

Instructions

Object of the Game

The object of regular shuffleboard is to slide, by hand, all four of your Weights alternately against those of your opponent's to the highest scoring area without them falling off the end of the board into the alley. Only the winner receives a score. To be the winner, your Weight(s) must be further down the board than your opponent's. You can achieve this by knocking off your opponent's Weight(s), or by outdistancing them on the board.

The Hammer is the last shot in the frame (or round). The person or term who has the Hammer in any given frame is considered to be on the defensive. In other words, it is an advantage to shoot last.

Playing Shuffleboard with Two Players

Start a two-person game by standing, with your opponent, at the same end of the shuffleboard. Toss a coin - or use another method you prefer - to see who will shoot the first Weight and the color of the Weight.

The winner of the toss should slide their first Weight toward the opposite end the board, the Scoring End. Their opponent then shoots their first Weight in a similar manner, attempting to either knock off the other player's first weight, or to outdistance it. Both players should continue shooting their Weights alternately, until all eight Weights have been shuffled. This action completes one round of play.

The player whose leading Weight is farthest down the board is the winner of the round. Their score it then totaled and registered on the scoreboard. (See "Regular Shuffleboard Method of Scoring" on the inside of this brochure).

Both players should now proceed to the opposite end of the shuffleboard, where the Weights are now resting. With the winner of the previous round shooting first, play another round of shuffleboard in

exactly the same manner as described above. The game continues until one player scores 15 points.

Playing Shuffleboard with Four Players

With four players, split into teams of two players each. Place one player from each team at the opposite end of the board. Like a two-player game, toss a coin or use another method to determine who will shoot first and the color of the Weights. Then each team should designate who will shoot the first round.

These two players will shoot their Weights alternately, until all eight Weights have been shuffled. Their actions conclude one round of play.

The winner of the round is the team player whose leading Weight is the farthest down the board. Their score is totaled and registered on the scoreboard. (See "Regular Shuffleboard Method of Scoring" on the inside of this brochure.)

The team players at the opposite end of the board, where the Weights are now resting, clear the board and begin another round of play from their end - in exactly the same manner as the first round. The partner of the previous round's winner shoots the first Weight. The game continues as many rounds as necessary, until one team scores a total of 21 points.

Method for Delivering the Weight

When shuffling a Weight, try to be as relaxed as possible. Avoid sharp, jerky motions. Use the fingers, wrist, elbows, and shoulder, coupled with moderate follow-through of the body above the waist.

Delivering a Weight involves standing squarely at one end of the shuffleboard, facing the Scoring End. Gripping the Weight lightly, but firmly, between your thumb and index finger, place the Weight gently on the surface of the playing field, with the shiny, flat metal surface facing down. If you wish, you may rest your non-shooting hand on the outer rail of the shuffleboard frame to balance your body better.

Aim at the target you desire to reach, then slide the Weight with a forward motion of our arm and wrist. The amount of push behind the motion will determine the distance the Weight will travel. Don't throw or bounce the Weight, as this will damage the highly polished wood surface of the shuffleboard.

You may shuffle the Weights from the center or either side of the shuffleboard, using either of your hands. Most players prefer side-of-board shooting, in which the third and fourth fingers of their shooting hand slides along the side edge of the playing surface and acts as a guide to balance them. This shooting method also lends more accuracy to the shot.

Playing Horse Collar Shuffleboard

1. The U-shaped trim piece around the end of the shuffleboard is called the Horse Collar. This is how the game got its name.

2. Weights must cross the far foul line.

3. Any number of people, including odd numbers of players, can play Horse Collar. With three players, you shoot every third round; with four players every fourth round etc. Two-player teams makes or a much more enjoyable game than four-player teams. A major drawback with four-player teams is that with players only shooting two weights, is much tougher for any player, let alone an inexperienced one, to get a feel for the game. Therefore it is harder to score, often resulting in players losing interest.

