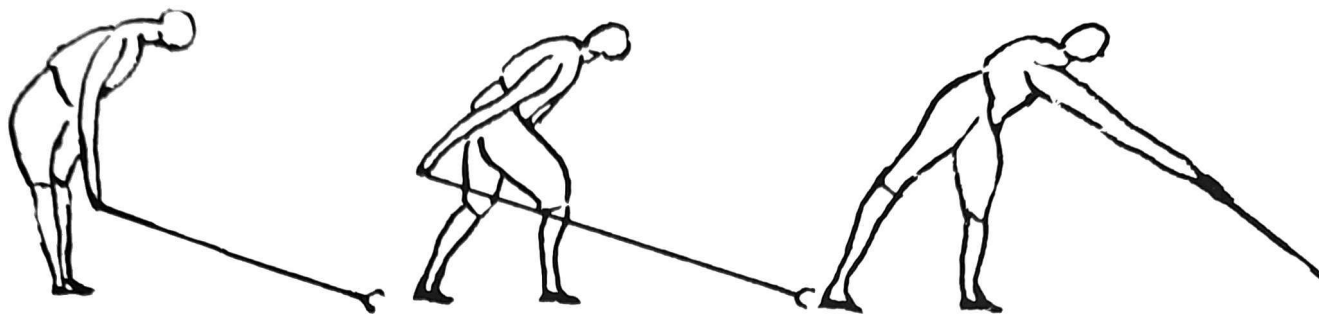


# attention all novices . . .

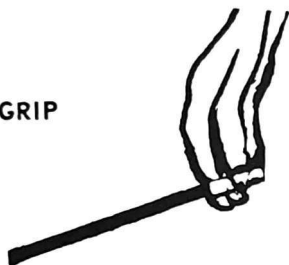
**STANCE AND STROKE** — Start with feet side by side, get a good aim and, taking 1, 2, or 3 short steps forward, follow-thru with a smooth straight-arm stroke for accuracy. Practice will bring control of your stroke and aim. Each player may take a different number and length of steps; however, your left foot should be forward when finishing your stroke — assuming you are right-handed.

## STANCE, STROKE, & FOLLOW-THROUGH



**GRIP** — Grip the cue lightly between the thumb and first finger (or thumb and first two fingers), placing the fork of the cue snugly against the disc. Take careful aim at the scoring space where you desire your disc to land — or at the point of your opponent's disc you wish to hit (center; right or left of center; or right or left outer edge).

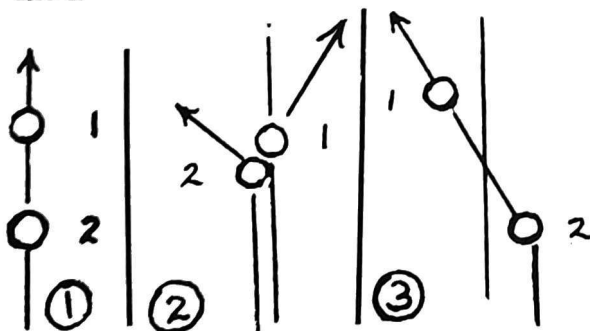
GRIP



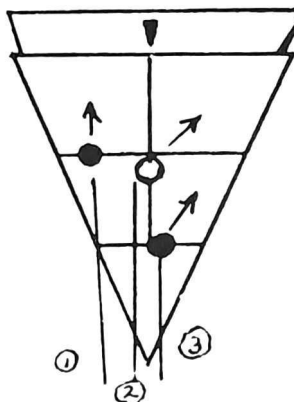
**STRIKING ANGLES** — (1) Discs 1 & 2 are on a straight line, about 2 feet apart. A full-center hit on 2 will make it hit disc 1 on center, it in turn following the straight line.

(2) Disc 1 is squarely on center line, disc 2 left of center line with right outer edge touching line. A hit slightly right of center on 2 will make each disc follow direction of arrows.

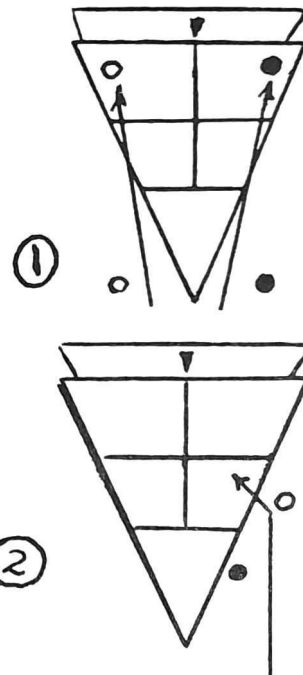
(3) Discs 1 and 2 are on opposite sides of center line, say about 3 feet apart. Disc 2 must be hit right-of-center, near right edge in order to propel it against disc 1.



**DOUBLE** — Here are shown 3 situations where potential double counters are a possibility. (1) Black can make both on 8 and 7 out of his disc lying half in the 8 and half in the 7. (2) Arrow shows where to hit a disc lying on center line to make a double counter — in this case an 8 and 7. (3) A score of 18 points can be made by properly hitting a disc lying half in the 10, using it as a back stop and tapping it diagonally into the 8.



