

SHUFFLEBOARD'S BLUEPRINT FOR SUCCESS

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A STEP-BY-STEP APPROACH ON
HOW TO GROW THE GAME

By "Shuffleboard Bob" Zaletel
(Chairman-National Promotion Committee)

November 11, 2011

A NEED

By "Shuffleboard Bob"

There is unanimous consent in the Shuffleboard World, from the Local to the International Level, that SOMETHING needs to be done to Promote the game. We believe that this movement must start at the Local/District Level. What you are about to read is our attempt to do just that!! We know that it can work, because in the 2010-2011 Shuffleboard Season in District I in Mesa, Arizona, myself, Ray Dunlop and Bill Storck did everything that you are about to read. It is being put forth as a BLUEPRINT for your success - wherever you may be. How large the success will be is a matter of time. At this point we have only this past year's data to base our story on. Perhaps in a few years we will have more data to add to this booklet.

Please note - In shuffleboard, most just expect or hope that a park will contact leadership about its interest - we feel this rarely happens. This is where League Coordinators come in (explanation to follow). We need to be much more pro-active to increase interest and membership.

Please also note - another issue needs to be addressed at this point. We feel that at all levels of the sport heavy duty tournament players basically run everything. Please let us be very clear on this point - we have only admiration for these folks, BUT we feel that at all levels they are trying to rush players along to be Pro's. This saddens us. Why, you might ask - because our observation is that if pressure is put upon newer players to perform or move up, many times we scare them off! PLEASE give this some careful thought - we feel that the above is one of the main reasons we can't get players past in-park play.

One Final Point - We feel strongly that the MOST IMPORTANT element in each and every park is to find a PARK COORDINATOR (explanation to follow). This is the key! Remember this is their park, so any success we work towards has to go through these people.

There will be 2 Sections for you to look at:

SECTION I - This will be your checklist section - Numbered 1-22. This will also have a brief description of each item covered and also a place for you to check off the item once it is covered.

Also included will be a detailed narrative of each item numbered 1-22, explaining HOW to do it and WHY it was done. (Obviously, you can adapt the items covered to your particular situation.)

SECTION II - This will be the APPENDIX - In this section there will be concrete worksheets that we used. You are welcome to adopt/adapt them to your particular situation.

The AIM of all of this is simple - to get people interested and playing at the Local/District Level. Once this happens the game could literally explode in growth. Enjoy the reading!

SHUFFLEBOARD - BLUEPRINT (The Narrative)

Item #

The Details of each item

1 ☐ • **A DEEP COMMITMENT**

There will be 22 items on your checklist - this one, by far, is the most important!! This project to be successful is going to take dedication! Obviously, this project needs to be a labor of love. I recommend 3 League Coordinators to make it work. I started solo on this project in January of 2010. I quickly added a second - my friend Ray Dunlop and later in the year added a third - my friend Bill Storck.

Our attempt (which turned out to be highly successful) was to start a New 3 Board League in District I. When I came to the Valley in '97 there were 11 leagues in the District - entering the '10 shuffle season we lost another 4 Board League, dropping the number to only 5. Something had to be done, AND it was. We proposed a league of only 3 Boards - that way as few as 8 players could form a team. We called ourselves LEAGUE COORDINATORS. Our aim for the 2010-2011 Season was to have a 6 Team League.

The next 21 items in the Blueprint will explain in great detail what was done, how it was done and why it was done. We cannot overstress the importance of this item. To state it in another way - the aim, our only aim, was to promote the game of shuffleboard - some of what will follow did meet with some resistance by some, because remember, we were CHANGING some things. Most of you reading this know how hard that is to do!

2 ☐ • **A Listing of ALL Parks/Facilities in District**

This element is also crucial to a successful project. We suggest that a total listing be compiled - either from District records or the Chamber of Commerce. Now let's get down to particulars.

In District I (Mesa, AZ) there are over 80 parks - this is obviously overwhelming. We suggest that if your numbers are anywhere this big, that you get it down to a workable number - mine was 30, divided into groups of 8 (Please refer to Item A/Appendix).

You will see that this was our working copy for the "10-11" season. You will note that we highlighted parks already playing AND parks that no longer play or maybe have never played.

Suffice it to say, that we must make contact/go into parks - to make things happen.

A Footnote - This brings us to one final factor - working closely with leadership/District Officers. Now you might say - well what happens with the more than 50+ parks not contacted. Currently we are working on this very issue. Our suggestion to our leadership is a Working Committee of 3 or 4 shufflers to go into some of these parks - act as scouts/pioneers - if you will. They could establish initial contacts, look at the number of courts, if there is play, and the like.

