallied; Points by Innings; Player and address; Scorer; Auditor and date.

To find total Shoes Lost: Set down Points; Ringers; and Shoes Pitched figures from Summary and Innings. Multiply Ringers by 3 for ringer-points "in your head" and put under Points and subtract which gives other than ringer-points. Put this result under Ringers and add which gives total shoes in count. Put this result under Shoes Pitched and subtract which gives total Shoes Lost. This will become mechanically easy with practice.

Scorer and Auditor should be provided with Percentage tables for One (1) game. One for Point percentage, and the other for Ringer and Shoes Lost percentage, for either fifty or eighty shoe pitched game used. We will be glad to furnish these tables to those desiring them, upon request. They save time and possible errors.

Fifty (50) shoes pitched per game is used in all Ohio contests, except for the State title where the eighty (80) shoes game is used. 50 shoes are not quite long enough for a fair title contest. The number of shoes pitched was arrived at by averaging up the total shoes pitched for all National tournaments from the time the number of shoes has been recorded.

This system of scoring games has been used by The Buckeye (Ohio) State Horseshoe Pitchers Association for several years and has been generally approved throughout the State. It has several distinct advantages over the cancellation or "ringer system" which has been in use since May 10, 1921, when the National Horseshoe Pitchers Association was first formed and incorporated under the laws of Ohio.

1. Contrary to the opinions of some, this Total-count method

serves to increase the competitive interest of players and spectators alike. It isn't that the spectators expect their favorite to win over the experts, but rather how many points he can score on them that attracts and holds the crowd. 2. The total-count method prevents certain games from developing into long, drawn-out "ringer marathons" on endurance contests between two experts. While these are of great interest to the immediate followers of the game, they soon become monotonous to the general public. 3. All match or tournament games are of equal duration which saves a great amount of time and delay in running *OFF* a tournament. When a large number of entrants are involved, time and efficiency are highly important factors. 4. *All points made are scored and credited to the player who earns them.* Thus, when an average pitcher is matched against an expert, he has a better chance to score a few points during the game, instead of being skunked and humiliated before a large crowd. For this reason alone, many new potential players have been encouraged to come out of their respective backyards and join a club or association. Being able to score a few points on the champion serves to keep up the enthusiastic interest of many who would otherwise drop out altogether.

As for the experts, the results remain the same. They win anyway and their ringer percentages are not affected in the least. The cancel method is excellent for an exhibition match between two champions but it is, primarily, a "ringer system" that favors the experts who are greatly in the minority. The National Association owes its existence to the average pitcher and cannot expect him to support a system of rules that are outdated and undemocratic for the majority of its members.

All other major sports, such as golf, tennis, basketball, boxing and baseball, are scored by the total-point method. Why not horseshoes? What would happen to baseball today if the first, second, third base and infield hits were eliminated and all emphasis placed only on the home run? Instead of the many prosperous leagues, playing in well kept ball parks and stadiums filled with thousands of enthusiastic fans, the players would be tossing the ball about, in a listless sort of way, on a weed and rubbish covered sandlot!

Generally speaking, this is the present predicament of the Horseshoe Pitching Sport. Our scoring system should be thoroughly renovated and brought up to date to fit the times! The game is too cheap and many players have no incentive to support it unless they derive some benefit in return. Due to jealousy, selfishness, lack of vision and organization, the game has been and will continue to remain locked up in the barnyard unless something is done to make it more appealing. All other sports look and plan ahead by changing their rules to conform with the public demand. This is



**THE LATE BLAIR NUNAMAKER**

World's Champion. 1929-33. A fine pitcher who held many championships, including the Ohio State title. He passed away the latter part of June, 1944. Photo courtesy of F. M. Brust of The Ohio Horseshoe Co.

the secret of their prosperity and popularity. We cannot continue to ignore the laws of progress or our sport will only sink deeper into the mire of obscurity.

The total-count method should be given a fair trial on a National scale. Both systems could be used and compared for a year during which time the superiority of one over the other would manifest itself. We are quick to change our playing equipment in order to improve our game. Why should we hesitate to adopt a better scoring system? We have everything to gain and nothing to lose. Regardless of the method used, the ringer will always remain the predominating factor. Instead of offering a mere \$100.00 or so as a prize for the National title, the prizes should run well over ten times this amount, thereby placing the sport on a financial level with its contemporaries golf, bowling and tennis.

Fellow pitchers, think this over; study and compare the two methods for a time and then make your decision known to the officers of the National Association! While lack of space prevents further discussion of this subject on these pages, full and complete information can be obtained on the Total-count method by writing to one or more of the officers of the Buckeye (Ohio) Horseshoe Pitchers Association. Their addresses are listed in their advertisement.

### **OFFICIAL RULES FOR HORSESHOE PITCHING (Cancellation System)**

Authorized by the National Horseshoe Pitchers' Association of America in Convention Assembled, August 1939. Reprinted by permission of the National Association.

