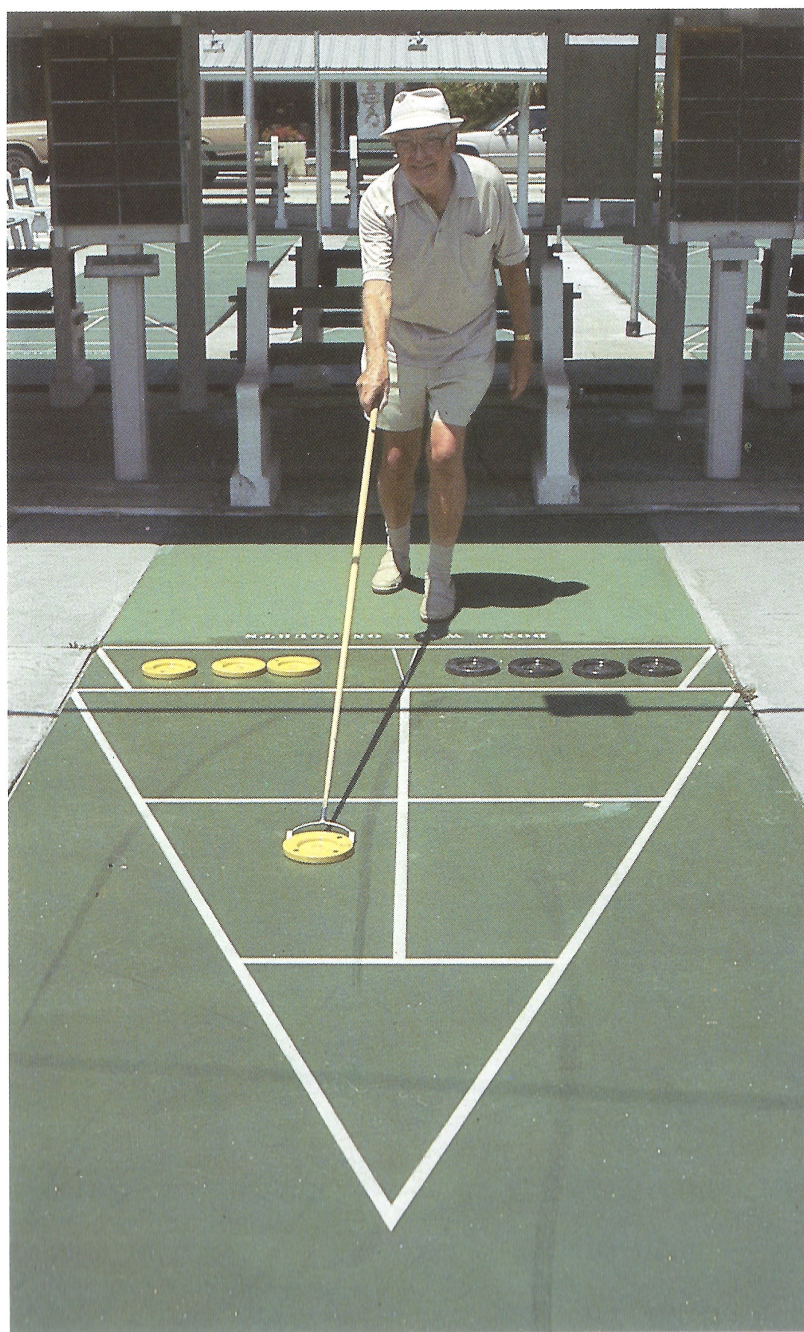


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HOW TO WIN



AT
SHUFFLEBOARD

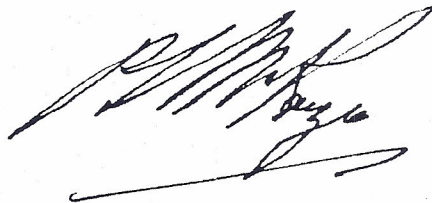
WINNING IS FUN

Here is the help you need to become a “better than average” shuffler in a single vacation. Use these modern shuffleboard strategies, as practiced by the best in the game, to make you a good shuffler quickly.

This book is ample in diagrams, with purposely condensed wording, for fast, easy reference. With it as your guide you will progress from beginner to “competent player” and begin to win most of your games. Shuffleboard, properly played, is more demanding than most people realize.

Just talk to the 46,000-plus members of the Florida Shuffleboard Association, or the teams competing in the International Matches, held in Tokyo, Japan last summer. Its popularity is growing around the world and there is even talk of including it in the Olympic Games. While physical endurance is not a large factor in shuffleboard, skill and concentration levels are the same as any great game. So you can see why women can challenge men as equals — and win as often as not! Truly, this is an “equal opportunity” sport.

So get out and enjoy the most social, as well as challenging game of your life — SHUFFLEBOARD!

A stylized, handwritten signature in black ink, likely belonging to Paul L. McKenzie. The signature is fluid and cursive, with a long horizontal stroke at the bottom.

Paul L. McKenzie

ABOUT THE AUTHOR

Paul McKenzie, 70, and a member of the Coronado Shuffleboard Club, took up the sport with his wife, Jessie, five years ago after he started wintering in New Smyrna Beach, Florida. This book is dedicated to the Coronado Shuffleboard Club with many thanks.

A native of Toronto, Ontario, McKenzie says the sport turned his life around.

"When we first began wintering in New Smyrna, we sat around in our apartment for a month, not knowing anyone. We were climbing the walls," he said.

"We finally got up the nerve to go into a shuffleboard court and say hello."

Now the McKenzies play shuffleboard four or five times a week. Along the way, McKenzie has become a student of the game. During the past two years he has been teaching newcomers to the sport how to play.

"The new members kept asking me for something written to take home to study. Out of this has come the pointers on strategy," he recalls.

Paul, with Jessie's help, decided to write a book on shuffleboard after studying various references and finding little written on the subject.

McKenzie's interest in the game and teaching it to others is only natural. In his younger years, he enjoyed the game of curling, which he says has many similarities to shuffleboard.

Paul was a sales and marketing executive for business computers in Canada; he programmed his first computer in 1956. Throughout his career he has gravitated toward teaching others.

"I analyze things and it's natural for me to teach other people."

Through this book McKenzie hopes to share his love of shuffleboard with others and give them the insight needed to enjoy life on the courts.

HOW TO WIN AT SHUFFLEBOARD

First Edition, 1989
Second Edition, 1996

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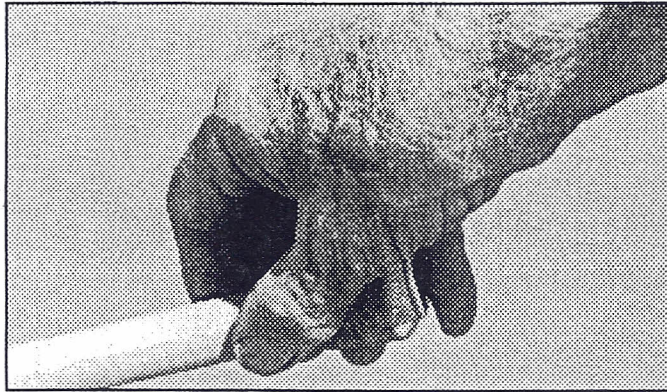
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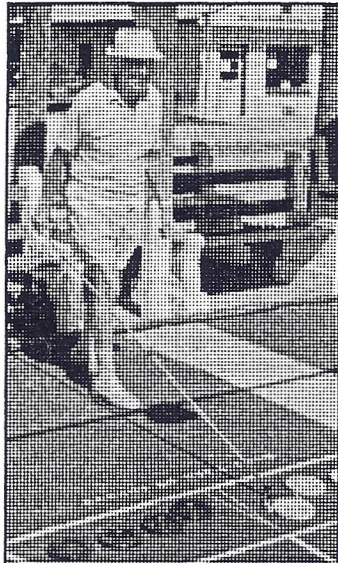
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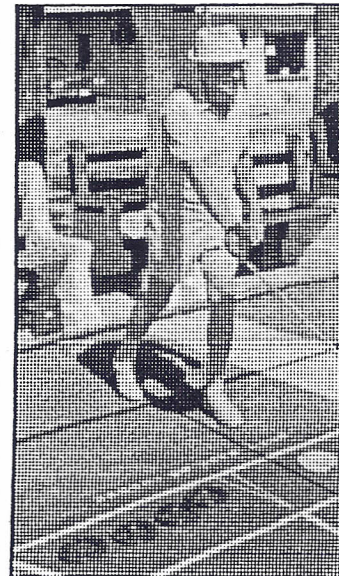
THE FINGER GRIP



Start on the right foot.

Apply pressure only
at top of backswing

Follow through on
left foot —don't push.



STEP
BY
STEP

“START RIGHT!”

COURT PREPARATION

The faster the court, the better the game. If the discs slide easily, a much wider range of shots is possible. Wax the discs each time you play.

Depending on the court surface, it should also be cleaned and waxed, or pebbled with silicone beads frequently.

HOLDING THE CUE

Hold the cue in your first three fingers, with the little finger behind the end of the stick and the thumb pressing on the side. It should be a loose, flexible finger grip — not in your fist. Place the other end of the cue firmly against a disc.

TWO-STEP DELIVERY

Most good shufflers use a two-step approach to shooting. Stand at attention, with your body turned to face your target and your cue at your side, arm fully extended.

Take a small step forward on the right foot, letting your arm stay back.