The idea would then be to report back to leadership regarding any interest or needs. This is an important element for continued growth. (In fact, the National Pamphlet I developed this

spring is patterned off the District One pamphlet already in place.) Please note Item Aa - feel free to use any and all of it. In closing, let me say again that just hoping that something will happen is fruitless. It takes dedication by all for success.

3 ☐

• A CONTACT SHEET

Good record keeping is an essential element for the success of this project. Item B in your Appendix shows the Contact Sheet developed to do just that. We suggest making a bunch of these and using 1 per park. I do know a lot of people in a lot of parks. BUT, there are still parks that I have to go in cold and get the following information. In the fall of '10, we started our phone calls. You will note that the first two top left lines indicate the need for able contact people. We say able, because right off the bat I want outgoing/enthusiastic people. I suggest at least 4 names and phone numbers. As we began to make contact in a given park, we were looking for 2 things in these phone conversations - one for initial interest/enthusiasm for the project. As important was the need to start developing a player base of names/numbers - the lines on the bottom left. Obviously, a Captain/Leader of a team is very important, BUT, on this initial contact we did not push for it. Also, we tried to get indication of who might eventually do this job. Finally, we got the days and times of play - we needed this to eventually go into the park to meet with players. (Let me be clear - the above is crucial to the projects success.) Having said that, let me say this - we actually contacted 29 parks/that's 29 sheets we now have - we had success in 4 parks - eventually getting a total of 6 teams for the league!! However, those 25 unsuccessful contacts (only for season #1) have developed into 13 more possible parks for season #2. Much more on this later in the writing .

Getting back to season #1, two other important items need to be addressed. One was a willingness to go into these parks to talk with players, offer instruction, and even get the park started in playing the game. Finding that Park Coordinator was imperative.

The final suggestion in this section is to begin a list of possible players. This usually comes about in a number of ways. Most common is an interested park that has only a couple of players that can be mustered; hence - they don't have enough players to form a team, yet they want to play. We have worked with District Leadership to enable this to happen. Another way players can be found is to look into very active parks. Many times the numbers aren't right and a few players are on the outside looking in. Seeking them for this project is a win-win. They will get to play and we may need a player or two to fill out a team. A player list is a handy thing to have.

4 ☐

• A Mission Statement/League Specifics

Please check out Item C for these two factors. Obviously, this must be done before you ever make a contact. Remember, this is literally the starting point of the project as it relates to what finally comes to be. That being said, my point here is that YOU have to have some vision of what you want to have happen.

Under the Mission Statement, please note items 3 and 4. (These were later omitted.) In closing, as you look at the League Specifics please remember these as we go further in the checklist, because a good number of them change. Be advised, in Arizona, many Snowbirds

come back in January or go away for Christmas Holiday - generally wreaking havoc with regular league play. From the very beginning, parks were told that league play would begin in January. This was very well received and it gave us an added 6-7 weeks to get things in order. Remember, you need to have a clear vision of what you are trying to do.

5 ☐ • District By-Laws

Make sure the rules are being followed. IF you are living in a District with Standing Rules, you need to have the most current with you. Item D in your Appendix will show the ones that we currently operate under. This is an important element to be aware of. Later in this writing you will note the specific rules our 3 Board went by - we were very careful to be in accordance with District Policy.

6 ☐ • The Team Roster Sheet

We used an A.S.A. Roster Sheet that District I currently uses. As we get a bit further into the upcoming items, reference will be made to this item (Item E in Appendix). It is pretty clear-cut and as we discuss the 1st Meeting with Park Coordinators, this item will be given to officially get the final team roster. Again feel free to use/adapt any of our Appendix items for your use!

7 ☐ • Develop an In-Park Sign-Up Sheet (Item F)

Develop this sheet to show commitment to the project AND to get/keep the ball rolling within a given park. It proved to come in quite handy for a good number of parks - many times the Park Coordinator wants to make something happen in the park, but may not know of a lot of shufflers - also, by this being posted, shufflers will become involved if they see familiar names appearing on the sheet. Remember, communication continues to be the key element for success!

8 ☐ • Meeting #1 of League Coordinators

You will notice earlier in this writing that initially it was just two of us working on this project. I suggest that a minimum of 2 is necessary. Honestly, we never had a formal sit down meeting to this point. BUT, that being said, conservatively speaking, we talked on the phone over 10 hours to set things up and to get where we were to this point. I began working on this project "officially" in early October of 2010. Shortly before Thanksgiving, we scheduled a Park Coordinators meeting. The Fall District meeting had already taken place, in fact, 4 Board League play had begun. We were finally ready to see where we were and to get things moving.

