

GENERAL RELEASE AND AGREEMENT TO PARTICIPATE EASTMONT METROPOLITAN PARKS AND RECREATION

I am aware that participating in Eastmont Parks and Recreation activities can be dangerous and involve **risk of injury**. I understand that the dangers and risks of participating in Eastmont Parks and Recreation activities include, but are not limited to potential injury to the muscular-skeletal system as well as potential injury or impairment to other aspects of my body, general health and well being, and the cardio-vascular system. Eastmont Parks and Recreation participation can result in joint related injuries, broken bones, cuts, bruises, dislocations, head-neck-and-back related injuries, etc. My team captain or manager has explained specific hazards for each Eastmont Parks and Recreation activity in which I am participating, to me.

In consideration for being permitted to participate in Eastmont Parks and Recreation activities, I hereby voluntarily assume all risks of bodily injury or property damage associated with participation and agree to release and discharge the State of Washington, Eastmont Parks and Recreation, its employees, Douglas County CCA, Wenatchee #246 and East Wenatchee #206 School Districts from any and all liability, claims, causes of action or demands of any kind and nature whatsoever which may arise by or in connection with my participation in any Eastmont Parks and Recreation activities except those which are caused solely by negligence of Release.

Further, I am in good health, and I know of no medical reason why I am not able to participate in Eastmont Parks and Recreation activities. Additionally, if I have an existing medical condition, I will obtain a release from my doctor to participate in Eastmont Parks and Recreation activities and I will present this release to participate to the Recreation Supervisor of Eastmont Parks and Recreation located at 255 N. Georgia Ave., prior to any participation in a Eastmont Parks and Recreation program or event. Also, I agree to abide by the rules set forth by Eastmont Parks and Recreation and their designated officials.

I hereby consent to first aid, emergency medical care and if necessary, admission to an accredited hospital when necessary for executing such care, for treatment of injuries that I sustain while participating in Eastmont Parks and Recreation activities.

I understand that it is my obligation to have a health insurance policy in effect while participating in any Eastmont Parks and Recreation activity and to otherwise be responsible for any and all medical expenses which may be incurred as a result of an accident while participating or practicing in any Eastmont Parks and Recreation activity.

I understand and agree that this General Release is governed by laws of the State of Washington and is intended to be as broad and inclusive as permitted by law and that if any part of it is held to be invalid, the balance of this General Release and Agreement to Participate shall continue in full force and effect.

I certify that I have carefully read all of the foregoing provisions, that I know and understand the contents hereof, that I have had the opportunity to seek legal counsel prior to signing it, and voluntarily sign this General Release and Agreement to Participate as my own free act.

EASTMONT PARKS AND RECREATION

Horseshoes Singles and Doubles Rules

Each match will consist of the best two out of three games. A game is a race to 15 using the rules listed below. The third game if needed will be a race to 21.

All games will be played at Eastmont Community Park (next to the playground area)

PLAY OF THE GAME AND VALUE OF THE SHOE

1. Each game will begin with the flip of a shoe or coin. The winner of the flip will have choice of first or second pitch.
2. The game is broken down into innings. Each inning consists of four pitched shoes, two by each contestant.

Value of the Shoe

1. Ringer - A ringer is a shoe which comes to rest encircling the stake. A straightedge touching both points or any part of the heel calks of the shoe must clear (not touch) the stake in order for a shoe to be declared a ringer. A ringer has a value of three points.
2. Shoe in Count - A shoe which is not a ringer but comes to rest with any portion of it within 6 inches of any part of the stake is a shoe in count. A shoe in count has a value of one point. A "leaner", is worth 2 points. Any other shoe which is touching the stake (but not a ringer), is considered a shoe in count and has a value of one point.
3. Shoe Out of Count - A shoe which comes to rest further than 6 inches from the stake is a shoe out of count and has no scoring value.
4. An illegal shoe is one that hits outside the pit first and lands next to, or on, or around the stake. A shoe has to hit in the pit to be considered a "counting" shoe. The shoe may not hit other obstacles then land in the pit.