On the second step (left foot), bring the arm forward smoothly, applying pressure at the top of the backswing only.

Follow through, sighting down your cue at the target. **DON'T PUSH.** Also, don't let your elbow slide out sideways or let your hand turn over.

WHEN SHOOTING

1) *Remember always:* Shuffleboard is a game of hide and seek. Unless your scoring disc is hidden, it won't be there when the score is counted up.

2) Start your disc from one side, or the other, of your shooting area. It usually provides a better angle to your target. Too often beginners wreck because of starting from the middle area — think billiards!

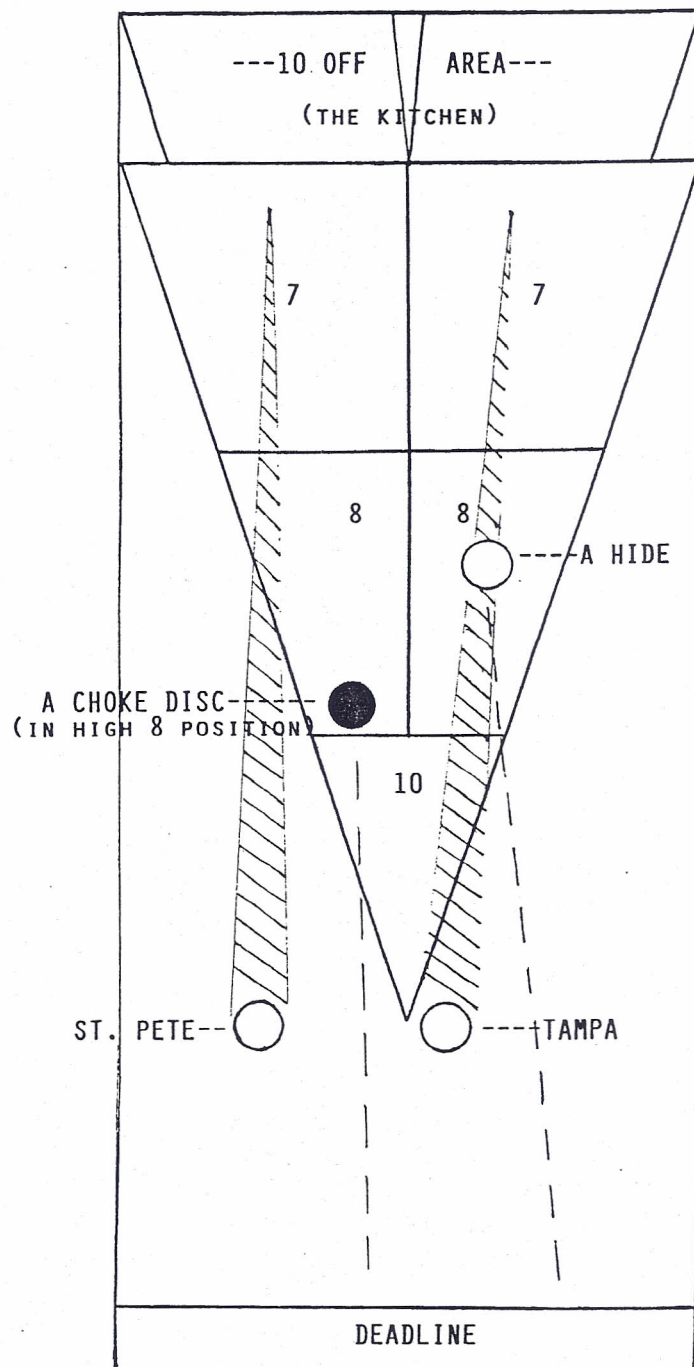
3) Concentrate your eyes on the spot you wish to hide, or to land on, after calculating how close you must pass by a guard disc.

Note: Most beginners don't angle their disc close enough, when passing a guard, to stop in its shadow area.

4) Remember, on a drifty court, a slow shot will take the drift, while a hard, fast shot will stay quite straight.

5) Finally, don't dawdle! Make up your mind and shoot quickly.

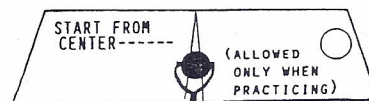
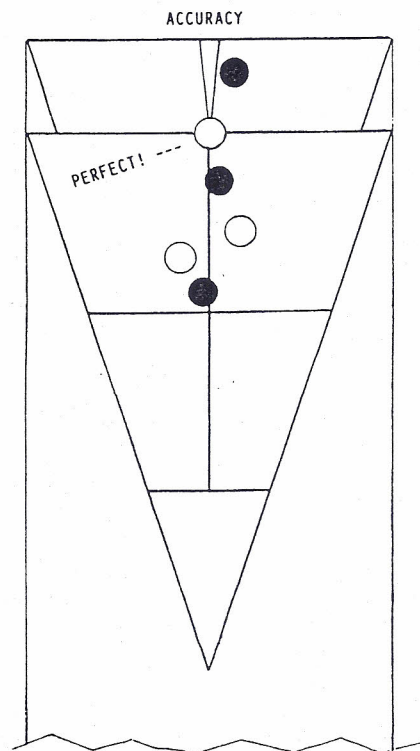
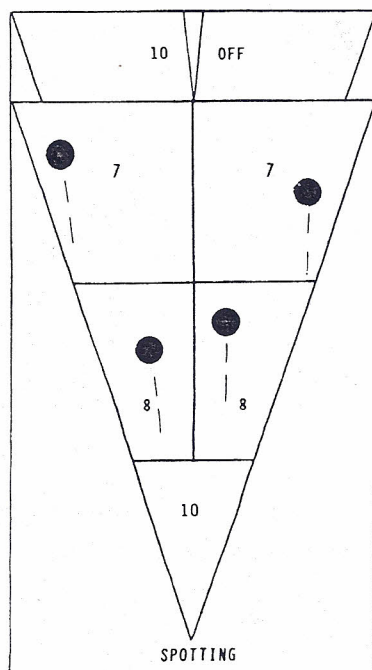
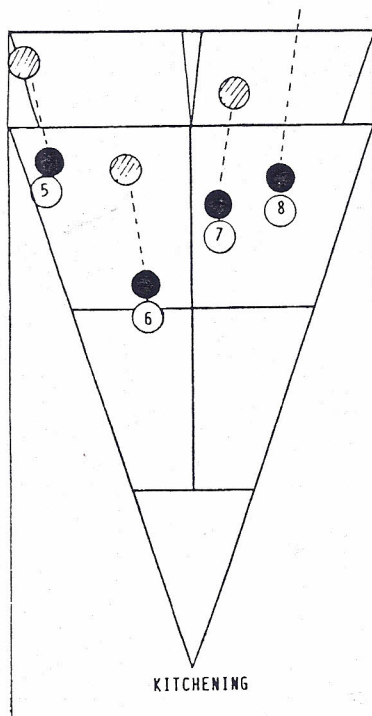
THE HOUSE



COMMON TERMS

As illustrated on the adjacent diagram

Drift —	The lateral movement of a moving disc due to imperfections in the playing surface.
St. Pete —	A disc placed half-way between the point of the "house" triangle and the cross-court edge, from the "shooter," of the playing surface.
Tampa —	A disc placed beside the point of the "house" triangle, on the "shooter's" side of the court.
Hide —	A disc stopping in the shadow area of a previously placed disc so it cannot be seen from an opponent's shooting area.
Choke Block —	A disc placed in such a way as to prevent a possible "hide."
House —	Another name for the "scoring diagram" (or "triangle").
Kitchen —	Common name for the "10 Off" area. It includes the narrow triangle separating the two shooting areas.
Deadline —	The two cross-court lines three feet in front of the house, at each end.
High 10 (7,8) —	A disc stopping so close to the front line of a scoring area that a disc hitting it, and staying, cannot score.
Suicide Alley —	The playing areas adjacent to the outside edges of the court. (Many of the shots attempted end up in the kitchen.)
Hammer —	The last shot of a "half round."
No Coaching —	You are in sole control of the strategy when you are shooting — your partner, at the other end, must not advise, verbally or otherwise.



PRACTICE MAKES PERFECT

Find an empty court and play a game by yourself. It's fun and you will be surprised at how fast you will improve. Challenge yourself for a half-hour, varying the shots over the patterns illustrated. They are designed to fine-tune your accuracy and distance, so necessary for outplaying your opponent.

The ability to control accuracy and distance is the first requisite for winning consistently.

HOW STRAIGHT ARE YOU?

Start your disc from the "V" between the two shooting areas (where your disc is not allowed in a game) and aim it down the center-line of the triangle, so that it stops at the point of the same "V" at the other end. Can you get four of your eight shots to split the far center-line? Can you stop even one on the point of the "V"?