9 ☐ • League and Park Coordinator Meeting #1

The first meeting occurred on November 22nd. (Please refer frequently to Item G.) We had 5 parks attend with 8 Park Coordinators. We asked the attendees to bring pencil and paper with them. A tentative agenda was developed. A Secretary kept detailed minutes of the meeting (Item G) which were eventually distributed to the Rep's and District Leadership.

I might add that this meeting lasted almost 2 hours. The following items will explain in some detail what that meeting entailed - remember, we were in uncharted territory. (We had predetermined we were looking for a third League Coordinator.) A Final Footnote - only 2 of these 5 parks actually come on board this season, although 2 of the 3 remaining look like very good bets for season #2.

10 ☐ • Meeting Items Covered

The actual meeting had 3 parts. This is Part 1 with yours truly doing the honors. First off, I introduced myself and my Coordinator to all in attendance. Next the 8 Park Coordinators introduced themselves and the Park they represented. Very importantly, a Master Phone List of all at the meeting was made. I next distributed the Mission Statement (Item C) along with the League Specifics on the same page. We spent a good deal of time discussing the League Specifics. Listening carefully to the Park Coordinators, we actually amended/changed a good number of things. (Remember, it is their League!) We changed the day of play to Friday, also we changed the mode of play to Doubles, and we decided to give trophies only to places 1 and 2. Lastly since we were starting play in January we would be unable to participate in the District's Team Playoffs, this seemed to be fine with all attendees. Please note - we went with the group wishes. Obviously this is the way to go in order to make this League work!

11 ☐ • Meeting Items Covered

We distributed two items to the group. First, we gave every Park Coordinator the In-Park Sign-Up Sheet (Item F). A Good amount of time was allowed for trying to recruit as many players as possible before final rosters had to be handed in. This proved to be very valuable in the long run - Greenfield Village and Apache Wells RV easily managed to put two teams each into the league. Secondly, Ray handed out the Team Roster Sheets (Item E), again a good deal of time was spent educating the Park Coordinators on how to go about filling them out. These were essential for the second meeting. Finally, we shared with the group our intent and commitment to come to the parks to help in any way we could - we actually did this a good number of times before league play began.

12 ☐ • Meeting Items Covered

The meeting was concluded by looking at the material that the Park Coordinators needed to bring to meeting #2. First and foremost, each Team needed a captain and a team name. Next we established League Dues for each player at \$5.00 per player (\$1.00 to State, \$1.00 to District), due at the second meeting. It was a nice round number and we wanted to use every penny of it at season's end, i.e. - no carry over of monies. (More on the why of this later in the writing.) Thirdly, we asked for 1 more League Coordinator to join Ray and me. Thus, if we reached our 6 team league, we would have 3 individuals to cover each venue every week. (Thankfully, shortly after this meeting a new League Coordinator volunteered.) The meeting concluded after 2 hours with the date of meeting #2 being set for Tuesday, January 4th. This would be 3 days before League play would begin.

13 ☐

• **Meeting #2 of League Coordinators**

We now had our 3 League Coordinators. Again, even though it calls for a formal meeting in this item, we must admit that phone calls, many of them, were our way of doing business. For the next month, that's basically December, we all worked diligently on nailing down 6 teams to get the Apache League up and running. During this time MANY inquiries were still occurring with District parks - it paid off finally as 2 more parks, Mesa Spirit and The Fiesta, bought into the 3 Board concept. Naturally, the 2 park Coordinators were brought up to speed on where we were. The forms mentioned earlier, along with the minutes of the first meeting were shared. Also, visits to the two parks were made. We decided to do the League Draw two days before the second Park Coordinators meeting. What an exciting time this was for all of us. The new League was definitely going to be a go.

14 ☐

• **The League Draw**

On January 2nd the 3 League Coordinators and our District President, met to do the League Draw and hammer out the last minute details. (Item I, the top half and the very bottom portion.) The President randomly drew the team numbers, then a schedule was filled out for us on the computer. This would be then distributed at the meeting in two days. At this time, the State Membership Cards were filled out and readied for the upcoming meeting. To our amazement there were 61 players committed to play - we had grown the ranks of the District almost 20%!! Be advised, we collected the State Roster Sheet with the names (Item E) before this meeting - all Park Coordinators worked with us to make this happen. We were now all set for our final meeting before the League began play.

15 ☐

• **Meeting #2 with League Coordinators, Park Coordinators and Team Captains**

This was the final meeting before League play began, 17 people attended. As the Captains arrived the Treasurer had them come to his table with their team's league dues. He counted the money in front of each team captain. If the total checked out then he gave the Team Captain the exact number of State Membership Cards - example: \$50 collected, 10 cards given out. This actually went quite smoothly.

