

CourtShuffleboard.com

Pin Shuffle

Game & Tournament Format

Source basis: Pin Shuffle Hawthorne.pdf; Pin Shuffle Rules Trailer Estates.pdf

CourtShuffleboard.com presentation cover added. Two owner-supplied local Pin Shuffle rule sets follow. They are presented as distinct local variants, not as one universal ruleset.

Pin Shuffle

Source variant 1: Pin Shuffle Hawthorne.pdf

The following pages are the owner-supplied source document and are preserved as supplied.

Rules for Saturday Night Pin Shuffle

This is a SOCIAL event & a time for us to come together & have fun.

Objectives are to:

1. HAVE FUN! There is no set number of games to be played.
2. Improving your skills and strategies
3. Practice shooting a 10 without knocking over the bowling pin

First Game: Pick your Teammate

- Choose a teammate you never get to play with, it could be your spouse, friend, new player or someone you don't even know!

All Other Games: Court positions will be drawn using chips

RULES:

- 1) A bowling pin is placed at the 8 – 10 intersection with the front edge of the pin being IN the green of the 10 section.
- 2) A regular shuffleboard game is played (yellow vs. black).
- 3) Use big numbers on scoreboard (use 4 squares).
- 4) If a player shoots and knocks over a bowling pin, or if a bowling pin is knocked over as a result of their shot, the **SHOOTER'S disk** is removed from the court and 10 points is taken off that team's score. (The shooter gets the penalty.)
- 5) When one team reaches 65 points or above, their score is frozen at 65 points and they need to shoot for a 10 without knocking over the pin to win the game at 75 points. The other team continues to score points and tries to prevent their opponent from scoring a 10. First team to reach 75 points wins.
- 6) When one team reaches 75 points and wins the game, all other teams move into **WILDCARD PLAY**. Their scores are zeroed out and then each team then shoots until someone gets a 10 without knocking over the bowling pin. **This gives everyone opportunities to practice shooting for a 10.** The team that scores the 10, wins the game.

NOTE: If you finish before other teams, encourage other teams still playing and socialize!

Pin Shuffle

Source variant 2: Pin Shuffle Rules Trailer Estates.pdf

The following pages are the owner-supplied source document and are preserved as supplied.

Pin Shuffle Rules

! To win a game you must have a score of 45 pints and then put the disk in the ten without knocking the pin down.

2, Should you knock over the pin at anytime during game it counts as 10 points off.

3, When the pin is knocked over follow the steps below:

- 1. Remove the disk that caused the pin to go down.**
- 2. Put an "X" in the score of the player that knocked the pin down so that no one will forget to deduct the 10 points from his/her score.**
- 3. Re-set pin**
- 4.**

4, You are eligible to win in the next frame if you score a 10 and the 10 holds at the end of that frame.

Have Fun!