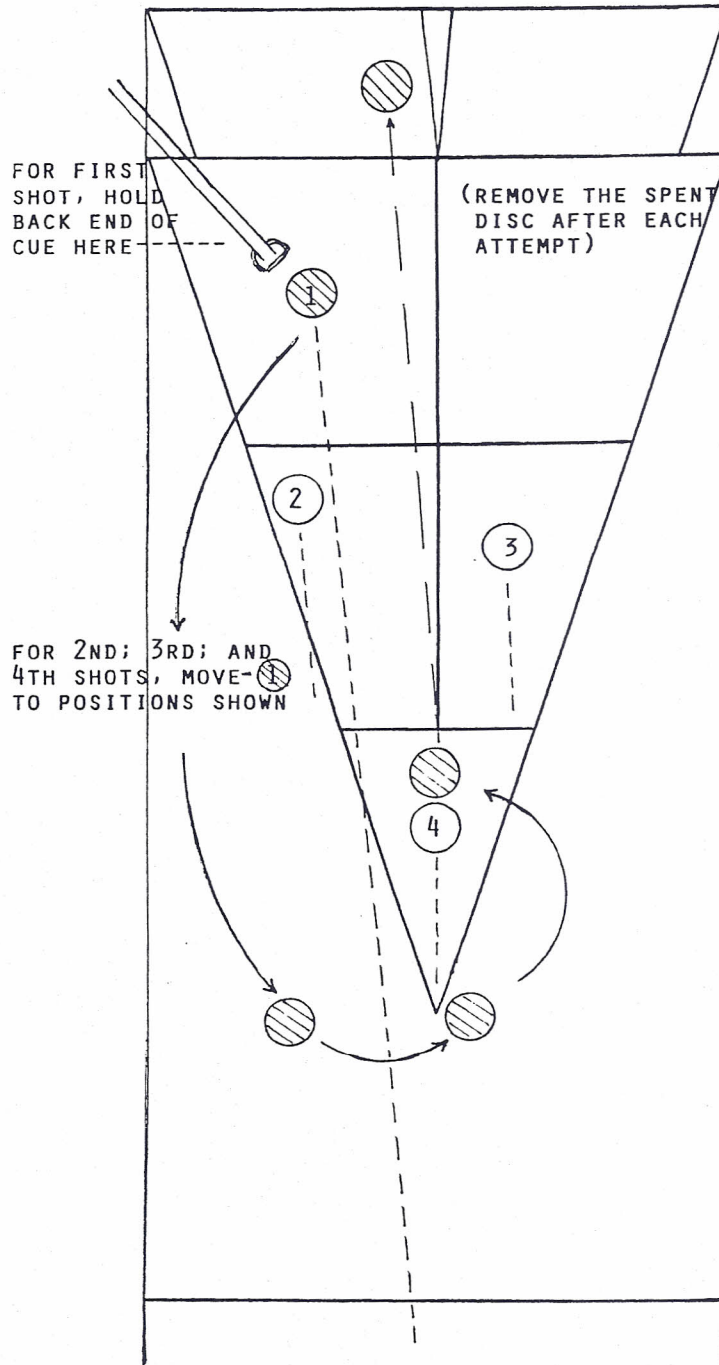
KITCHENING

First, shoot down four discs so they line up across the house in the "deep 7" areas. Use the next four shots to bump each one into the kitchen. If you succeed once in four shots, you are better than average.

SPOTTING

This is a game often played at shuffleboard clubs as an alternative to regular play. Try to land all four discs in the scoring areas. It's a lot tougher than it looks! Mark up your score as you would in a game. A count of 30 is terrific; 34 is a rarity! Try for 100 in four ends — then everybody will want you as a partner!

STANDARD PRACTICE ROUTINE



STANDARD PRE-GAME ROUTINES

STANDARD PRACTICE ROUND

Players use a four (sometimes eight) shot practice round to get the "feel" of the court before starting a match. Use it to identify the speed and drift of the court.

Quite often the drift on a particular court is so severe that it is impossible for one team to hide behind a St. Pete or Tampa guard disc — the court quickly becomes known as a "yellow" or "black" court.

"Yellow" at the head of court, shoots first (four discs) and partner, at the other end —

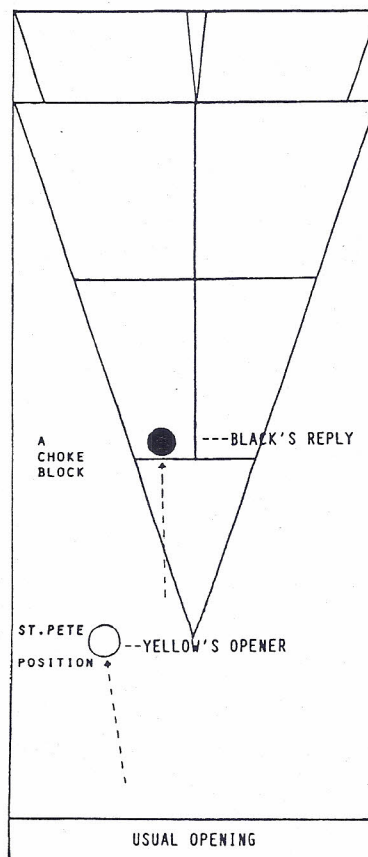
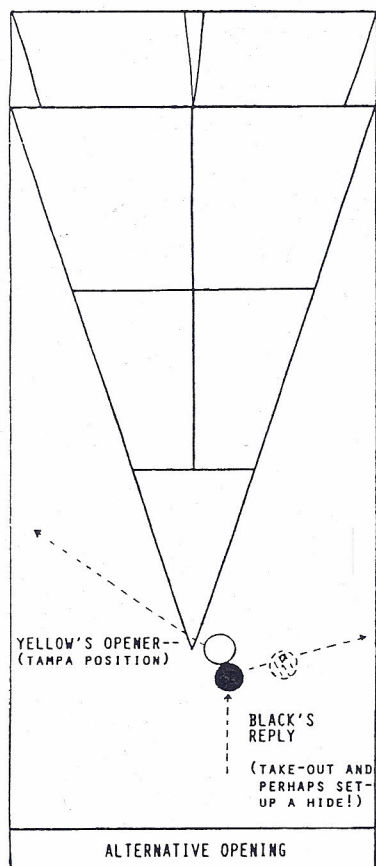
- places end of his cue in cross-court 7 area as an aiming point for yellow's first shot;
- for the second shot, moves the spent disc to the St. Pete position for a hide attempt;
- for the third, moves the disc to the Tampa position for yellow's try at hiding down the other side;
- for the last shot, places the same disc in the rear center of the "10" area for an attempt to kitchen it and stay in the "10" area (the ultimate shot).

SHOOTING FOR COLOR 3-D GAME

Like golf, where the handicapping on the first tee can decide the match, earning choice of color can be the winning difference.

Color is decided by the two players at the head of the court, alternately shooting four discs each, comparing each pair for closeness to the far "deadline," before removing them. The first three pairs are practice; closest on the fourth disc chooses the color for the next game — a very important decision if the practice round indicated a decided drift! If drift is negligible, choose black for the psychological advantage of going in front with the first hammer. (Yellow shoots first at start of a game, giving black the last shot during the first two ends.)

THE FIRST TWO SHOTS



WINNING STRATEGIES

You quickly realize after playing a few games that there is a lot to learn in order to seriously compete with an experienced opponent. Often, there is more than one good strategy for a given situation, so my suggestions are not written in stone. However, they will improve your chances of success in most cases.

FIRST SHOT — YELLOW

A scoring disc is useless unless it is hidden! That is why your first shot should normally be to the St. Pete or Tampa position. It will then act as a "hide" for your next shot.

1) Early in the game you will find that a St. Pete is more forgiving of a placement error than a Tampa.

For perfect placement of the St. Pete, aim your second disc from the center, over the point of your triangle — it will end up in the correct spot — if your distance calculation is close!

2) Later, vary your game with some Tampa openers. Use your center-most disc.

3) Also, try putting your disc into the "8" areas as an opener. Your opponent may miss — especially if it is a drifty court.

FIRST SHOT — BLACK *(second shot of the first end)*

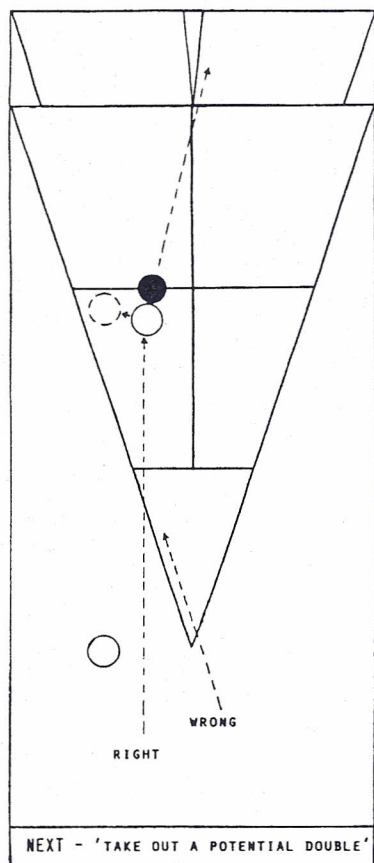
1) Against opponent's St. Pete, put in a choke block — hopefully, into the high "8" position. *Not* being out in front is better when you have the hammer. Try to keep the front clear for your last shot.

2) Against a Tampa, hit and roll out yourself — it is a bonus if you can hit it just right of center so you roll to your St. Pete position!

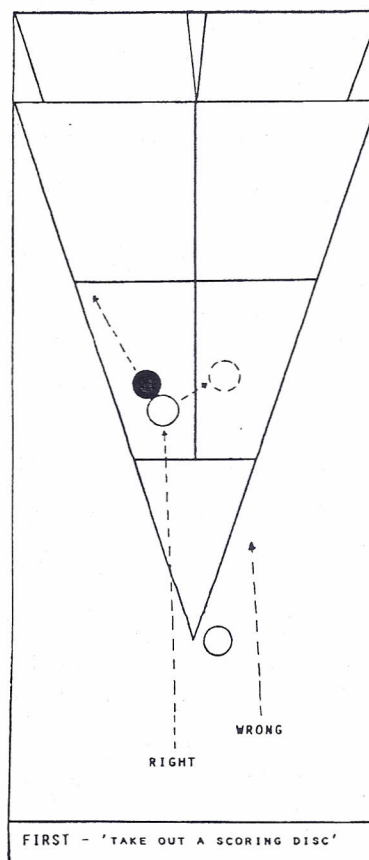
Note: Unlike dealing with a St. Pete, placing a choke block to the right of a Tampa can easily backfire, because of the danger of a short bump.