4. Shooters are allowed to walk a couple of feet to the end of the Horse Collar to examine the position of the Weights.

Playing with Two Players

Players should stand at opposite ends of the board, facing each other. The first player shoots all eight Weights consecutively toward the opposite end of the shuffleboard. After all Weights have been shuffled, count the score. (See "Regular Shuffleboard Method of Scoring" on the inside of this brochure.) Clear the board, so the opponent can shoot their Weights, from the end of the shuffleboard at which he is standing. The players alternate shooting until one player has scored 51 points. (See also Technical Rules, #1, below.)

Playing with Four Players

Horse Collars is considered a team game when played by more than two people. Four players should divide into teams of each two. To start the game, the opposing team should station themselves at the opposite end of the shuffleboard, and their opponent should be at the other end. The first team shoots all eight Weights toward the opposite end, with each member of the same team shooting their quota consecutively, in the following manner:

On a two-person team, the first player shoots four Weights in a row, then their partner shoots the remaining four Weights.

On a four-person team, the first player shoots two Weights in a row, then each of their partners shoot two weights in a row, until all eight Weights have been delivered.

When all eight Weights have been delivered, count the score. (See "Regular Shuffleboard Method of Scoring" on the inside of this brochure.) The opposing team clears the board, and shuffles its eight Weights in the same manner described above. Teams continue shooting alternately, until one team scores 51 points. (See also Technical Rules #1 below.)

Technical Rules for Playing Horse Collar

1. A game is not complete until the player or team which has shuffled last, takes its last turn at the board - even though the player or team shooting first has already scored 51 or more points. If both teams exceed 51 points, the one having the highest final score wins the game.

2. During a game, no player may leave their position to check the

location of Weights played by them or their partner(s) until after all Weights are played. The shorter player may then check the score walking to the Scoring end of the board.

3. All Weights that do not completely clear the Foul Line nearest to the player shooting are called Dead Weights. They must be removed from the board.

Horse Collar Method of Scoring

Once all eight Weights in a round have been shuffled, determine whether at least one Weight is completely in the Trey Zone, or overhanging the far edge of the Playing Field. If neither situation occurs, no one receives a score.

If at least one Weight is in the Trey Zone, or overhanging the far edge of the Playing End, count the score as follows:

1. All Weights that touch or are in front of the deuce line count one point. This applies to the entire area up to the foul line, nearest the player who shuffled the Weights. Keep in mind that the Weights must be completely clear of the Foul Line to be legal.

2. All Weights between the Deuce Line and the Trey Line, or touching the Trey Line count two points.

3. All Weights between the Trey Line and the far end of the shuffleboard count three points.

4. All Weights overhanging the board at the far end count 13 points.

5. All Weights that fall into the alleys, or do not clear the nearest foul line, are considered “dead” and do not receive any points.

Tips for Better Shuffleboard Play

To win at table shuffleboard, strive these three main objects:

1. Lagging Weight - This is paramount importance. Learn to place a Weight as far down the board as possible, without having it fall off.

2. Attacking Opponents Weights - Even though you have learned how to place a Weight in a big-scoring position, so has your opponent. This is why it's important to learn how to attack and knock off your opponent's highest-scoring Weights, preventing them from scoring. Frequent practice will help you to develop this technique.