16 ☐

• **Meeting #2...**

Next, we gave each Team Captain and Park Coordinator the Official 3 Board Rules (Item H). You will notice that the Mission Statement was revised to a simpler version. Then we carefully went over each and every rule, questions ensued and that was good - we wanted all involved to be on the same page. A weekly recorder of Games Coordinator was identified - calls were to go to him the same day as the matches.

17 ☐

• **Meeting #2...**

The meeting was concluded with a couple of very important items.

The League Schedules were given out (Item I), 2 Item I's are included so that you have a blank one and you can see the actual draw positions, scheduling of games and the Team Captains. You will note how the League went from week #1 thru 10.

Lastly, the Team Score sheets were given out to each Team Captain (Item J) - as you can see, there were 2 rounds for a total of 6 points - a win was 1 point, a tie 1/2 point, a loss 0 points. This was the Captain's worksheet of who was playing and how they did. It should be pointed out that although only 6 players played a round, all teams had a minimum of 9 players - two teams actually had 11 players. We did not discourage this because we did allow new players in for game #2 if the Captains wished to do so. (We were pleasantly surprised that ALL teams did this throughout the season.) The players were very happy, because they knew they could play every week if they wished. Also, because we allowed Home Teams to post their players on the courts they chose; many players took full advantage of this by practicing that court. Players learned very quickly, however, that when they played away games, it was a little tougher.

After good discussion on both of these sheets, the meeting concluded. It lasted about an hour and a half. At this point the Apache League was ready to begin. Our hard work had paid off and believe us when we say we had a deep sense of satisfaction - AND YOU WILL TOO!! Lots of work but well worth it.

18 ☐ • League Coordinator Meeting after 4 Weeks

The League was off and running; also, the League Coordinators honored our commitment to be at a venue each week. We actually did schedule and have a bona fide meeting on this one. First, we started looking at a final get together. Securing the venue, court availability, chairs, tables, and the like. A Turkey Shoot was to be held. A letter was prepared for the teams, trophies were ordered and prize money determined - so that all funds would be used.

Secondly, a brief report on possible parks for next year's play was given. At this point about 5 new parks were expressing interest. All 3 of us shared ideas about any current teams wishes being expressed. The only item of consequence at this point was expression by 4 of the teams to possibly have a different day of play - we took note of this; in fact, this was actually part of our long range planning for next season (More on this a bit later in the writings.)

19 ☐ • Final League Coordinator Meeting

We were now 8 weeks into the 10 week season. The three of us met for the last time. We were finalizing the Awards Day details. A letter was ready for us to review - it would be distributed to the Park Coordinators AND Team Captains detailing the Awards Day festivities. We had decided early that this day would be on a Saturday, the day after the season ended. Attached to this letter was a blank Tentative Roster (Item E) - the Captains were to return it to us on the Awards Day - it would provide us with a look at next season's players. Also, a provision was made at this meeting to have the books audited by 2 Park Coordinators. (This was done the following week.) That way we could talk about it on the final day. Next, a brief report on the ordering of the trophies, along with costs was given. Work on the certificates for the other teams was proceeding. A rundown on the Greenfield venue - times, courts, chairs/tables, ice chests and the like was explained. We were ready! Finally, a final update on next years new parks was presented. The number (tentatively) had increased to eight - our goal was to get to 10 - more on this later.

20 ☐

• **Awards Day Finale**

Most Leagues choose a formal catered banquet. We chose a potluck lunch which proved to be very well received. We made it a point to find Team Captains and get the next years tentative roster returned, which all 6 of them provided. After some brief introductions we went right to the potluck. Upon it's conclusion, we had a brief discussion on how the Turkey Shoot would run. We gave 7 awards - top 3 women's scores and top 3 men's scores. Finally, we used up the final cash to the lowest score. Teams returned to their tables for the awards presentation. Certificates were then given to all members on teams 3-6 (Item K). Since these were new League players, we felt that this would be a nice touch; i.e. - everyone got a little something for their season's efforts. Lastly, we awarded trophies - the runner up team and the Apache League Champion. The entire event took about 2 1/2 hours. A great time was had by all.

21 ☐

• **Looking Ahead**

In conclusion, the three of us had one more task, a very important one to us, that we had to handle. Actually, we will do this at the start of next season, but I wanted to include it here. Those of you who play leagues, or if you know how leagues work, know that the same teams always seem to win AND the same teams always seem to lose. The 3-Board League is set up to deal with this. Each season the leagues will be put together by a blind draw of all teams. In other words, there is a good chance you could be playing all new teams, or at least, partly new teams. This acts as a good mixer and equalizer for all teams involved. This really is the fairest way for the League Coordinators to deal with a difficult task. Please keep this in mind as your Leagues develop - everyone likes to win now and then.