3) Yellow's misplaced opener may set up a hide. Use it.

4) If yellow's first shot leaves very little shadow area, ignore it and set up your own hide.



BEFORE
HIDING



'AND ROLL TO HIDE'

PLAYING TO WIN

WATCH THE SCOREBOARD

The first team to reach 75 points, with a half-end completed, wins the game. When one team gets close to 60 points, or your opponents take a commanding lead (3-plus discs), the strategy changes.

So get into the habit of glancing at the scoreboard before starting to shoot. Your best strategy often depends on where you stand, especially late in the game.

- Ignoring the score is a sure way to gain an irate partner, who probably is silently fuming at the other end.

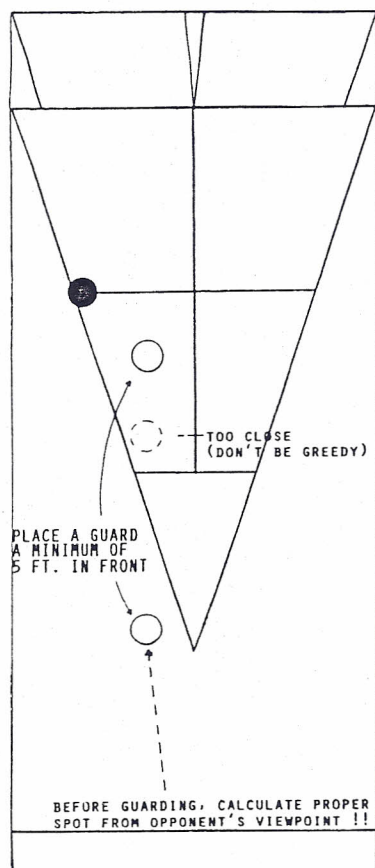
PRIORITY OF SHOTS

After the first two shots, strategy is dictated by where the discs are in the house, and, secondly, whether you are ahead or behind in the score, and by how much. Normally, follow this "Priority of Shots" to maximize your opportunities:

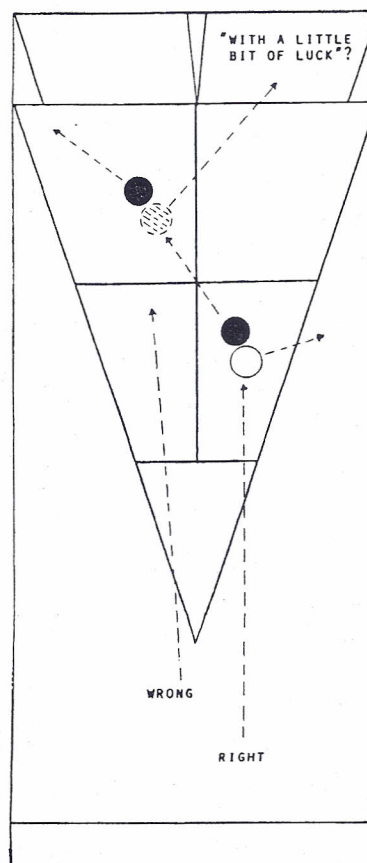
- 1) Always take out a scoring disc, ahead of any other shot you might be tempted to try.
- 2) If the choice is to take out or hide — take out and try to roll for your hide.
- 3) If the choice is to take out a potential double, or hide — take out and try to roll for your hide.

Note:

- Any disc on center line can be doubled, although your opponent is less likely to try if it is back in the "7" area. (One or both discs could end up in the kitchen.)
- A disc on a cross-line can be doubled only if it protrudes at least three-quarters of an inch in front of the line. (The hitting disc will jump forward up to one-half inch.)
- Discs on the diagonal sidelines are almost impossible to double (but could be good for a bump or a carom shot).
- 4) If none of the above pertains — try for the hide you set up with your first shot. *If necessary*, move into your opponent's shooting space to help you calculate the exact shadow area from his/her point of view — it is allowed.



GUARDING IS VITAL



TAKE TWO
WITH A CAROM

HANDLING TYPICAL SITUATIONS

1) If your opponent has two discs scoring — try for the nearest one, hitting it at the correct angle to push out the second one, too. (A carom.)

2) If the choice is to guard your own scoring disc, or go in for a second score — set up a guard. Patience pays off!

Note:

- A guard should stop at least 5 feet in front of the disc it is guarding — check from your opponent's viewpoint before deciding on the exact spot.
- Too many games are lost because of a poorly placed guard.

3) When your opponent's score is guarded — aim a hard shot at the guard — with a little luck, you could get the scoring disc, also.

Note:

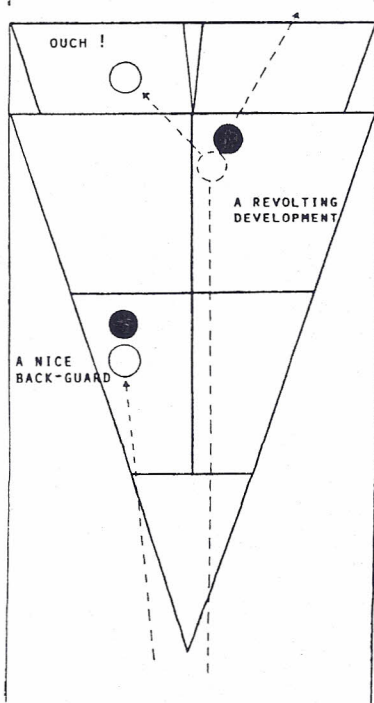
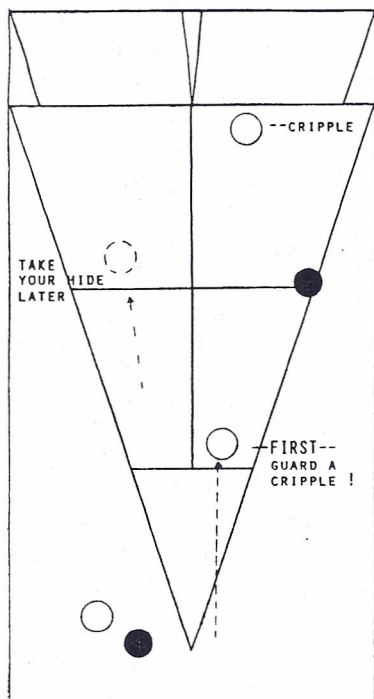
- It is poor policy to ignore a guarded score and try for one of your own. Remove the guard, even if you don't have the hammer.
- This is a tough decision missed by many beginners.

MAKING THE RIGHT SHOT

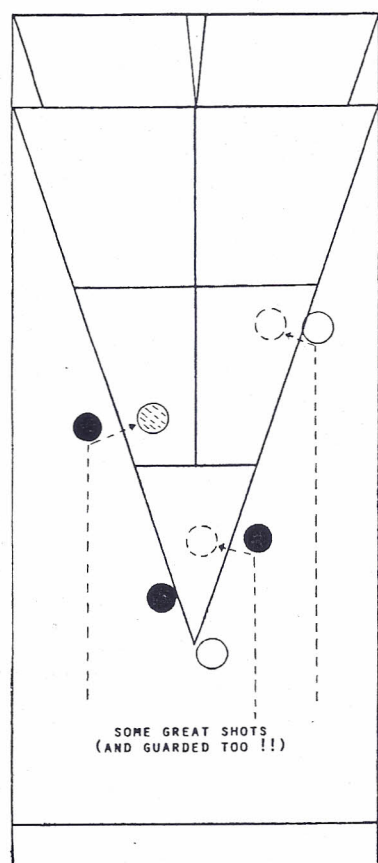
Decide what you really want to accomplish before each shot, then use the proper speed.

Some examples:

- A take-out has to be hard enough to move both discs out completely.
- A guard shot can still be effective if short, but it is useless if too far in.
- A perfect try for a score in the "10" area is the ultimate; but, if you err, it is nice to be long for an "8."



TYPICAL CAROM SITUATIONS



CONSIDER THE OPTIONS

A back guard is effective if your greatest need is to score, rather than trade take-out shots. Cozy up to your opponent's disc, making it very difficult for him to remove yours without disturbing his own, too.

Be alert for possible carom shots. Often, it is the only way to get at a hidden disc. A carom off a disc near the diagonal sidelines is an excellent way to score and be guarded at the same time.

