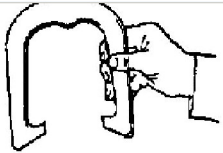


# ADDRESSING THE STAKE From The Desk of John Martin -= Lesson 5

Lesson four dealt with stance and balance that Ted Allen referred to as the "square stance." This last lesson will cover turn and trajectory.

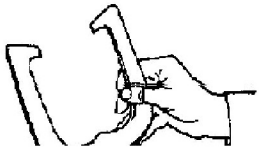
Although there are a few exceptions, the arc of most high average pitchers is between 7 and 10 feet. When pitched too low the shoe will land hard and often what would have been a ringer will spin off. If it misses the stake it is likely to skid out of scoring range. A shoe pitched too high makes accurate judgement of distance difficult and causes the turn to under or over rotate. Of the two the high shoe has the advantage, by landing more softly it is more likely to score points, and when hooked is more likely to remain on for a ringer.

1 - 1/4



We discussed earlier the various turns and flips that are used by high percentage pitchers, and by now you you have no doubt chosen one that suits your game. In my review of turns used by the exceptional pitchers that I have known, it seems the one and a quarter and one and three quarter are the most favored. My advice would be to to use a turn shoe rather than a flip. Many decent flip pitchers reach a given level but cannot compete with the good turners. Some decide to change to a turn but it is most difficult to do once the hand, eye, mind, coordination has been established. Try to make your final decision as soon as possible.

1 - 3/4



I hope some of these hints and recommendations by the great names in horseshoes will help you to improve the pitching style you decide to use. No two pitchers are alike in how they play the game and no one can or should try to emulate any one in particular. Choose your own way of getting that shoe around the peg, that's all that counts!!!!

This is it for now, hope to see you at a tournament soon... jm

HELLO THERE STAKE!

