

CourtShuffleboard.com

Horse Collar

Game & Tournament Format

Source basis: shuffle-fun-horse-collar-tournament1.pdf

CourtShuffleboard.com presentation cover added. The complete owner-supplied source document follows without editorial rewriting.

HORSE COLLAR TOURNAMENT

Horse Collar is a shuffleboard game in which three persons, playing as a team at one end of a court, try to attain a maximum score in nine rounds of play. Only six discs are played in each round—two in succession by each person. A Horse Collar tournament is a three game affair in which three-person teams are formed, usually by draw, for each of the games. In a tournament each person's objective is to attain, as an individual, a maximum total score—the sum of the three-team scores he was involved in. (There is a proviso, mentioned later, for handling players in excess of a multiple of three). The winner of a tournament is the player with the highest total score; remaining players place in descending order of total score.

A one dollar entry fee is suggested with a winner's award of \$5 and with \$4, \$3 and \$2 for the next highest scores and then \$1 for each of the remaining players in scoring order until the entry fees are consumed. Under this formula an award will be provided to all but the ten lowest scores in all tournaments of 14 or more participants. It takes a little over two hours to play this tournament, arrange scores in order and pass out awards.

Procedures:

To the extent possible three-person teams, by draw, are put at each end of a court. The teams at each end have nothing to do with each other, but the team at the Head does record the score on the blackboard for the team at the Foot. A round of play for each team consists of the shooting of six discs two in succession by each team member. Discs may be shot from any location within the starting box (white triangle disregarded). After the six discs are played the score is tallied for that round—standard scoring. However there is one critical proviso. Before any score can be achieved, one of the six discs of a round must be in the Kitchen!!! When this is achieved that one Kitchen disc counts 10 points (a positive score) and any other discs in the 7, 8 or ten area also score. Until this condition is met there is no score for any round!!! If two or more discs are also in the Kitchen this condition (one and only one in the Kitchen) is not met and the score for the round is still zero. It is entirely possible that a team won't achieve this condition until several rounds have been played and hence its chance of achieving a high total score is lessened. Once this "start scoring" condition is met, Kitchen shots in following rounds do count but as a minus 10.

(Note: There is a variation to this proviso which allows the first Kitchen shot, even if knocked out later in the same round, to start the scoring sequence. Another variation is if there are two or more discs in the kitchen at the end of a round, one counts as a positive 10 points and the other one(s) as a negative 10 points.)

The standard shuffleboard scoring-blackboard has eight horizontal bars for recording scores. A ninth bar is needed for Horse Collar and the top of the scoreboard is use for this—as score for the first round. The blackboard also has four vertical columns. The two at the left are used for the team at Head; the two at the right for the team at the Foot. (Refer to the attached sample scoreboard at this time.) When a three-person team for the Head arrives on court, the players must determine the order in which they wish to shoot and record this order in the first vertical column of the blackboard. For example, starting at the first bar (the extra one created at the top of the board) they should write the initial of the first player to shoot. At the next bar down they should write the initial of the second player to shoot and do like wise at the third bar down with the initial for the third player. This sequence should be repeated for the next three bars and then again for the last three bars. The team at the Foot must also determine their order of play and, in like manner, their appropriate initials should be entered in the third vertical column. Cumulative numerical scores are recorded in the second and fourth columns for the Head and Foot respectively for each round.

The first game is now ready to begin:

First, a practice round is allowed from the Head; two discs per player. The discs are then returned from the Foot as a practice round.

Scoring-play now starts from the Head by the player whose initial is in the first bar—two discs in succession. Second initial then shoots two discs followed by third initial who shoots the last two discs. Hopefully, one and only one of the discs is in the Kitchen and some others are in 7s, 8s or the 10. Hopefully!! If so, the score for this first round is 10 (for the one in the Kitchen) plus any 7s, 8s or 10s. If a disc was in the Kitchen but got knocked out or if there is more than one disc in the Kitchen after all six discs have been played there is NO SCORE. Nothing is added to the cumulative score.

Team at the Foot plays back in the same fashion.

When play returns to the Head for the second round, the order of play for the three players starts with the initial in the second bar, followed by the third initial and then the first initial. Whatever score is attained is added to the score in the first bar. For the third round from the Head the order of play is third initial, first initial and lastly second initial. This rotational sequence is followed for the remaining six rounds. Same for the Foot.

At the end of the game, each player records his team score as his individual score. (Obviously, three players will have identical scores for that game.) By now, the players should have drawn for the second game and a new team make-up is ready for the second game. A second game score is recorded by each player, then a third game score and then each individual has a total score for the tournament.

A LOT OF FUN. HOOTING AND HOLLERING AND JOSHING ALLOWED!

Of course, some prior arrangements are necessary. Draw tags equal to the number of participants and in sets of threes are needed e.g. three Court 1 Heads, three Court 1 Foots etc. If the number of participants is not a multiple of three then two participants will have to be assigned at one (and sometimes two) court ends. These players have to play three discs each. Actually, a game can be played by a minimum of four persons but with only 4 to 6 people court positions for each game should be designated by rotating or by specifically assigning them to teams in order to mix up team combinations as much as possible. The following table shows player distributions and needed courts. If a half court is needed, assign it to a three-person team and have the first person in each round, after shooting his discs, go to the other end to call shots and push the discs back after the round is completed. This procedure, exclusive of the practice round, will give each player three rounds in which he has to "push".

HORSE COLLAR SCORING BLACKBOARD

HEAD order
of play

TOM
MARGIE
DICK

FOOT order
of play

SAM WHITE
THELMA
SUSAN

Round 1

T	O	W	17
M	18	T	38
D	42	S	45
T	ETC	W	ETC
M	ETC	T	ETC
D		S	
T		W	
M		T	
D	↓	S	↓

Round 2

Round 3

Round 4

Round 5

Round 6

Round 7

Round 8

Round 9

(Total
Team
Score)

Suggestions:

If a player shoots his first disc in the wrong order, let it lie as played and have him shoot his second disc in proper order. If he shoots both discs out of order, let them lie as played and play the next round in the proper order.

If players shoot different discs than they did in a previous round, let them lie as played. Is not important.

The import of both these suggestions is to not let players replay discs. Takes time and might be advantageous to the team--might not be, but this is best left unknown.

Courts Needed for Numbers of Players

[illegible]