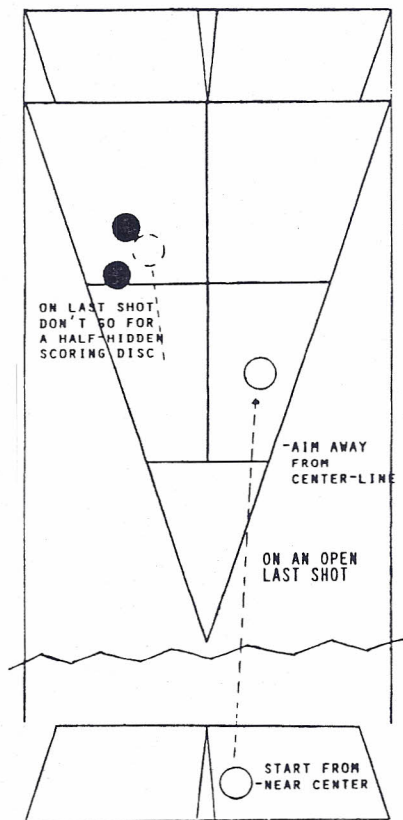
- Especially useful is a carom off a disc alongside the "10" area. It is a nice way to sneak in a score when the front is cluttered up.
- Occasionally, it is possible to place your shot near a hidden disc, then use it to carom out an obstinate hidden disc you can't otherwise reach.

Beware of two or three discs bunched down the center line, or back towards the kitchen. Scatter them with a carefully aimed hard shot. Any build-up can easily result in a high score against you.

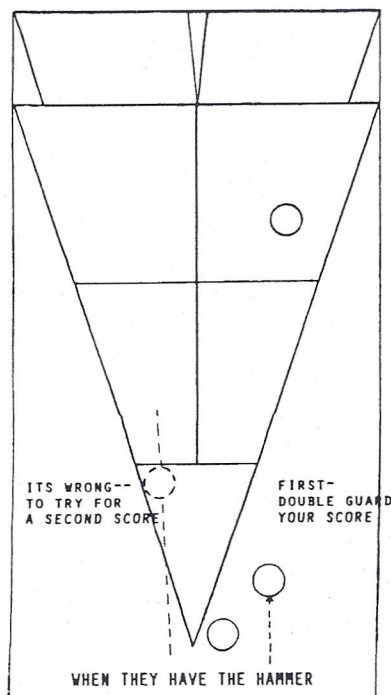
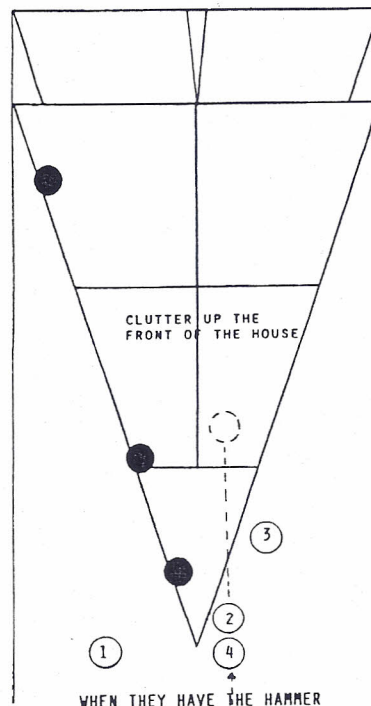
When attempting a take-out in the "7" area, be heavy. A gentle shot can glance off into the kitchen all too easily — a revolting development.

An unguarded disc deep into the "7" areas is an open invitation to be kitchened (because it is a short bump). Such a disc is referred to as a cripple.

- Given the choice of guarding your cripple or going for a score, guard your cripple (but only after observing the first priority — take out an opponent's scoring disc).



WHEN YOU HAVE THE HAMMER



WINNING THE END

WHEN OPPONENT HAS LAST SHOT

1) As soon as you get in a scoring disc, guard it, then double-guard it. Don't be greedy. Remember, your opponent should win this end by one disc. If you tie it, you have taken away his hammer.

- If you score one, it's actually 14 points in your favor.

Note: Statistically, the average score per end is approximately 4-1/2 points.

2) Leave your opponent with no open last shot by playing short. Go for high "10s" and high "8s," then promote with short bumps.

3) If your opponent has kept the house clear, your last shot should be to a high "8" area (some people prefer a high "10") to minimize his chance of staying for a score.

- If you are three-plus discs ahead, put your last shot through the house — don't leave anything for him to kitchen. To win, all that is necessary for the balance of the game is to equal his score on your hammers.
- Keep in mind how often his wide-open last shot will end up on a line — a nice surprise for your team.

WHEN YOU HAVE THE HAMMER

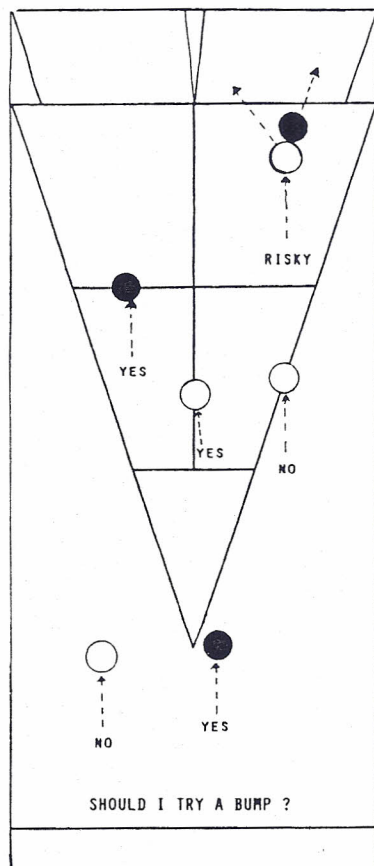
1) If the choice on your last shot is to go after a half-hidden disc, or score in another area — play to score. Patience is a virtue!

2) If you have a free shot, shoot from the inner edge of your area, angling away from the far center line. This minimizes the chance of ending up on a line. It is discouraging to watch so many beginners wreck, mainly because of a poor percentage shot!

3) For the same reason:

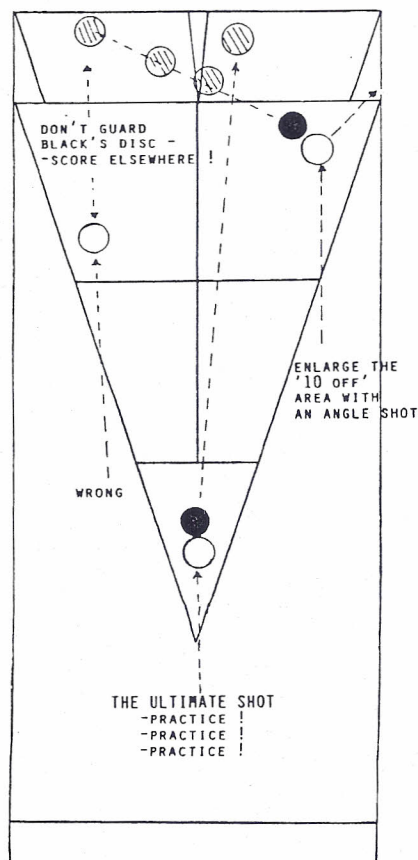
- Go for the larger "8" area (unless a "10" is vital).
- Go where the drift is away from the center line.
- *Most important:* Pick an area with the least chance of nudging an opponent's disc (last-shot tension causes amazing inaccuracies).

4) Don't try to get out of the kitchen on the last shot. Try for a score and accept the piddling loss of 2 or 3 points.



BUMPING

KITCHENING



ADVANCED STRATEGIES

BUMPING

It is tempting to bump in a disc lying outside the house, especially as a resulting score could be well guarded. But, it is a low percentage shot!

Only if it is a short bump (1 to 2 feet) are the odds in your favor. For instance, bumping a Tampa lead has a lot more chance of success than bumping a St. Pete (just too far away).

Therefore, shoot for a score if you can even just partially hide, rather than bump.

KITCHENING

Perhaps the most decisive shot in shuffleboard is the ability to put your opponent in the kitchen. WORK ON IT EVERY TIME YOU PRACTICE.

Finding your "kitchen weight" early in a match gives you a big psychological advantage — your opponent may abandon his normal style of play entirely, in fear of such a lethal weapon! Believe me, it sure gets discouraging to be "kitchened" five or six times in a single game (minus 60 points)!

Having said that, recognize that it is a low percentage bump shot and even the best shufflers succeed maybe 50 percent of the time. There is lots of discussion on this one — my opinion is: "Only try to kitchen when you are behind by 3-plus discs."

Kitchening can turn the score around in a single end, but always playing kitchen does *not* win games — it only prolongs them interminably.

