

LOOKING BACK IN HISTORY

Each year we try to inform you on some past history of your Florida Shuffleboard Association. This year we take a look back to what kind of rules were used in the first State-Wide Tournament ever held. This was a three day tournament. It was played as Mixed Doubles at the St. Petersburg Shuffleboard Club, (Mirror Lake), December 12, 1928. This tournament is known as the first State Championship Tournament, although it was run at the same time the State was being organized. The rules that the Mirror Lake Club were using at this time prevailed.

1. Red shoots first at the beginning of a set, following games are started by winner.
2. Players should be careful not to step over first black line when shooting and each must keep on his half of the court.
3. Discs touching black lines are not counted.
4. No discs shall be stopped on the courts by other player's cues.
5. Discs played should all be left where they stop until final play is made and score counted.
6. Discs striking grass are dead and should be taken off the court before another play is made.
7. Coaching your partner is allowed.
8. Fifty points shall constitute a game. If both have fifty points the one having the highest score wins. If a tie shoot at both ends twice.

Mirror Lake Club had 28 courts at this time. The best two out of three fifty-point games were played. Tournament was conducted by Mr. Hugh R. Burns, Director of the Mirror Lake Club.

Miss Ann Bennis and Mr. L.P. Neff of the Mirror Lake Club won the tournament and received a cup donated by the St. Petersburg Chamber of Commerce. Picture of these players are in your Hall of Fame.

In the year 1929 different members of different clubs worked on rules. Meetings were held in many clubs throughout the state. In the fall of 1929 these rules were all evaluated and new rules were drawn up and used in the 1930 State Championship Tournament. No tournaments were held in 1929.

The first rules of the Florida Shuffleboard Association were:

A. GAME

1. The game of shuffleboard is played by either two players (called singles) or by four people (called doubles).
2. OBJECT OF THE GAME: To place discs, by means of the cue, on scoring diagram to score points and at the same time prevent opponent from scoring.

B. COURT

1. The playing court shall be concrete slab fifty-two (52) feet long and six (6) feet wide.
2. The court shall be marked according to diagram as adopted by the Florida Shuffleboard Association.

C. EQUIPMENT

1. The maximum length of cue and shoe shall not exceed six (6) feet, three (3) inches.
2. Eight wooden discs, four of which shall be red and four black. These discs to measure one inch in thickness by six inches in diameter, the discs weight to be not less than 10 ounces nor more than twelve ounces.

D. PLAYING RULES

1. In Singles, both persons play from the same end of the court and change ends after all discs are shot.
2. In Doubles, partners play from opposite ends of court and on the same side.
3. Choice of color is determined by each player (if Singles) and by one of each team (if Doubles), by playing one disc to furthestest dead line. The player whose disc is nearest line has choice of colors. (Play for line only). No displacement of opponents disc. PENALTY — Offender forfeits right of choice of color.
4. A complete play at both ends of court is called a round. The first play of game must be started with RED disc, which is played from the right of court, followed by BLACK, each alternating until all discs are played. This constitutes a HALF ROUND of play. The next HALF ROUND of play shall follow from opposite end in the same order or colors. RED being on the left side. This completes the first ROUND of play. The SECOND ROUND of play, BLACK shall lead and RED follow at each end. Following rounds of play, colors shall alternate in playing first according to order of colors established. Subsequent games shall be started by winner at the end of court where preceeding game was completed.
5. Players must place their discs in their respective half of 10 - OFF space and must play their four discs from this area. PENALTY — five (5) points off.
6. Players must not step on or over Base Line of court. PENALTY - five (5) points off.
7. If a player scores a disc, opponent may drive it out or into the 10-OFF space.
8. A disc obstructed by any solid object other than another disc is DEAD and must be immediately removed from play.
9. Partners may coach each other. (EXCEPTIONS: in tournament play - no coaching. PENALTY ten (10) points off.

E. SCORING

1. See diagram for scoring.
One — 10 Point Area; Two — 8 Point Area; Two — 7 Point Area; One — 10-OFF Area.
NOTE: The 10-OFF space means deducting 10 from score.
2. All discs touching lines are not counted (dotted line in 10-OFF area not included: all other discs within diagram area are counted.
3. All points must be scored.
4. Discs that stop in area between furthestest DEAD LINE and STARTING area are DEAD and must be removed from the court before another play is made.
NOTE: A disc touching DEAD LINE is not considered DEAD. All discs except those going out of bounds and obstructed discs (see Rule No. 8 under PLAYING RULES) must remain where they stop until final play is made and score is counted. PENALTY - Five (5) points off. When discs played from one end of court shall come to a stop beyond the furthestest BASE LINE (A DEAD DISC), remove at least eight inches back from said BASE LINE.
5. Fifty (50) points shall constitute a game except when otherwise agreed upon in a tournament.
6. If both sides have 50 points or more points, the side having the greatest number of points shall be winner. If a tie results the eight discs shall be shot twice from each end of the court and the one having highest score declared the winner.

As you read these rules, you notice that some are still the same as what we are using today. In 1932 a new set of rules were used in the State Championship Tournament. These rules had more coverage on officials, referees, umpires and court managers.

Historical Research,
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