22 ☐

Well, that brings us to our last item. We did it AND so can you - GOOD LUCK in your endeavor. (Repeat checklist next season.)

Your Notes -

APPENDIX

Appendix Table of Contents

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Aa	Pamphlet
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E	Team Roster
F	Sign-Up Sheet
G	1st Meeting Minutes
H	League Rules
I	Schedule
J	Score Sheet
K	Award Certificates

(Parks)

1

- Apache Wells
- Coronado
- Mesa Regal
- Mesa Shadows
- Sunrise Village
- Val Vista
- Velda Rose
- Windsor

(District 1)

2

- Sunland Village
- Dreamland Village
- Goodlife
- Greenfield
- PDS
- Mesa Spirit
- Venture Out
- Fountain East

(2010-2011)

3

- Shadow Mtn.
- Citrus Gardens
- El Mirage
- Orangewood Shad.
- Palm Gardens
- Sun Life
- Towerpoint
- A Wells RV

4

- Brentwood West
- Deserama
- Fiesta
- Sunrise Vista
- ~~Aztec~~ Sun Rest
- The Wells

The Game Itself

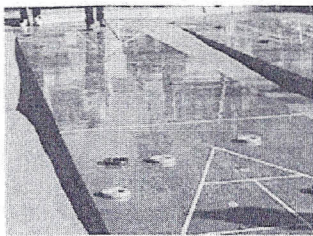
Shuffleboard is a sport for everyone,
young and old.

It requires no great physical strength
yet it is a game of skill and strategy.

It is played in a spirit of fellowship
that lies somewhere between the pleasure
found in a friendly badminton game
and the intense concentration and
companionship of a golfing foursome.
It is as sociable as pinochle but requires a
chess player's attention to strategy.

The materials needed in this game are few:

BOARD,
COURT WAX
SET OF DISCS,
2 PRONGED CUE
SCOREBOARD, Eraser and Chalk



A special Thanks to Cal-Am Properties for
their help in making this brochure possible.
Check out their link at www.cal-am.com

A Current Listing of Member States

As of March 2011, there are 22
states belonging to the US National
Shuffleboard Association. The 11
states east of the Mississippi River -

Florida	Maine
North Carolina	Pennsylvania
New Jersey	Ohio
New York	Michigan
Indiana	Wisconsin
Massachusetts	

The 10 states west of Mississippi River

Texas	Utah
Iowa	Idaho
Missouri	Washington
Arizona	Oregon
Nevada	California
North Dakota	

Also, please contact Rob Robinson
(scootinmargaret@aol.com) Rob is
the National Senior Games Chairperson
for shuffleboard and can assist you in
planning your states Senior Games.

As Chairman of the National
Promotional Publicity Committee, I
sincerely hope that the information
provided to you in this pamphlet will
get you well on your way into this
wonderful sport of Shuffleboard!
"Shuffleboard Bob" Zaletel
(shuffleboardbob@aol.com)

SHUFFLEBOARD

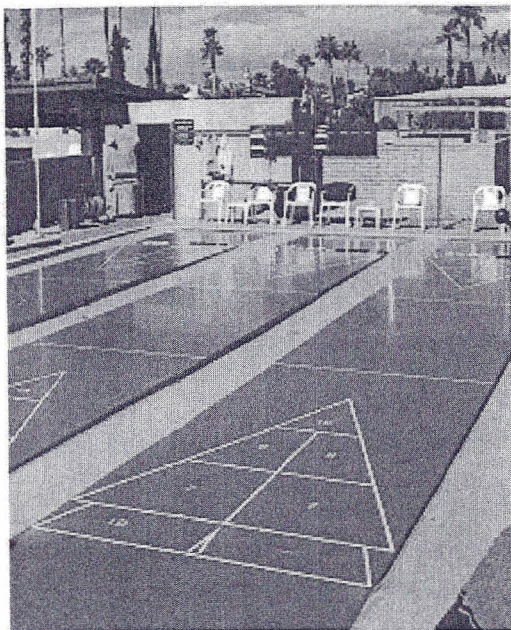


THE US NATIONAL
SHUFFLEBOARD
ASSOCIATION

IS HERE TO SERVE YOU.

<http://national-shuffleboard-association.us>

The Board: the game of shuffleboard is played on a concrete slab, 6 feet wide & 52 feet long.



GLOSSARY OF TERMS:

Head of Court:

Where the scoreboards are located

Foot of Court:

Opposite to head.

Gutter Area:

Area between the boards.

Approach Area:

Where Shooter stands to play.

Playing Area:

The area between first and last white horizontal lines.

