

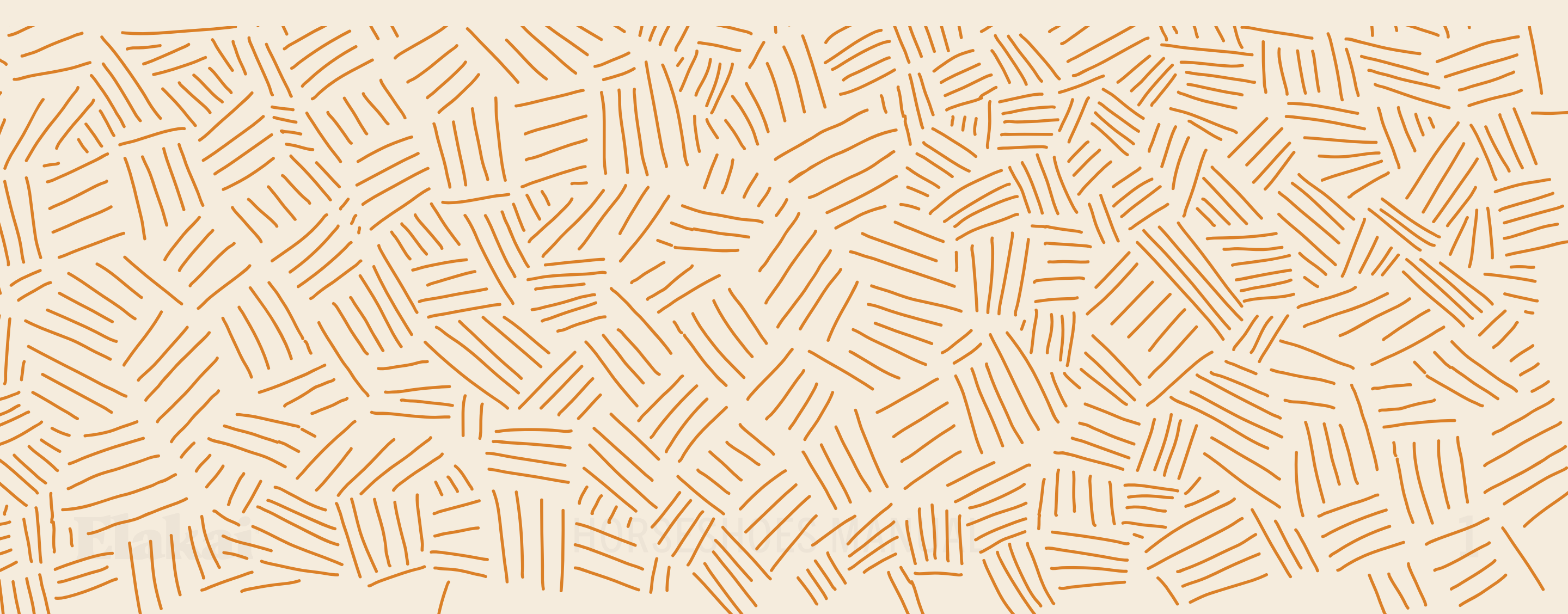


Elalakai™

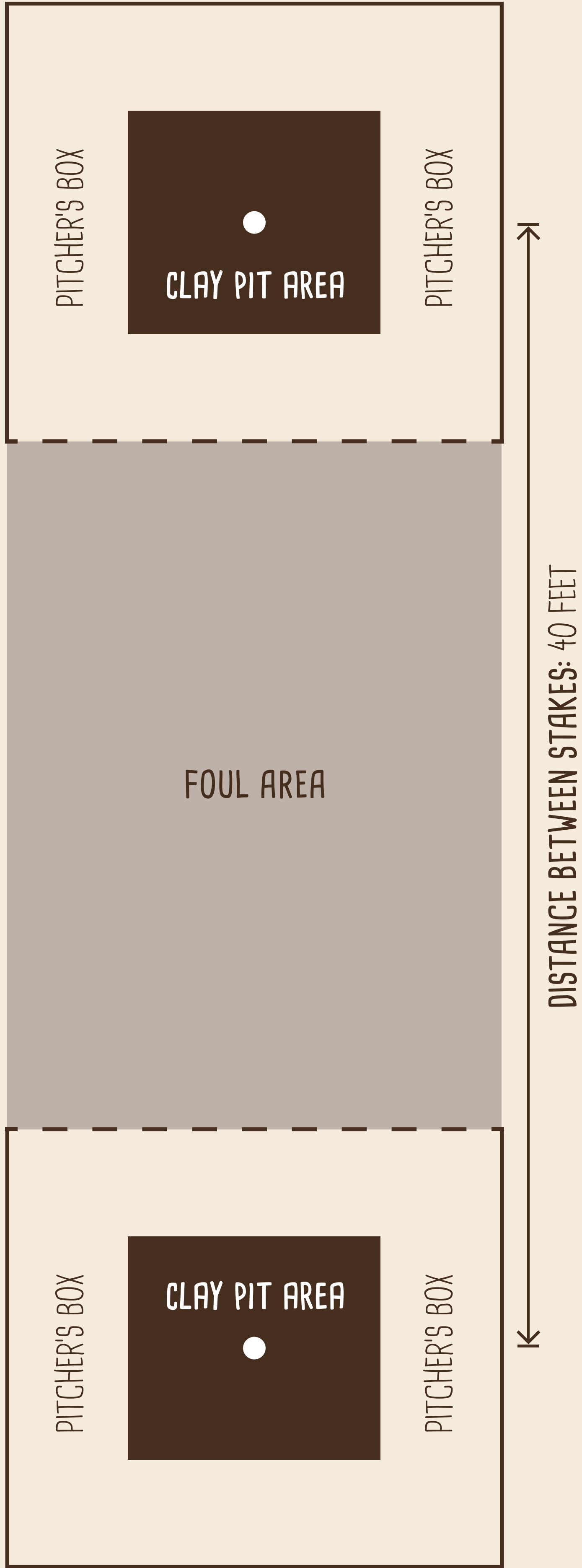
OUTDOOR GAMES FOR LIFE™

Horseshoes

MANUAL



The Playfield



The Rules

1. The Playfield

- Stakes are placed 40 feet apart.
- Stakes should extend 14 to 15 inches above the pit surface.
- Stakes may be inclined toward each other, but not more than a 3 inch lean.
- Stakes are solid or hollow steel 1 inch in diameter.
- Stakes should be a minimum of 21 inches from the front and back of the pit.
- Pits are constructed 31 to 36 inches wide and 43 to 72 inches long. If the pit is less than the maximum dimensions, the extra space between the pit and backboard shall be filled with the same material of which the platforms are made and shall be level with the pit and platforms. The stake is at the center.
- Pits are best filled with clay and must be watered periodically to maintain its texture. Sand, sawdust, and loose soil are more commonly used. The purpose of the filler is to keep the shoes from bouncing excessively, so any material that accomplishes this can be used. The minimum depth of the substance is 4 inches but 8 inches is recommended.

1. The Playfield (contd.)

- A foul line is marked 3 feet in from each stake. Thus, the resulting throwing distance (foul line to opposite stake) is 37 feet. For short-distance pitchers, the foul line is 27 feet from the opposite stake.

2. Backboards

(Not included, but recommended for serious play)

- Should be at least 4 feet behind the stake.
- Should be at least 1 foot high and extend the width of the pit.

3. The Horseshoe

- Shall not weigh more than 2 pounds, 10 ounces.
- Shall not exceed 7 1/4 inches in width.
- Shall not exceed 7 5/8 inches in length.
- On a parallel line of 3/4 inches from a straightedge touching the points of the shoe, the opening of the shoe must not exceed 3 1/2 inches.

House Rules

- a. Rules not found in a game's manual**
- b. Made-up rules followed within one's specific household**

Individuals - Singles Play

Player 1 competes against Player 2.

- Both throw to the same pit.

Teams - Doubles Play

Team 1 competes against Team 2.

Each team is comprised of two people.

- Players on each team stand on opposite sides and throw towards each other.

4. The Play

- The first player throws their 2 horseshoes one after the other. The second player then throws their 2 shoes.
- When pitching a shoe, the player may not cross the foul line.
- Games can be played to 40 points in a point limit game or 40 shoes in a shoe limit game. In the shoe limit game, the player with the highest points wins. If a tie exists, each player takes a half win or a two-inning tie breaker can be thrown.

5. Scoring

- To score any points, shoes have to be a leaner, a ringer, or closest to the stake.
- Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straightedge without touching the stake.
- Leaners come to rest 6 inches (i.e., one horseshoe-width) or closer to the stake and are worth 1 point each.
- If there are no ringers, the closest shoe to the stake gets 1 point.
- If no ringers are thrown and you have two shoes closer than any of your opponent's, you get 2 points.
- If you have the closest shoe and a ringer, you get 4 points.
- If your opponent throws a ringer on top of yours, the points are canceled.
- If your opponent throws a single ringer and you throw two ringers, you score 3 points.
- Leaners do not cancel each other out.

Safety Warnings & Precautions

WARNING: When using this product, basic safety precautions should always be followed to reduce the risk of personal injury and damage to equipment. Read all instructions before using this product!

- Keep children away. Children must never be allowed in the work area during court building and game setup. Children must be closely supervised by a responsible adult when playing horseshoes.
- Observe work area conditions. Use caution to avoid any underground electrical lines, water lines, telephone lines, etc., when driving horseshoe stakes.
- Be alert. Horseshoes are heavy and dangerous objects when thrown. Do not throw near any persons or animals. All competitors must be well clear of the pit when another competitor is pitching.
- Store idle equipment. When not in use, horseshoes must be stored in a dry location to inhibit rust.

- Use the right product. There are certain applications for which this product was designed. Do not modify this product and do not use this product for a purpose for which it was not intended.
- Before using horseshoes, check for damaged parts. Any part that appears damaged should be carefully examined to determine that it will operate properly and perform its intended function. Any part that is damaged should be properly repaired or replaced.
- When servicing, use only identical replacement parts. Use of any other parts will void the warranty.
- Do not assemble or use the product if under the influence of alcohol or drugs. Read warning labels if taking prescription medicine to determine if your judgment or reflexes are impaired while using. If there is any doubt, do not use the product.
- Keep the components dry and stored in a location out of reach of children. For the player's safety, it is recommended that the stakes be capped with a plastic end cap or conduit cap if the stake remains in the ground when not in play.

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Elakai Games, and contribute to our
Play, Post, Plant™ initiative!

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