

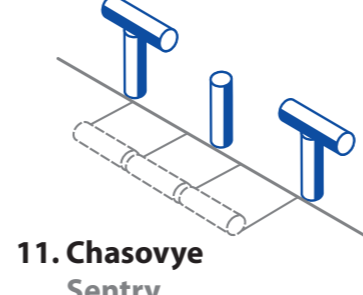
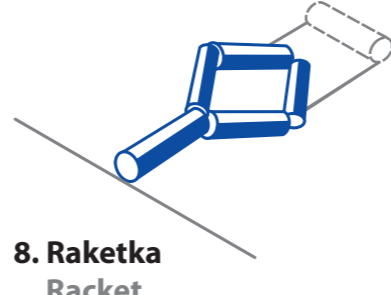
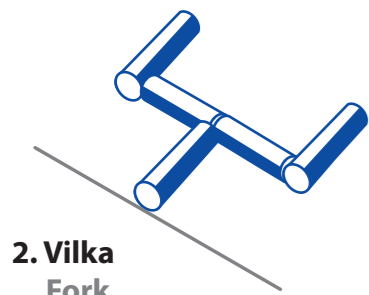
1. Pushka
Cannon

4. Strela
Arrow

7. Artilleriya
Artillery

10. Rak
Crayfish

13. Tir
Shooting range



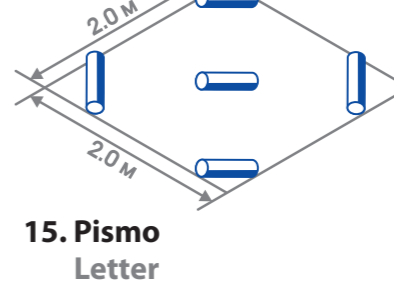
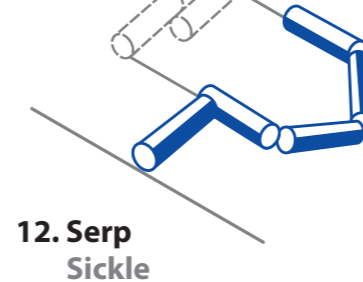
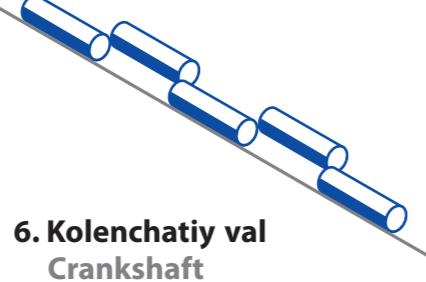
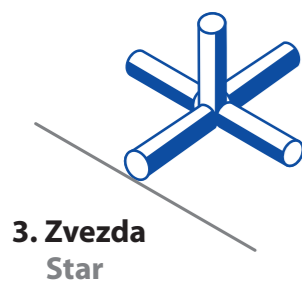
2. Vilka
Fork

5. Kolodets
Well

8. Raketka
Racket

11. Chasovye
Sentry

14. Samolyot
Aeroplane



3. Zvezda
Star

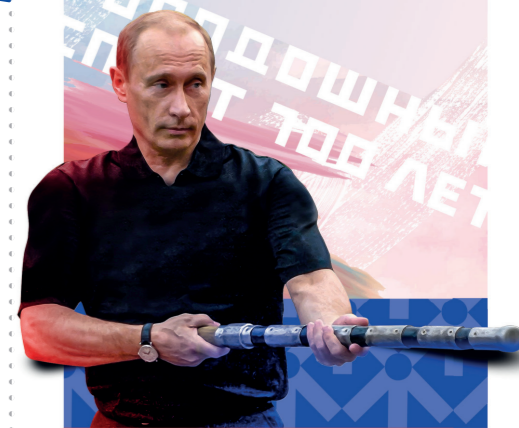
6. Kolenchatiy val
Crankshaft

9. Pulemyotnoye gnezdo
Machine gun nest

12. Serp
Sickle

15. Pismo
Letter

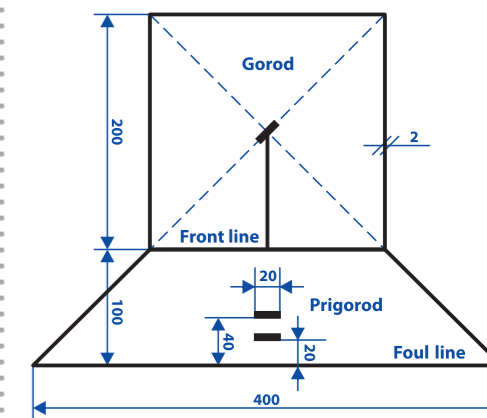
PLAY IT RUSSIAN WAY!



GORODKI

THE FORM AND MEASURES OF A STANDARD GAME AREA FOR «GORODKI»

The dimensions are given in centimeters.



GAMEPLAY

The gorodki game consists of beating the figures made of five gorodoks (wooden cylinders) out of the area of «gorod» and «prigorod» (marked areas). It is done using a goirodki throwing bat, in accordance with a set of rules.

Composed wood/metal or plastic bats with different size and weight that are suitable for each player are used to play gorodki. In absence of standard equipment, wooden bats can be used.

Gorodok is a cylinder 48–50 mm in diameter or a prism, with a square with sides from 43 to 45 mm at the base. Gorodok is 200 ± 1 mm long.

The bat should not be longer than 1 meter. The composed bat has no limits to its weight, but polymer or wooden bats should weigh less than 2 kilograms.

All the figures are built within a gorodok – a square area 2 by 2 meters placed on a game surface.

A game surface is an area no less than 6,5 meters long and 3,2 meters wide, providing a solid flat horizontal surface. It is usually made of metal or polycarbonate sheets or any other shockproof material.

If the bats are light (ex. wooden), the game can be played on the densely packed ground or ice.

The players (a double or a team) of the «gorod» on the right begin the game, making 2 throws one by one, then each competitor makes their two throws.

The gorodok is beaten out if it leaves the «gorod» or «prigorod» completely through any line except for a foul line. If a gorodok stays inside the «gorod» or lands on the border line, it needs to be beaten out again.

If a gorodok leaves the gorod and then returns back inside, it is considered to be beaten out.

The distance for a throw can be either 13 meters – «kon» – or 6.5 meters – «polukon», a half of a «kon».

The beatings of all the figures begin from a «kon». If at least one gorodok is beaten out, all the others are beaten from a «polukon».

The «Pismo» and «Fax» figures are beaten only from a kon.

The distance of a throw can vary, depending on a player's skill, but cannot be less than a certain distance.

Women and children below 14 years old make all the throws no less than from a 6.5 meter distance. This is also recommended for the beginners.

The throw is not taken into account: if a bat touches the foul line or the ground

before it; if the player crosses the «kon» or «polukon» lines; if the player crosses the side planks; if a throw is made before a referee's gives a whistle. In these cases the figures are placed to their initial positions.

There are several ways to play «gorodki». Individual, doubles or team games can be:
 – consisting of a fixed number of rounds;
 – played to beat out a fixed number of figures;
 – played to beat out the figures using a fixed number of bats;
 – eliminatin games;
 – played with a mixed system.

Amateur competitions can be simplified: the number of rounds, the number of figures, the order in which the figures are built and beaten out can be chosen based on on the agreement between the players.



ЗА ПОБЕДУ!