Kitchen Area:

(-10) of Far end of board (beyond 7 area) Disc touching triangle in center of kitchen area is a -10.

Shooting Area:

the -10 area of board (nearest the shooter) Triangle in middle separates yellow from black discs.

Start Line:

Front line of -10, once a disc is propelled across this line it is in play.

Foul Line:

Back line of -10, it separates approach Area from Shooting Area. Shooter may not step on or over this line.

Scoring Area:

+10, +8, +7 and Kitchen (-10)

Hammer Shot:

Disc #8, the last to be shot at either end of the board.



Getting Started

The following business listings will provide for all your shuffleboard needs:

1. Allen R. Shuffleboard Co., Inc.
(Sam Allen/Jim Allen)
6595 Seminole Blvd.
Seminole, FL 33772
Phone: 1-800-260-3834
www.shuffleboard-1.com
mrshuffle1@aol.com
2. Polyglide, Inc. (Kathy Cullop)
3081 La Jolla St., Unit D
Anaheim, CA 92806
Phone: 1-800-921-1722
www.polyglide.com
kcullop@polyglide.com
3. M & S Sporting Goods
(John Rosenkrans)
3400 N. Arizona Ave. #110
Chandler, AZ 85225
Phone 1-888-969-2209
www.msshuffleboard.com
msshuffle@questoffice.net
4. Dura Dress Shuffleboard
Mike Walker
2836 Merrywood Dr.
Sacramento, CA 95825
Phone: 1-916-485-7802
No Web Site
duradress@yahoo.com

_____ Park Name _____ # Courts _____ # Players

1. _____ 3. _____

2 Contact People w Phone #

2. _____ 4. _____

*Possible Captain

1) _____

2) _____

3) _____

6-8 Players w Phone #
(Committed to Playing)

4) _____

*Possible Captain

5) _____

6) _____

7) _____

8) _____

Time/Days of Play _____



Mission Statement
By "Shuffleboard Bob"

- The AIM of the District I proposal for the shuffle season 2010-2011 and hereafter is four fold:
 1. To get New Shufflers involved in League Play.
 2. To foster knowledge and enjoyment of the game.
 3. It is not intended to be a developmental league; i.e., IF players wish to go into regular league that is their choice.
 4. It is not intended to develop tournament players, i.e., IF players wish to go into tournaments that is their choice.

League Specifics

- Games will be on Thursday at 1:30 P.M.
- It will be a 3-Board League (6-8 players).
- Home teams will play yellow and post their players on the scoreboard.
- Play will be singles with 8 frames on color constituting a game.
- A second 8 frame game will be played-with the home team now playing black.
- At the end of the season places will be awarded to the 1st, 2nd, 3rd place teams.

ARIZONA SHUFFLEBOARD ASSOCIATION. INC.
DISTRICT 1 STANDING RULES

REVISED MARCH 22, 2005
EFFECTIVE NOVEMBER 12, 2005

1. THE RULES OF THIS ORGANIZATION SHALL APPLY TO ALL MEMBERS AND LEAGUES.
2. EACH LEAGUE MAY HAVE A SET OF STANDING RULES, BUT IT MUST NOT CONFLICT WITH THE DISTRICT I RULES.
3. ELIGIBILITY:

A PLAYER MUST RESIDE IN DISTRICT I AND HOLD A PAID A.S.A. MEMBERSHIP CARD ON THE DAY OF LEAGUE PLAY. A PLAYER OR CAPTAIN MAY HOLD MEMBERSHIP CARDS IN AS MANY LEAGUES AS HE/SHE WISHES, BUT MAY NOT PLAY WITH MORE THAN ONE TEAM DURING A SEASON. VIOLATIONS WILL BE SUBJECT TO AN AUTOMATIC GAME FOREFEIT.

(A) A MEMBER MAY SERVE AS A CAPTAIN OF MORE THAN ONE TEAM BUT MAY ONLY PLAY ON ONE TEAM. MULTI CAPTAINCY MUST BE IN DIFFERENT LEAGUES.
4. ANY MEMBER WHO MOVES FROM ONE LOCATION OF A TEAM WITH WHICH HE/SHE HAS STARTED THE SEASON, MAY CONTINUE TO SHUFFLE WITH THAT TEAM FOR THE REMAINDER OF THE SEASON; PROVIDING HE/SHE HAS PLAYED AT LEAST ONE GAME AT THE CLUB AND HAS THE APPROVAL OF THE PARK CLUB OR MANAGEMENT.
5. TWO, THREE, & FOUR BOARD LEAGUES:

(A) FOUR BOARD LEAGUE:
(1) EACH TEAM WITH A MINIMUM OF EIGHT (8) PLAYERS.
(B) THREE BOARD LEAGUE:
(1) EACH TEAM WITH A MINIMUM OF SIX (6) PLAYERS.
(C) TWO BOARD LEAGUE:
(1) EACH TEAM WITH A MINIMUM OF FOUR (4) PLAYERS.
6. EACH TEAM WILL BE HEADED UP BY A CAPTAIN, AND IF DESIRED A CO-CAPTAIN. A CAPTAIN DOES NOT HAVE TO BE A PLAYER. ALL TEAMS MAY BE A MIXTURE OF MEN AND WOMEN AND MAY BE PLAYED IN ANY MIX ON THE COURTS PLAYED.