#### **The Horseshoe Courts**

Rule 1. Sec. a—Layout of Courts. —A court shall consist of two pitchers' boxes with stake in the center of each and shall cover a level area over all of ten (10) feet in width and fifty (50) feet in length.

Sec. b—When a number of courts are constructed as required in tournament play, the stakes shall be at least ten (10) feet apart between courts and front pitching box foul lines shall preserve a straight line across the entire lay-out. Construction shall be made to permit north-south pitching.

Rule 2. Pitching Distance—The pitching distance shall be forty (40) feet between stakes. Ladies' pitching distance thirty (30) feet.

THE BUCKEYE STATE HORSESHOE PITCHER'S ASS'N.  
OHIO JOURNAL For JUSTICE - UNITY  
Promotional Agency News  
C. A. Benedict, Publisher and State President  
Johnstown, Ohio

Ohio is, and has been known, as the pioneer State in horseshoe activity. We of the Buckeye State H. P. A. urge the adoption of the TOTAL COUNT SYSTEM for National Tournaments with the belief that once it is used and worked properly, it will replace the old cancel system.

The TOTAL COUNT METHOD is systematic and uniform, as proven by experience in our State Tournament play during the past five years. All rounds start and finish at approximately the same time with all pitchers meeting their opponents under more equal conditions. It also furnishes a complete record as to what happens to each and every shoe, thus placing the game on a more proper scoring basis along with other sports. It benefits all, especially the top flight players and the BEST player always wins. Above all else we feel that this method will create a better State and National Unity because they will be operating under one uniform system. Try it and be convinced. New and improved playing rules are just as important as new playing equipment.

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Johnstown,  
Ohio

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Grover C. Hawley—Champion  
Bridgeport, Ohio

With over two million organized horseshoe players and many times this number unorganized in our Country the future of the sport is great, if given a more favor able National playing and scoring method for all title contests—from the National all down the line. The scoring methods should be voted upon according to their merits; the one that benefits the greatest majority of players is the one to be adopted. The slogan: "Play with the players and they will play with the National" is good logic and should be kept in mind.

Rule 3. Indoor Pitching—When indoor courts are constructed, the height of pitching boxes shall not be over six (6) inches above floor level. Ceiling height at least twelve (12) feet.

Rule 4. Sec. a.— Pitchers' Box—Pitcher's Box shall be six (6) feet square, with stake in the exact center.

Sec. b.— The pitcher's box shall be filled to a depth of six (6) to ten (10) inches with potter's clay or substitute of like nature and kept in a moist and putty-like condition in the stake area. (When boxes are hard surface, as related in Section C, the opening about the stake shall be filled with clay).

Sec. c.— When the pitcher's box is hard surface, an opening not less than thirty-one (31) inches in width, and forty-three (43) inches in length must be left about the stake as a clay area.

Sec. d.— Foul lines surrounding the pitcher's box shall be clearly defined and the frame at the front must extend approximately one (1) inch above the surface.

Sec. e.— Foul lines shall be determined by inside measurement to the rear side of the box frame from the stake.

### **Horseshoe Equipment**

Rule 5. Stakes—The stakes shall be of iron or steel, one inch in diameter, and shall extend twelve (12) inches above the clay surface with a three (3) inch incline toward the opposite stake.

Rule 6. The Official Shoe—No horseshoe shall exceed the following dimensions: seven and one-half ( $7 \frac{1}{2}$ ) inches in length; seven (7) inches in width; two and one-half ( $2 \frac{1}{2}$ ) pounds in weight. No heel or toe caulks shall project more than one and one-sixteenth ( $1 \frac{1}{16}$ ) inches in height over all, that is including the body of the shoe. The opening between the heel caulks shall not exceed three and one-half ( $3 \frac{1}{2}$ ) inches, inside measurement. Said opening shall not be more than nine-sixteenths ( $\frac{9}{16}$ ) inches from the extreme end of the shoe determined by measurement from a straight edge placed across the extreme ends of the heel. No hook shall project more than thirteen-sixteenths ( $\frac{13}{16}$ ) inches from inside the body of the shoe. No projection shall be allowed extending beyond an imaginary line following the general contour of the shoe, with the exception of the hooks which shall be no farther than one (1) inch from a line drawn between the extreme ends of the shoe heels.

## **Playing Rules**

Rule 7, Sec. a.— Conduct of Players and Members—No contestant, while opponent is in pitching position, shall make any remark or utter any sounds within the hearing of opponent, nor make any movement that does or might interfere with the opponent's playing. Penalty—Both shoes of the offender shall be declared foul in the inning complained of.

Sec. b.— Any member of the National Horseshoe Pitchers Association of America who indulges in heckling or unfair rooting against any pitcher in a tournament, whether with malicious intent or otherwise, shall be expelled from the grounds and from the National Association.

Sec. c.— No contestant shall touch own or opponent's shoe or shoes until winner of point or points has been agreed upon by contestants or decision rendered by the referee. Referee shall declare foul, shoes thrown by a contestant failing to comply with this rule, and award points to the opponent according to the position of his or her shoes.