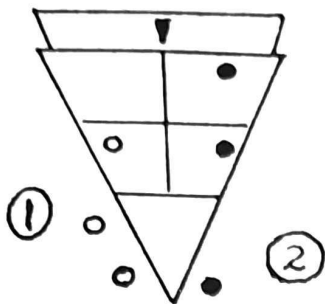
**HIDING** — (1) Shows how either Red or Black can sneak in behind his own guard disc to hide and make a score. (2) Both Red and Black have a disc lying outside triangle. Red can try for a score and hide in the 8 from a glancing blow off his non-counter.



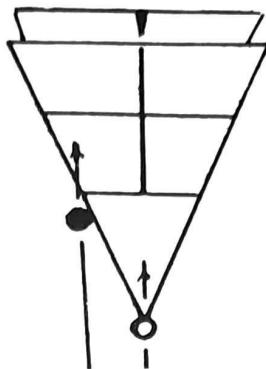
**KITCHEN (10-OFF)** — Often putting your opponent in the kitchen is tried in order to win or cut down your opponent's score. Because of smaller space than that of the other scoring sections control and accuracy are required to put your opponent in the kitchen. If your own disc is in the kitchen you may avoid later trouble if you try to knock it out at your first chance, but at the same time you must guard against staying in with your own shooting disc.

# want to become an expert?

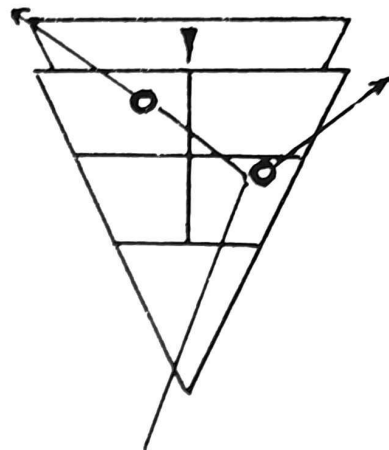
**GUARDING** — (1) Shows two effective guards protecting Red's good 8.  
(2) Shows Black with 2 discs (one a counter and one outside triangle) protecting his good 7.



**BUNT** — Diagram shows how non-scoring discs can be tapped into a 10 or 8, still leaving them protected with your shooting disc.



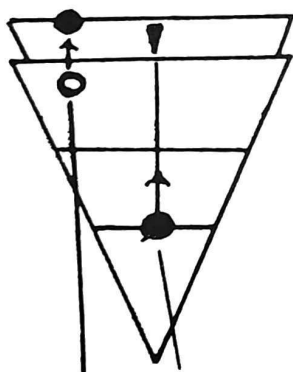
**CAROM (or billiard) SHOT** — Diagram shows how Black can take out 2 Red discs with a glancing shot off the nearest one, at the same time possibly landing in a scoring space himself.



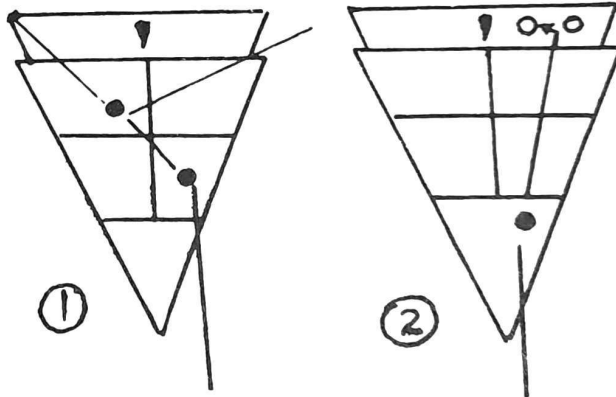
**BACKSTOP**—Often a disc on the board may so lie as to act as a “stopper” onto which you can shoot your opponent's disc or one of your own.

(1) A disc lying on the baseline and partially within the 10-off space can be used as a backstop to put your opponent's 7 in the kitchen.

(2) A disc lying on the center line but half-way in the 10 can be used as a backstop to make a good 10, but there is also the possibility, if your opponent has another shot, of him using the same procedure to spoil your 10 and make one of his own.



**COMBINATION SHOT** — Red makes a combination shot on Black 8 and 7 with the intention of the 8 hitting the 7 and possibly removing both from the board. (2) Red has 2 discs in the kitchen (20-off) and Black has a good 10. If Red hits Black properly his combination shot may take both of his kitchen discs out and possibly leave Black in the kitchen.



**COUNTERS** — A disc shot into a 10, 8 or 7 area counts as a score — but if it touches a line it is “no count.” In the 10-off area (referred to as “the kitchen”) a disc must be wholly within the horizontal and side lines to count as 10-off, even if it is on the divider.

**GAME POINT** — Game ends when one side has scored a total of 75 points. In a friendly game less or more than 75 points may be mutually agreed on in advance of play; or, you may play a certain number of frames.

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(See Page 2 “Those Capricious Discs” and page 68 “Secrets of Shuffleboard Strategy” for more information on Shuffleboard.)