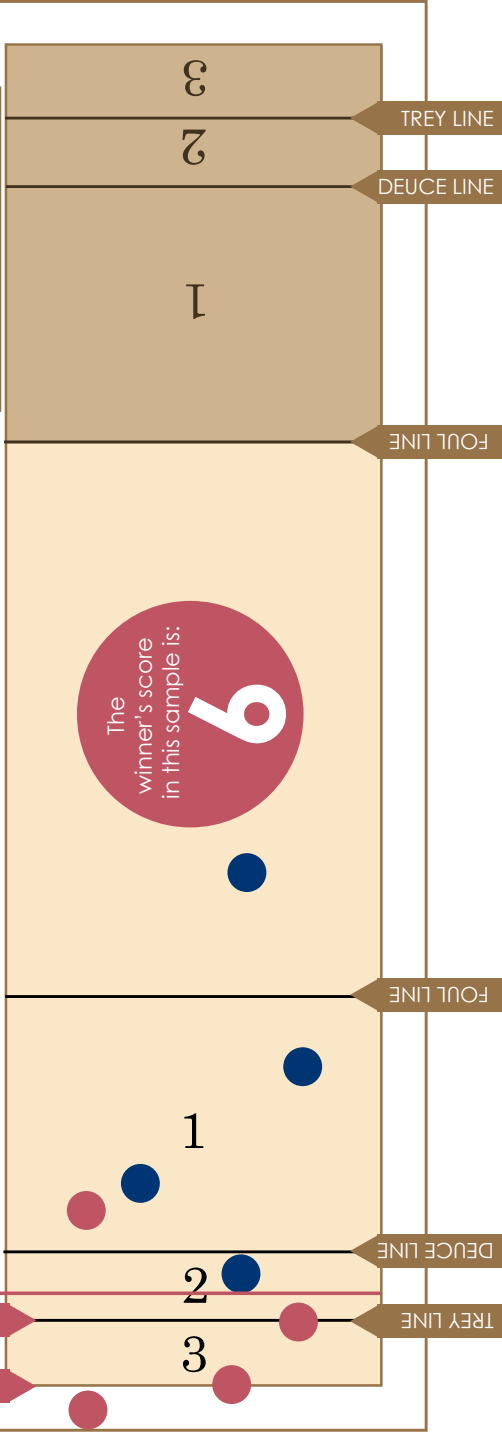
3. Blocking your own Weights - When you have learned how to place a Weight high in scoring areas, you will want to protect it from your opponent's subsequent attacks, a method called blocking or Screening - tactic used in football and basketball play. Simply place your succeeding Weight behind your leading Weight in such a common manner that your opponent will not be able to touch your leading weight during their attack. Never place a blocking Weight too close to a scoring Weight, as a good attacker will then be able to remove both weights from the board.

Weights must be completely past the Foul Line closest to the shooters

Just the winners weights in front of leading losers weight will be counted

2 points

4 points



The winner's score in this sample is: 6

TREY LINE

DEUCE LINE

FOUL LINE

FOUL LINE

DEUCE LINE

TREY LINE

3

2

1

1

2

3

Developing Use of Both Hands

Shuffleboard is a game that requires equal ability with both hands. Beginners will find that practice enables them to make shots with one hand just as simply as the other hand. You should learn not to favor either hand, but try to shoot an equal number of shots with each hand. This will greatly improve our ability to play.

Using “Side-Wheeling” on Longboard Models

While it may seem easier to shoot your Weight from the center of the board, most players eventually learn the more accurate “Side-Wheeling” method of delivering a Weight on Longboard models. To shoot in this manner, use the third and fourth finger of your shooting hand to slide the Weight along the side edge of the Playing Surface. This method acts as a guide and balance, so you can more easily control your Weight, and are assured a much greater degree of accuracy in placing it on the shuffleboard.

Only the “Winner” Scores in a Round.

The furthest Weight from the Playing End at the completion of a round is the winner of the round and received points.

All Weight(s), in the winning color, ahead of the loser’s leading Weight receive points. If no loser Weights are on the board, you may count all remaining Weights of the winner.

Values for the Winner’s Weight

The value of a winner’s “scorable” weights is determined by the zones in which the Weights are delivered. In Regular shuffleboard, there are three main zones: Trey, Deuce, and One, plus a bonus of four for Weights overhanging the far end.

1. One Zone - Winner’s weights touch or are in front of the Deuce Line (see diagram) and completely clear of the first Foul Line, nearest the shooter. These Weights count as one point.

2. Deuce Zone - Winner’s Weights between the Trey Line and the end of the shuffleboard, but completely clear of the Deuce Line. These Weights score two points.

3. Trey Zone - Winner’s Weights between the Trey Line and the end of the shuffleboard, but completely clear of the Trey Line - and not extending over the far edge of the board. These Weights count three points.

4. A winner’s Weight, any part of which extends over the far edge of the board, is called a Hanger or Shipper and scores four points.

5. There is no winner (and no score is counted) in the case of a tie, or when no Weights are left on the board at the end of a round. The next round begins in the usual manner, except that the privilege of shooting last changes hands.

6. To be legal each Weight must pass the Foul Line closest to the shooter. Whether or not a Weight is resting on a line is determined by looking directly over the top of the Weight, from the scoring end of the board.