Sec. d. No contestant shall walk to the opposite stake or be informed of the position of shoes prior to the completion of an inning.

Sec. e. A player, when not pitching, must remain on the opposite side of the stake to the player in action and to the rear of a line even with the stake.

Sec. f.— Any player repeatedly violating rules or guilty of unsportsmanlike conduct may be barred from further participation in the contest.

Rule 8. Sec. a.— Foul Lines—Any shoe delivered while the pitcher's foot extends on or over the raised foul line (See Rule 4, Sec. d) shall be declared foul and removed from counting distance.

Sec. b.— In delivering the shoe the pitcher shall stand within the pitcher's box, but outside an eighteen (18) inch radius of the stake.

Rule 9. In delivering a shoe, the pitcher must remain behind the foul line until the shoe has left his hand.

Rule 10. Choice of Pitch—Choice of first pitch or follow shall be determined by the toss of a coin. In successive games between the same players, the loser shall have choice.



Rule 11. Broken Shoes—When a shoe lands in fair territory and is broken in separate parts it shall be removed and the contestant allowed to pitch another shoe in its stead.

Rule 12. Sec. a—Foul Shoes—A shoe pitched while contestant stands beyond the box foul line limits. A shoe striking outside the opposite pitching box or on the hard surface area when courts are so constructed.

Sec. b.— Foul shoes shall be removed from the opposite pitcher's box at the request of the opponent.

Sec. c.— A foul shoe shall not be scored or credited except in the score sheet column headed "shoes pitched."

Rule 13. Measurements—Measurements to determine points won shall be made with calipers and straight edge.

**Scoring Rules**

Rule 14, Sec. a.— A regulation game shall consist of fifty (50) points in all contests where a National or Sectional title is involved. Any other contests may be decided in any manner acceptable to the state association in that state, provided that the National Rules, Constitution and By-Laws are not violated.

Sec, b.— Game points in other tournaments, leagues or contests may be determined by local authorities to fit their conditions.

Sec. c.— A game is divided into innings and each inning constitutes the pitching of two shoes by each contestant.

Rule 15. Sec a. — A shoe must be within six (6) inches of the stake to score.

- Sec. b—Closest shoe to stake scores ..... 1 point
- Sec. c—Two shoes closer than opponent's..... 2 points
- Sec. d—One (1) ringer scores ..... 3 points
- Sec. e—Two (2) ringers scores..... 6 points
- Sec. f—One (1) ringer and closest shoe of same player  
scores ..... 4 points
- Sec. g—Party having two (2) ringers against one for  
opponent ..... 3 points
- Sec. h—All equals count as ties and no points are scored.
- Sec. i—In case each contestant has a ringer, the next  
closest shoe, if within six inches, shall score..... 1 point

Sec. j—In case of tie, such as four (4) ringers, or contestants' shoes are equal distance from the stake, causing no score for either, party pitching last in the inning will start the next inning.

Sec. k—A leaning shoe has no value over one touching the stake.

Rule 16. Sec. a.— The points shall be scored according to the position of the shoes at the inning's end, that is, after the contestants have each thrown two shoes.

Sec. b.— Ringer credits shall be given on the same basis.

Sec. c.— The winner of points shall call the result. In case of tie, the party pitching last shall call.

Rule 17. Definition of Ringer—A ringer is declared when a shoe encircles the stake far enough to allow the touching of both heel caulks simultaneously with a straight edge, and permit a clearance of the stake.

Rule 18. Recording of Results—The recording of results shall be as follows:

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

### **Jurisdiction**

Rule 19. Sec. a.— A tournament committee, satisfactory to the Board of Directors, shall supervise National contests.

Sec. b.— A referee appointed by the committee shall decide points when contestants are in doubt. He shall also see that rules are complied with.

Sec. c.— Appeal may be made to the committee if a ruling of the referee is not considered proper. Decision of the committee shall be final.

Sec. d.— All protests shall be made immediately the occasion arises. Protests covering shoes or conditions of play can only be made before start of the game.

Sec. e. -- If rain or other elements interfere, players must stop play and not resume until officials authorize. On resuming play, score at time of interference will be in effect; also the same courts

will be used by contestants unless they agree otherwise.

Sec. f.— The interpretation of the tournament committee covering technical points and their rulings on matters uncovered these rules shall be final.

Sec. g.— An official scorer shall cover each game. When scorers are also maintained, the official scorer shall watch closely the open score and correct immediately any error.

Rule 20. Three-handed Games—In three-handed games, when two of the players each have a ringer and the third player ringer, the party without a ringer is out of the scoring and others score according to conditions pertaining if only two were in game. Otherwise the regulation rules apply.

Rule 21. An official contest between two players shall consist of best six (6) out of eleven (11) games.

**JOIN AND SUPPORT . . .**

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Organize a Club and State Association.

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