7. ANY PARK TEAM WHICH DOES NOT HAVE ENOUGH PLAYERS TO FIELD A TEAM MAY APPLY TO THE DISTRICT I EXECUTIVE TO MAKE UP SUCH TEAM. THESE PLAYERS MUST BE FROM LOCATIONS WHERE NO LEAGUE TEAM EXISTS.
8. PLACEMENT OF TEAMS IN LEAGUES:
IF A TEAM/S DROP OUT OF A LEAGUE, THEY MAY BE REPLACED BY THE PLACEMENT COMMITTEE WHEN TEAMS ARE AVAILABLE. ALL NEW TEAMS MUST APPLY TO THE PLACEMENT COMMITTEE AS EARLY AS POSSIBLE AND PRIOR TO LEAGUE PLAY START DATES.
9. WITHIN 30 DAYS AFTER THE LEAGUE STARTS, THE LEAGUE SECRETARIES OR PRESIDENTS WILL SUBMIT TO THE DISTRICT I TREASURER A COMPLETE ROSTER OF EACH TEAM PLAYING IN HIS/HER LEAGUE. THIS LIST MEMBERS MUST BE ACCOMPANIED BY THE DISTRICT I DUES OF \$1.00 PER MEMBER WHEN PLAYERS JOIN AT A LATER DATE. THE LEAGUE SECRETARY/TREASURER & DISTRICT I TREASURER MUST BE NOTIFIED IMMEDIATELY AND THE APPROPRIATE LEAGUE AND DISTRICT DUES PROMPTLY SUBMITTED.
10. ANY TEAM IN A LEAGUE THAT CANNOT FIELD A COMPLETE TEAM AT THE BEGINNING OF A SEASON, OR BECAUSE OF SICKNESS OR VACATION DURING THE SEASON; CAPTAINS WILL POSTPONE THE GAMES RATHER THAN FORFEIT.
(A) ALL GAMES SCHEDULED BY EACH LEAGUE WILL BE PLAYED TO ENSURE QUALIFICATION FOR DISTRICT I PLAYOFFS.
11. AT SCHEDULED GAME TIME, THE CAPTAIN OF EITHER TEAM MAY SUBSTITUTE ANOTHER ELEGIBLE PLAYER FOR ONE OF THE PLAYERS WHOSE NAME HAS BEEN POSTED AND DOES NOT REPORT TO PLAY.
12. (A) CLAIMS OF FORFEITS OR OTHER DISAGREEMENTS SHALL BE REFERRED TO THE PRESIDENT OF THE LEAGUE WHO WILL CALL A MEETING OF THE CAPTAINS TO SETTLE THE DISPUTE. EITHER PARTY MAY APPEAL THEIR DECISION TO THE EXECUTIVE OF DISTRICT I, FOR REVIEW. THE DISTRICT I EXECUTIVE DECISION WILL BE FINAL & BINDING ON ALL PARTIES.

(B) LEAGUE PLAY WILL TAKE PRIORITY OVER TOURNAMENT PLAY. TOURNAMENT PLAY WILL BE MONDAY AND TUESDAY ALL DAY, WEDNESDAY AND THURSDAY MORNINGS. LEAGUE PLAY WILL OCCUR ON ANY OTHER DAYS AND TIMES. THIS RULING WILL NOT APPLY TO SANCTIONED FIVE DAY TOURNAMENTS. (SUCH AS TOWERPOINT SPORTS DAYS FOR EXAMPLE)

13. (A) PLAYOFF TIES FOR TROPHY POSITIONS AT THE END OF THE REGULAR SEASON: MUST BE REFERRED TO THE LEAGUE PRESIDENT. HE/SHE WILL ACT AS DIRECTOR AND ARRANGE FOR NEUTRAL COURTS, IN A PARK WHERE NEITHER TEAM PLAYS; DATE AND TIME OF PLAY, AND NEUTRAL OFFICIALS.

