

Shuffleboard

Game Rules

Object

The object of the game is to slide all 4 of one's weights alternately so that they reach the highest scoring area without falling off the end of the board. A player's weight must be farther down the board than his opponent's in order to be in a scoring position. This may be achieved also by knocking down the opponent weights. Weights must be shot by hand

Points

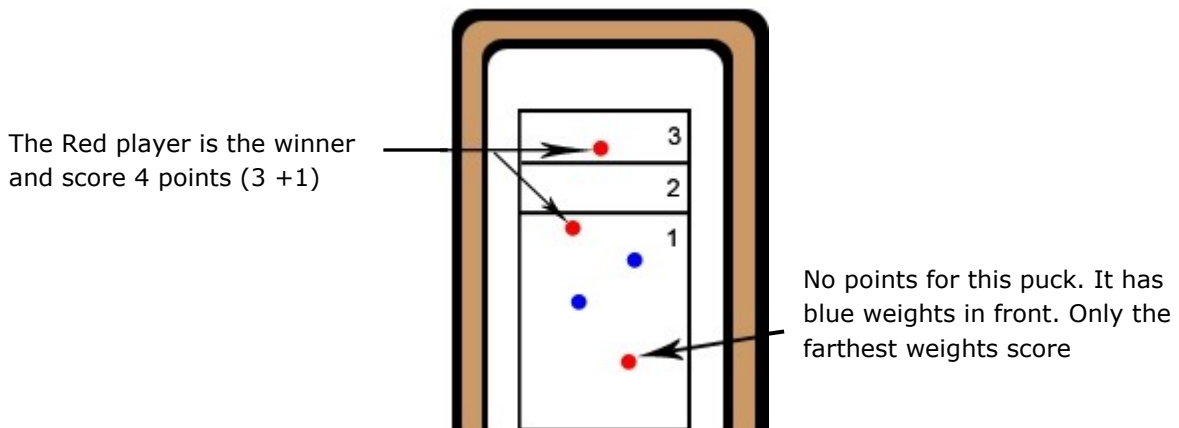
- ◆ With 2 players the game is played to 15. Both players shoot from the same end, alternating ends after each round.
- ◆ With 4 players (each team has 2 players) the game is played to 21. One member from each team stands at opposite ends of the board.

Basic rules

- ◆ Players choose who shall shoot the first weight and what colour weights each should have (it's an advantage to shoot last)
- ◆ The first player slides his first weight toward the opposite end of the board, which becomes the scoring end. Then the opponent does the same, trying either to knock off the other's player weight or to outdistance it. The players continue to shooting their weights alternately until all 8 weights are shuffled. At this point one round is completed.
- ◆ The players whose leading weight is farthest down the board is the winner of the round and can totalised the score
- ◆ A puck must be completely in a score zone to count. There are 3 zones, 1,2 and 3. A puck that extends over the far edge of the board without falling down is a *hanger* and counts as 4 points
- ◆ The winner of a round shoots the first puck on the next round.
- ◆ The game continues until one player, or team, scores the winning point
- ◆ Pucks in the gutter or knocked off are forfeited and counts as 0
- ◆ If the leading pucks of each team are tied then no score is awarded
- ◆ To score 1 point the puck must be in the zone that is between the furthest line of the shooting area and the opposite 2 zone

Scoring Shuffleboard Points

- ◆ At the end of a round, when all weights have been shuffled, the player whose leading weight is the farthest away from the shooting end is the winner. The winner's score is counted by adding the values of all his leading weights which lie ahead of the loser's leading weight. **Only the winner of the round scores the points.**



If there would be no blue weights on the board, all remaining red weights would score

General Tournament Rules

- ◆ The board can be waxed only at the start of the game
- ◆ Players may walk to the opposite end of the board to check the position of the weights
- ◆ A legal shot requires player to have at least one foot on the ground
- ◆ No more than 30 seconds should pass between shots, slowing the game may result in one-point penalty

TIPS FOR BETTER GAME!

- ⇒ Don't give up! The most important skill to develop is to learn how to place a puck as far down the board as possible, without having it fall off.
- ⇒ When the shooting skill has been achieved you have to learn how to attack and knock off your opponent highest scoring weights
- ⇒ Once that you know how to place your puck in high scoring areas, you will need to protect it from your opponents attacks. So you have to *block* a weight. Simply try to place your succeeding puck behind your leading weight to protect it, but not *too* close because a good opponent will be able to remove them both from the board.
- ⇒ Shuffleboard is a game that requires equal ability with both hands. Practice by trying to shoot an equal number of shots with either hands, your ability to play will be highly improved

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