Delivery of Shoes

1. The contestant pitching first shall deliver both shoes (one at a time) and then the other contestant shall deliver both shoes (one at a time). A contestant may deliver the shoes from either the left or right platform but, in any one inning, both shoes must be delivered from the same platform.
2. A contestant shall deliver both shoes within 30 seconds. The time shall start when the contestant steps onto the platform with the intention of pitching
 - **THE PITCHER.** During the entire address and release of the shoe, the pitcher must not start or step completely outside the platform with either foot.
 - **THE OPPONENT.** An opponent's position when not pitching, shall be standing quietly and stationary on or behind the same court's opposite platform and at least 2 feet behind a contestant who is pitching from the same or adjacent court. In mixed distance pitching, a short distance pitcher who pitches first must return to this position on or behind the 40-foot platform.
 - **THE CONTESTANTS.** If both contestants use the same platform to deliver their shoes, the contestant pitching first should cross over to the other platform in front of the pit and then move to the proper position.
3. No contestant shall walk to the opposite stake (except to remove a foul shoe) or be informed of the position of any pitched shoes prior to completion of an inning. Once the four shoes in an inning have been pitched, the contestants shall walk to the other end to determine the score for the inning and retrieve their shoes. No shoe shall be moved before its scoring value is determined
4. When a shoe is being measured by a contestant and it (or the stake) is accidentally moved, the inning shall be scored only if the contestants can come to an agreement.

SCORING THE GAME - SINGLES PLAY

Cancellation Scoring

1. In cancellation scoring, only one contestant can score in each inning.

Your response to the above questions will help determine league schedules.

- a. Ringers - Ringers cancel each other. A ringer of one contestant shall cancel a ringer of the other contestant those shoes shall not score any points. Any uncanceled (live) ringer scores three points.
- b. Shoes in Count - A shoe in count shall score one point under the following conditions:
 - 1. If there are cancelled ringers and no live ringer, the closest shoe in count to the stake shall score one point.
 - 2. If there are no ringers, the closest shoe in count shall score one point. If the other shoe of that same contestant is the second closest shoe in count, it shall also score one point.
 - 3. If there is one uncanceled ringer and the other shoe of the scoring contestant is the closest shoe in count to the stake, it shall score one point (four points total).

NOTE: Opposing contestant's shoes in count that are touching the stake or are determined to be an equal distance from the stake shall cancel each other and, like cancelled ringers, shall score no points. In that situation, the next closest shoe in count, if there is one, shall score one point.

2. Calling the Score

- a. Points shall be awarded in the following situations. The contestant scoring the points shall call the score.
 - 1. No ringer with the closest shoe in count - call "one point".
 - 2. No ringer with the two closest shoes in count - call "two points".
 - 3. One ringer with either no shoe in count or the other contestant having the closest shoe in count - call "one ringer, three points".
 - 4. One ringer with the closest shoe in count - call "one ringer, four points".
 - 5. Two canceled ringers with the closest shoe in count - call "one ringer each, one point".
 - 6. Two cancelled ringers with one uncanceled ringer - call "three ringers, three points".
 - 7. Two uncanceled ringers - call "two ringers, six points".
- b. No points shall be awarded in the following situations. The score shall be called by the contestant who pitched second.
 - 1. All four shoes out of count - call "no score".
 - 2. Two cancelled ringers with no shoes in count or with the other two shoes an equal distance from the stake - call "one ringer each, no score".
 - 3. Four cancelled ringers - call "four dead"

PITCHING ROTATION DURING THE GAME

- 1. The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.

DOUBLES PLAY

In doubles play, two contestants are partners against another team of two contestants. One contestant from each team shall be at each end of the court.

Each team uses one pair of shoes and the contestants stay at the same end of the court for the entire game. To begin the game: each game will begin with the flip of a shoe or coin. The winner of the flip will have choice of first or second pitch.

Their partners at the other end shall decide and call the score, retrieve the shoes and pitch them back and the same procedure as singles. The decision on who pitches first in each inning is contingent upon the scoring system being used, following the rules of singles play.