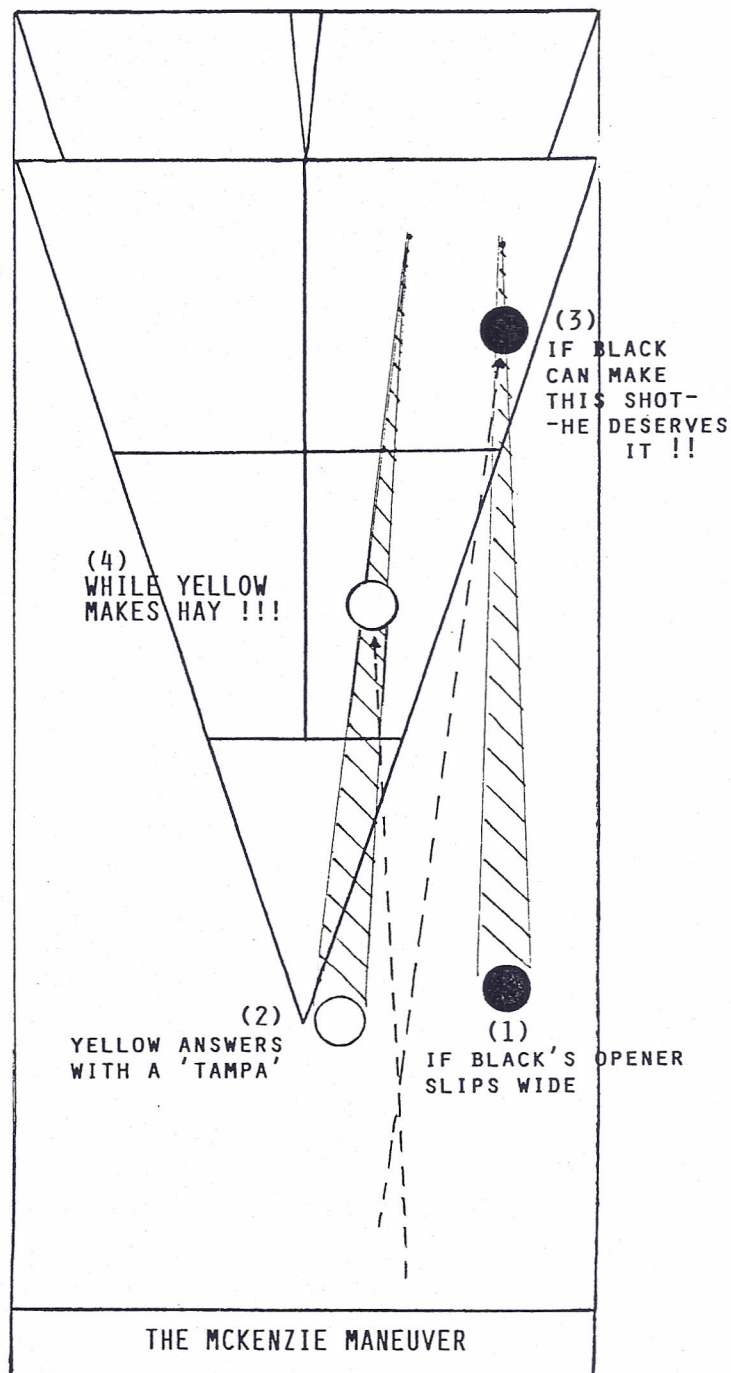
1) Against a "hot" kitchen player, stay off the board. Put your discs near the sidelines and/or cozy-up to a back guard — or put your disc through and wait to score on your hammer.

2) If your opponent is in the kitchen, don't guard it. Let him waste a shot while you go for a score on the other side.

3) If you are in the kitchen, don't go after it, especially if you can hide one. Remember, 2 or 3 points off is no big deal.

Note: You will often stay in, when trying to hit a disc lying in the middle to rear of the kitchen area. It is a low percentage shot. Close to the front line; it is a much better bet — but shoot hard.

4) Attempting to kitchen an opponent deep in the "7" area on a drifty court is almost a guaranteed way to ending up in the kitchen yourself — it is the wrong time to go after a cripple.



MORE TRICKS

THE TAKE-OUT GAME

While watching a tournament you will see the sharp-shooters at work. The better players can hit a disc on either side, at will! Suddenly, it is a different game! Basically, you try to keep the house clear with your first three shots; then score one on your hammer. (Practice taking out three shots in a row without staying yourself — it's tough to do.)

Defending against a take-out artist boils down to shooting for a high "8" (better odds than a high "10"). If successful, your opponent will have difficulty scoring on his hammer (a zip end unless he gets a lucky kitchen).

SPECIAL SITUATIONS

- The score has reached 60 plus and you are 2 discs behind. It is time to place a "kitchen bait" shot deep into the house. Hopefully, your opponent's take-out shot will stay, giving you a last-ditch chance to kitchen him.
- Your opponent is whipping you at the "hiding" game. Play into the house, near the sides; or, play the take-out game.
- The McKenzie Maneuver. You have the hammer and the opponent's St. Pete lands wide — put in a Tampa! He may try to go through the hole but his shadow area is very small compared with the large shadow you will enjoy for your next shot (and maybe two).

SUMMING IT UP

Well, this concludes *How to Win at Shuffleboard*. It is my sincere hope that this has quickened your interest in this popular pastime.

Nor should it be thought of as a game for seniors only. Shuffleboard is spreading around the world and there is no reason why young people should not get into the fun. The Florida Shuffleboard Association is encouraging all the local clubs to help get any such group started — just give your area club a call.

PERSONAL DIARY

DATE	TOURNAMENT	PARTNER	RESULTS
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PERSONAL DIARY

<i>DATE</i>	<i>TOURNAMENT</i>	<i>PARTNER</i>	<i>RESULTS</i>
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[illegible]

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OFFICIAL NATIONAL STANDARD COURT DIMENSIONAL SPECIFICATIONS

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Forms: 2" x 6" redwood or western cedar, selected for straightness, and oiled, well secured to resist any movement after establishing levels, and positioned so as to allow for a 4" thick concrete slab. It is especially important to position forms so as to assure maximum tolerance of 1/32" from level across the 6 ft. width of the court.

Place crushed rock or cinders to a depth below frost line and on this a layer of building felt. Reinforcing shall consist of seven (7) 1/2" rods placed lengthwise and 3/8" rods crosswise on 12" centers, all placed in center of slab.

Place a 3-1/2" thick base slab of 3000 psi concrete, allowing for a 1/2" thick top coat of 1 part cement to 2-1/2 or 3 parts sand. This top coat shall be finished so as to provide a surface free from high and low spots, and within the tolerance for levelness mentioned above. The texture shall be that of a sand finish.

Cure by accepted methods so as to provide for hydration for at least 7 days. Then after at least a partial drying, carefully and lightly stone the surface, to remove sharpness and loose grit. The object is to provide a top surface free from sharp edges, so that the discs can ride freely on the court.

After about a week of drying, clean the court and apply the markings. Exterior white latex concrete paint is recommended for the marking of the lines on green or other dark colored courts. It may be applied by brush, sprayed or with a felt applicator. Care should be taken to apply as thin a coat as possible and yet have strongly visible lines. For light gray courts, black liquid shoe dye applied with a felt applicator is recommended for high contrast. This dye is water thin and need not be thinned further. 3/4" to 1" wide lines are standard, lines to have sharp edges; all line dimensions are measured from line centers. (See courts layout specifications.)

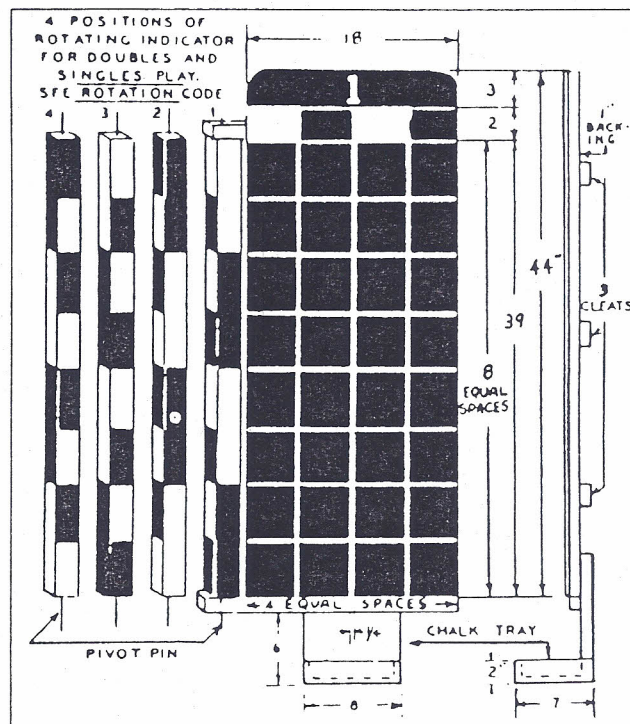
After line markings are dry, shuffleboard wax can be applied; or loose glass beads can be sprinkled on the court in order to provide a slick surface for the travel of the discs.

For bumper strips, National rules recommend 2" x 2" lumber loosely anchored to prevent excessive rebound of blocks; 1" rope may be substituted. Live rubber hose is not recommended unless a suitable size steel rod is placed inside to prevent rapid rebound of the blocks.

NOTE: For use with indoor shuffleboard sets, reduce the court layout dimensions to 2/3 of values shown; i.e., 6' to 4' — 3' to 2', etc.

OFFICIAL NATIONAL SHUFFLEBOARD ASSOCIATION UNIVERSAL SCOREBOARD

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SPECIFICATIONS: Face panel, 1/4" tempered masonite mounted on 1" backing. Slate may be substituted for masonite, thus eliminating painting and repainting. Lines are grooved 1/16" deep by 1/8" wide except where marked 1/4". Grooves are painted white. Indicator, 2" x 2", smooth stock. Color at spaces shown in white is optional, yellow or red preferred.

ROTATING INDICATOR CODE: Position-1-doubles, first game, yellow out first at each end. Position-2-doubles, second game, black out first at each end. Position-3-singles, (walking) first game, yellow out first at head of court, black out first at foot. Position-4-singles (walking) second game, black out first at head of court, yellow out first at foot.

NOTE: In non-walking singles, players at the head of the court score in the 2 left columns; players at the foot score in the 2 right columns. SCOREBOARD LOCATION DESIGNATES HEAD OF COURT.

SHUFFLEBOARD RULES

FLORIDA SHUFFLEBOARD ASSOCIATION

Changes effective October 1, 1988

A — GAME

The game of shuffleboard is played by either two (2) persons (called singles), or by four (4) persons (called doubles). The object of the game is to propel discs by means of a cue onto scoring diagram at opposite end of court — to score, to prevent opponent from scoring, or both.

