

Advanced Shuffleboard Lessons – Topics

1. Use the Court, Don't Fight It

Teach experienced players to change shot selection and placement when the court strongly favors one path, side, end, or color.

2. Make the Opponent Play Your Game

Teach players to use opponent habits and strengths when choosing otherwise sound strategic options.

3. The Seventh Disc: Give the Hammer a Bad Choice

Make seventh-disc decisions deliberate: block the preferred lane, protect what matters, or force a difficult hammer.

4. Build a Wall Before You Take the Hide

Teach advanced hammer-steal play using layered guards, opponent sticks, and late commitment instead of an early risky hide.

5. Make the Hammer Do Two Jobs

Improve final-disc choices when the hammer must score while also clearing danger, using live discs, or preventing game.

6. Use Kitchen Bait as a Plan, Not a Shot

Teach kitchen bait as a planned sequence based on score, placement, drift, and likely opponent replies.

7. Recognize and Set a Sucker Hide

Teach players to recognize deliberate invitations and, when appropriate, create them themselves.

8. Reverse, Transfer, or Clear the Kitchen

Develop better choices after a kitchen occurs, including reverses, transfers, scoring exits, and safe clears.

9. Use Backstops and Bumper Tens

Teach players to use live discs behind a target to control speed, stop the cue disc, or create scoring outcomes.

10. Combinations and Caroms: Know What Every Disc Should Do

Improve multi-disc shots by planning the first contact, subsequent movement, and final board before shooting.

11. Doubles and Triples: Take the Extra Score Only When It Matters

Teach when multi-score shots are strategically justified and when the extra reward is not worth the extra miss risk.

12. Half-Hidden Scores: Clear, Ignore, or Use Them

Improve decisions around partially protected opponent scores where a direct clear may be difficult but other choices exist.

13. High Numbers and Score Placement

Teach players to place scores where they are hardest to clear and where their exact value changes the opponent's choices.

14. Suicide Alley and Other Necessary Risks

Teach when a very aggressive scoring or kitchen play becomes correct because safer play no longer leaves a realistic path to win.

15. Control Disc Traffic Instead of Clearing Everything

Teach players to decide when blocks, liners, and stuck discs should remain because they make the opponent's next shot harder.

16. Manage Disc Differences During the Match

Teach players to notice and use meaningful differences among discs without letting one unusual result distort their judgment.

17. Play the Whole Match, Not Three Separate Games

Use information from earlier games, color changes, practice shots, and end choices to improve later games in a match.

18. Divide the Work Between Head and Foot

Help experienced doubles partners use different strengths, ends, and game situations without relying on illegal coaching during play.

19. Know When Seven, Eight, or Ten Changes the Game

Make exact point values part of endgame strategy instead of treating all scoring discs as equivalent.

20. When the Opponent Has Game on the Board

Train players to recognize when normal percentage rules change because a live opponent disc will end the game.