B — EQUIPMENT

Discs shall be made of composition not less than 9/16" and not more than 1" in thickness, 6" in diameter, and not less than 11-1/2 ounces in weight. New discs shall weigh 15 ounces.

Four (4) discs shall be colored red, four (4) colored black. These eight (8) discs comprise a set. (Other colored combinations may be used, as white or yellow, in place of red.) Care should be taken that all discs in a set shall be uniform in weight and thickness.

The cue shall not have an overall length of more than six feet, three inches (6' 3"). No metal parts on cue shall touch playing surface of court.

Players shall not be required to play with discs, new or old, that are not in satisfactory conditions. Defective discs will be replaced by good discs, if available. Any change of discs must be made before the first game begins. New discs are not to be used in tournament play, unless thoroughly broken in.

C — PLAYING RULES

COLOR ROTATION FOR MAIN EVEN AND CONSOLATION FINAL MATCHES
Player, or team, with lowest line number will play the first game with RED discs, change color and play the second game with the BLACK discs. If a third game is necessary, players will shoot for color change as described in 2c. below.

1a. Before practice rounds begin, each player may shoot two (2) discs only to check the speed of the court.

1b. Two full rounds of practice on your assigned color are allowed before the first and second games, and no practice is allowed before the third game.

1c. In doubles, partners shall play on the same color at both ends of the court.

1d. In doubles, players may change ends once immediately at the conclusion of the practice rounds before the first game begins. Team assigned to the RED discs must decide first whether to change ends or not, and the decision stands for the match, after which the team assigned to the BLACK discs must decide whether to change ends or not, and the decision stands for the match.

Consolation finals are the matches to determine 1st, 2nd, 3rd and 4th place in that division of the tournament.

CONSOLATION MATCHES, other than the finals, will be one game of 100 points.

2a. Before practice rounds begin, each player may shoot two (2) discs only to check the speed of the court.

2b. Two full rounds of practice with each color are allowed for each player or team before shooting for color choice.

2c. In shooting for color choice, players must shoot from the head of the court.

To determine the color choice, two opposing players (one from each side) each shoot four (4) discs to the far deadline. The players shoot alternately, first RED (or alternate color), then BLACK, then RED, etc. The first three discs of each player are for practice and are removed progressively; the last disc of each player is left on the court. As between these last two discs, the disc nearer to the line determines who shall have color choice. The measurement is from center of disc to center of line. If the last black disc shot touches or moves the last red disc, the color choice goes to the player of red.

- 2d. In consolation doubles, other than the finals, each team may change ends of the court ONCE immediately after color choice, but team winning color choice must make first decision to change ends.
 - 3. To start a game, the RED disc is shot first. Play alternates — red, then black — until all discs are shot. Red shall always be played from the right side of the head of the court, and left side of foot of court.
 - 3a. ERROR IN COLOR LEAD: Error in color lead shall be corrected if discovered before half-round is completed; otherwise, play continues in order started at beginning of game. CORRECTION means half round played over with correct color lead.
 - 3b. In SINGLES, after all discs are played, constituting a HALF ROUND, the players walk to the opposite end of court, or foot of court, and start play with color lead changed to BLACK.
 - 3c. In DOUBLES, after all discs are played at head of court, play starts at foot or opposite end — RED leading, BLACK following. Color lead does not change until both ends have been played (a ROUND).
 - 3d. The second game is started by RED at the head of the court.
 - 3e. The third game is started by RED at the head of the court.
 - 3f. All State and Statewide Tournaments shall be 75 points, best two out of three games, MAIN event division. Consolation, one game of 100 points except finals for 1st, 2nd, 3rd or 4th which will be best two out of three 75-point games. In tournaments other than the State-sponsored or Statewide events, play may be limited to a specific number of frames, such as 8-10-12-16 or 20.
 - 4a. Players shall place their four (4) discs within and not touching lines of their respective half of 10 Off area. PENALTY — 5 Off. Penalty not applied to a player until he/she has played a disc.
 - 4b. Discs must be played from the clear from within the respective half of 10 Off area. If disc played touches front or back lines — PENALTY — 5 Off.
 - 4c. If disc played touches side line, or triangle — PENALTY — 10 Off; offender's disc removed, and opponent credited with any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs. Any 10 Offs the offender had on the court that were displaced will be removed before further play and also be deducted from offender's score.
- DISC TOUCHING LINES: It is common practice with players to jockey or slide the playing disc backward and forward to see if there is sand that might interfere with disc sliding evenly. NO PENALTY is to be called on this practice if lines are touched or crossed while jockeying. Disc in motion may cross outside diagonal line.

A disc is played when it is completely in the seven area, but when a disc stops between the farthest dead line and the seven area, it is a dead disc and shall be removed before further play. If a disc is touching farthest dead line, it is in play.

5. Players shall not step on or over baseline of court, or extension of baseline, except to gather and place their discs. PENALTY — 5 Off for this offense when not in the act of executing a shot. No penalty until player has shot his/her first disc.
- 5a. Players must not touch a foot, hand, knee, or any other part of their body to the court on or over the base line or extension of the base line at any time while executing a shot. PENALTY — 10 Off.
6. Players may stand behind baseline extension in the alley between the courts, before or while shooting, but not on adjoining court. PENALTY — 5 Off.
- 6a. The area between the baseline of the court and an imaginary line, even with the back of the bench, and bounded on the sides by the farthest line of each adjoining alley, should be considered part of the court.
7. In Doubles, players must remain seated when play is to their end of court until all discs are shot, score announced, and official has called "Play" or signalled, or otherwise authorized them to do so. PENALTY — 5 Off. In Singles, player must not cross the baseline to proceed to the other end of the court until official has called "Play," or signalled, or otherwise authorized them to do so. PENALTY — 5 Off.
8. Players must not leave court during a game without permission; EXCEPT to gather discs at end of half-round. PENALTY — 10 Off.
- 8a. No penalty if player leaves court between games. Player may not be gone more than ten (10) minutes. PENALTY — 10 Off. A game is concluded when the referee announces the score, the score is recorded on the scoreboard, and the scores are recorded on the players' card. The referee on the court shall start the time when the game is concluded. Additional penalties may be awarded for further infractions. See Rule C19.
9. Players shall not stand in the way of, or have a cue in the way of, or interfere with opponent while he/she is executing a shot. PENALTY — 5 Off.
- 9a. Player, after shooting a disc, shall step to the rear of his/her portion of the shooting area with his/her cue in a vertical position in order not disturb his/her opponent's play. PENALTY — 5 Off.
10. Players shall not touch live discs at any time. PENALTY — 10 Off, plus any 10 Offs the offender has on the board. Opponent shall be credited with all good discs he/she has on the board, EXCEPT any 10 Offs and the HALF ROUND should be played over. Also, an additional penalty may be invoked under Rule C19, if deemed necessary.
11. Players must not talk or make remarks to disconcert opponent's play. PENALTY — 10 Off.
12. Any remark or motion to partner which indicates coaching his/her play is prohibited. PENALTY — 10 Off.
13. Player shooting before opponent's disc comes to rest, PENALTY — 10 Off, offender's disc removed, and opponent credited with any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs. Any 10 Off the offender had

on the court that was displaced will be removed before further play and also be deducted from the offender's score.

14. For intentional delay or stalling: PENALTY — 5 Off.
15. A cue slipping from a player's hand which touches or displaces any live disc, the player is penalized 10 Off and opponent credited with any of his/her discs displaced, and that half round shall be played over unless game point has been reached by offender's opponent. If cue does not touch or displace any live disc, no penalty.
16. NO HESITATION SHOT ALLOWED. Forward motion of cue and disc must be continuous or accelerated. Any 10 Off(s) the offender had on the court that were displaced will be removed before further play and also be deducted from offender's score.
17. NO HOOK SHOT ALLOWED. The shot must be delivered in a straight line with continuous forward motion of cue and disc. PENALTY — 10 Off, offender's disc removed, and opponent credited with score of any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs. Any 10 Off the offender had on the court that were displaced will be removed before further play and also be deducted from offender's score.
- 17a. Regarding a hook shot, hesitation shot, shooting off the line, there will be no appeal, as there is only one person who can tell if you have shot off the line or made a hook or hesitation shot, and that is the referee. That is strictly a judgment call by the referee, and once he has made that call, it will stand. The only time a divisional should be called is if the referee isn't sure of the penalty or gives wrong penalty — then the player will make an appeal.
18. Any player shooting two consecutive discs — PENALTY — 10 Off, plus any 10 Offs offender may have on court. Other good discs of offender will not count. Opponent credited with all good discs on court before second disc was played (except 10 Off), and that half round played over unless game point has been reached by offender's opponent.
19. In case of improper action of a player not specifically covered by the rules, or in a match to which a court referee has not been assigned, the Tournament Director will ascertain the facts and may assess a penalty. He will also insure that the offender gains no advantage from his improper action and, in addition, impose a penalty of 10 Off.
20. A disc or discs returning or remaining on the playing area of the court, after having struck any object outside the playing area, shall be removed before further play. It is called a dead disc.
- 20a. If a dead disc rebounds or touches a live disc, or causes another dead disc to touch a live disc, the half-round shall be played over and a 10 Off PENALTY to the player shooting the offending disc causing the replay.
- 20b. EXCEPT, if it was the result of the last disc, which is the 8th disc played in the half round, then, the half round is not replayed, a 10 Off PENALTY is assessed, and any score that was on the board immediately before the rebound shall be counted.
- 20c. If a dead disc coming from another court moves or displaces a live disc, that half round shall be played over, with no score credited to any player. A 10 Off PENALTY to the player on another court shooting the offending disc causing the half round to be played over.

- 20d. Any disc that jumps over the backstop or back board and thereby leaves the playing area of the court, shall have a 10 Off PENALTY assessed.
21. Any disc that clearly leaves the court beyond the farthest baseline, or goes off the sides of the court, is a dead disc.
22. A disc which stops less than eight (8) inches beyond the farthest baseline shall be removed.
23. A disc that is leaning over edge of court and touching the alley shall be immediately removed.
24. A match will be forfeited after the third call of 5-minute intervals, total 15 minutes.

D — SCORING

1. SCORING DIAGRAM — one 10 point area; two 8-point areas; two 7-point areas; one 10 Off area.
2. After both players have shot their four (4) discs, score ALL discs on diagram within and NOT touching lines; separation triangle in 10 Off area not considered.
JUDGING DISC: When judging disc in relation to lines, the official shall position himself with the disc between himself and the line and sight DIRECTLY DOWN.
A MOUNTED DISC, or disc resting on top of disc, happens sometimes when players use excessive force in shooting. Each disc shall be judged separately according to scoring rules.
3. Play continues until all discs have been shot in that half round, even if game has been reached.
4. If a tie game results at game point or over, play is continued in regular rotation of play, until two full rounds in doubles or one full round in singles are completed. At that time, the side with the higher score wins, even if it has less than 75 points or the number as game points. If the score is tied again, play continues again as above outlined.
5. In tournament play, the winner of a match must sign the score card, thus approving the record entered thereon.
6. If an error occurs in the scoring of a score on the scoreboard at the end of a half round and it is discovered before the next half round is completed, the error must be corrected. Otherwise the score as scored on the scoreboard must stand, unless both sides are agreed on the correction.

E — OFFICIALS

1. Officials in Tournament Play shall be: Tournament Director, Assistant to the Tournament Director, Divisional Referees, Court Referees and Court Scorers.
- 1a. All clubs hosting Center Spread Tournaments shall have Court Referees and Scorekeepers available for duty. It is desirable to have Scorekeepers for all courts in play. A Court Referee shall be assigned to a match upon the request of any player in that match. A lack of adequate Scorekeepers or Referees shall be cause for withdrawal of the tournament from this club. The FSA President or his representative shall be the judge of this adequacy.
2. THE TOURNAMENT DIRECTOR shall have complete charge of all arrangements of the tournament — namely, conduct the drawings, pairings, assign the courts, officials, set time for starting games and

matches; inspect all courts and equipment, etc., and all other details which enter into tournament play. The Tournament Director may also cancel, suspend or otherwise re-arrange court calls and tournament play in such instances where extreme weather conditions prevail.

3. An ASSISTANT TO THE TOURNAMENT DIRECTOR may be appointed as desired by the Tournament Director. He/She shall render final call on close discs (third call), shall render decision on question of fact, but final APPEAL FROM PLAYERS will be made by Tournament Director.
4. DIVISIONAL REFEREE — One or more Divisional Referees shall be appointed, number dependent on how many courts are in play. The Divisional Referees are the aides of the Tournament Director, and shall carry out his orders regarding assigning officials and players to courts. He shall see that discs, indicators, pointers, chalk, score cards, and other necessary equipment are at each court. He shall inform officials of any special rules and regulations which have been made for the conducting of the tournament. He shall collect all score cards at finish of matches and shall return them to the Tournament Director. He shall have jurisdiction only on the section of courts assigned to him. Divisional Referees shall be informed by Court Referees of all PLAYER APPEALS, and if decision made by Court Referee is not justified or not according to rules, may over-rule him.
5. COURT REFEREE shall have complete charge of play on court assigned to him. He shall consult his Divisional Referee on APPEALS FROM PLAYERS. He shall be sole authority on decisions and scores, except as above noted. He shall determine and announce winner of color choice. He shall inform players of any rules and regulations made for the tournament. He shall give signal for start of play, shall call disc good or no count, shall remove dead discs from play, shall announce score at end of each play, shall have charge of color indicator and announce color lead. He shall announce any violation of rules to players and instruct scorer as to penalty of same. He shall supervise the scoring and assure himself that it is correctly done. He shall not touch live discs in determining whether they are good or no count. If he should disturb live discs, half round played over. Except at end of half round, protested disc must be moved in order for the half round to be played over. He shall not gather discs for the players. He shall sign score card at end of match and verify that scores are correct. For any rule violation seen by the Referee, a fine must be mandatory, with Referee giving no warning at any time in all tournaments.
6. COURT SCORER shall tally clearly the score of game on scoreboard at end of court, tallying only score called by Court Referee after each half round.

F — APPEALS

1. Either player in singles, and either player in doubles at the end of the court to which the discs are played may: Request permission from the Referee to examine any close disc as to good or no good — or — Ask the Referee if a disc is close and the Referee responds "Yes," this is automatic approval for the player to examine it without additional approval.
- 1a. If a player wishes to make an appeal on any close disc, as to whether it is good or no count, it MUST be made before another disc is shot by either

player, and the decision made shall be final and cannot be again appealed at the end of the half round, unless such disc or discs have been touched or moved by another disc after decision was made.

- 1b. If the Referee and Divisional agree, there will be no third call. If they disagree, there must be a third call by the Director or his representative.
- 1c. If there has been no request by either player to examine a close disc until AFTER the half round is completed, then the half round is played over if either player protests the Referee's call, and the protest is sustained by the Tournament Director; UNLESS such disc or discs protested is (are) the result of the last disc played. No live disc will be moved after a disc has been protested after the half round is completed, until the protested disc has been finalized. PENALTY — 10 Off.
- 1d. Shooter may ask Referee to have partner check close disc. Player shall not communicate with partner.
2. Player or players making appeal without sufficient reason shall be PENALIZED 10 POINTS OFF SCORE.
3. Players may request officials to give them information concerning location of discs. Players shall not be permitted to examine these discs.
4. A player or team may protest any one or more officials assigned to their court, provided such protest is placed before the Divisional Referee or Tournament Director before the first game begins.
5. To refuse a referee, a player or team must have a good and valid stated reason.

NOTE: Tournament Director or Divisional Referee must appoint other officials to serve in place of those protested, which appointment must stand.

G — SUBSTITUTES

1. Once a tournament starts there will be no substitutes allowed in any tournament played in the State of Florida. Tournament starts when the draw is completed.

H — WET COURTS

1. If it starts to rain during any unfinished half round of play, players will not be required to complete the half round. All discs will be removed from court to a dry place. In case of rain, Scorekeeper will write on the back of the scorecard the scores, color lead, and at which end of the court play will resume. If the Tournament Director decides that the game is to continue after the rain ceases, play will then be resumed at score and color lead where play ceased. (If half round was not completed, then half round will be played over.)
2. If Tournament Director shall deem it necessary to discontinue play on account of weather conditions, any unfinished game or match shall be resumed later, at score and color lead where play ceased.

I – VIOLATIONS AND PENALTIES

C-4a.	Discs not in starting area	5 OFF
C-4b.	Played disc touching front or back line	5 OFF
C-4c.	Played disc touching sides of triangle	10 OFF
	(See Rule 4c.)	
C-5.	Players stepping on or over baseline or extension of baseline while not in the act of shooting	10 OFF
C-6.	Player may not stand or step on adjoining court while playing except to gather discs	5 OFF
C-7.	Players not remaining seated	5 OFF
C-8.	Player leaving court without permission during game ...	10 OFF
C-8a.	Player leaving court between games and gone over 10 minutes	10 OFF
C-9.	Standing in way of, or equipment in way of opponent ...	5 OFF
C-9a.	Fail to step to rear with cue in vertical position	5 OFF
C-10.	Touching live discs	10 OFF
C-11.	Remarks disconcerting opponent	10 OFF
C-12.	Any remark or motion to partner	10 OFF
C-13.	Shooting disc while opponent's disc in motion	10 OFF
	(See Rule 13.)	
C-14.	For intentional stalling	5 OFF
C-15.	Cue slipping from player's hand (See Rule 15.)	10 OFF
C-16.	No hesitation shot allowed (See Rules 16. & 17a.)	10 OFF
C-17.	No hook shot allowed (See Rules 17. & 17a.)	10 OFF
C-18.	Player shooting two consecutive discs	10 OFF
	(See Rule 18.)	
C-19.	For improper action not otherwise covered, Tournament Director may impose penalty which prevents any advantage to violator, plus Penalty	10 OFF
C-20a.	Player shooting disc rebounds causing replay of half round	10 OFF
C-20c.	Player shooting disc rebounds causing replay of another court	10 OFF
C-20d.	Disc going over backstop	10 OFF
F-1c.	Moving disputed disc before inspection	10 OFF
F-2.	Appealing without reason	10 OFF

THE HANDBOOK OF SHUFFLEBOARD



BECOME A
GOOD PLAYER
QUICKLY

WIDEN YOUR
CIRCLE
OF FRIENDS

THE GAME
WHERE WOMEN
COMPETE
EQUALLY WITH
THE MEN!

INCLUDES THE
RULES & PENALTIES

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