(B) FOR A TWO (2) WAY TIE: FIRST HEAD TO HEAD. SECOND THREE GAME PLAY OFF. FOR A THREE WAY TIE: FIRST HEAD TO HEAD. SECOND THREE GAMES ANY PLAYERS ROUND ROBIN. PRIOR TO THE GAMES, ALL PLAYERS TO BE DESIGNATED BY THE TEAM CAPTAIN.

14. ALL PLAYERS MUST HAVE PLAYED AT LEAST THREE (3) GAMES WITH A MEMBER LEAGUE TEAM TO BE ELIGIBLE FOR PLAY IN THE DISTRICT 1 LEAGUE PLAYOFF TOURNAMENT AT THE END OF THE SEASON.

15. PARTICIPANTS IN DISTRICT 1 LEAGUE PLAYOFF.

- (A) FIRST PLACE TEAMS OF EACH LEAGUE AUTOMATICALLY QUALIFY FOR PLAY IN THE DISTRICT 1 LEAGUE PLAYOFF TOURNAMENT AT THE END OF THE SEASON.
- (B) IF THE FIRST PLACE TEAM IS UNABLE TO FIELD A TEAM FOR ANY REASON, WHICH IS ACCEPTABLE TO THE DISTRICT 1 EXECUTIVE; THEY MAY OBTAIN PLAYERS FROM THE SECOND PLACE TEAM BY RANDOM BLIND DRAW OF ALL PLAYERS THAT ARE WILLING TO PLAY IN THE TOURNAMENT. THIS DRAW WILL BE CONDUCTED BY THE TOURNAMENT DIRECTOR OR HIS/HER DESIGNATE.

16. **FORMAT FOR DISTRICT 1 LEAGUE TEAM PLAYOFF:**

- (A) **THREE BOARDS PLAYING WITH ANY MIX OF MEN & *or* WOMEN.**
- (B) **ROUND ROBIN PLAY (PLAY EACH TEAM ONCE).**
- (C) **ALL CAPTAINS MUST PLAY ALL PLAYERS ON A PURE ROTATION BASIS. EXAMPLE 9 PLAYERS: ROSTER PLAYERS 1,2,3,4,5,6 WILL PLAY 1ST ROUND; PLAYERS 7,8,9,1,2,3 WILL PLAY 2ND ROUND; PLAYERS 4,5,6,7,8,9 WILL PLAY 3RD ROUND & ETC. ROTATION MAY HOWEVER START ANYWHERE ON THE ROSTER, BUT MUST CONTINUE IN A PURE ROTATION AS DEMONSTRATED ABOVE. IN CASE OF SICKNESS OR EMERGENCY THE NEXT PLAYER IN ROTATION MAY BE SUBSTITUTED. THE PLAYER WHO IS SICK CAN NOT RETURN TO PLAY THAT DAY, BUT MAY RETURN TO NORMAL ROTATION THE FOLLOWING DAY.**
- (D) **THE DIRECTOR FOR THE DISTRICT 1 PLAYOFF WILL CALL A MEETING OF ALL CAPTAINS WINNING THEIR LEAGUE BEFORE THE SCHEDULED DAY OF PLAY. THE CAPTAINS WILL SUBMIT A ROSTER CONTAINING A MINIMUM OF 8 PLAYERS AT THAT TIME AND ALL MATTERS CONCERNING THE PLAYOFF WILL BE DISCUSSED.**

17. **PLAYERS ON THE LEAGUE ROSTER WHO DECIDE NOT TO PLAY IN DISTRICT PLAYOFFS SHALL SIGN A DISTRICT 1 FORM THAT SIGNIFIES THEIR INTENTION NOT TO PARTICIPATE. THIS ACTION ALSO ELIMINATES THAT PLAYER FROM STATE PLAYOFFS FOR THAT YEAR.**

A.S.A. TEAM ROSTER

Name of Park _____ Year _____

Team Name _____

Captain _____ Phone _____

MEMBERS	ADDRESS	TELEPHONE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		

Choose from the following: Any day, Tuesday, Wednesday, Thursday, Friday
(any day means you would be willing to play on Tues, Wed, Thurs, or Friday)

DAY - 1st Choice- _____ 2nd Choice- _____

(Choose any set of three courts, Choose a second choice set of three courts)

COURTS - 1st Choice- _____ 2nd Choice- _____

COMMENTS:

NEW THREE BOARD OUT OF PARK SHUFFLEBOARD LEAGUE

If you are new or have minimal experience playing out of park league we are looking for **YOU**. Join in and make new friends.

We need YOU!

NAME _____

PHONE #

[illegible]

CONTACTS:

Park Coordinator:

League Coordinator: Bob Zaletel 480-654-1865

Ray Dunlop 480-832-9680

A. ATTENDEES:

1. LEAGUE COORDINATORS

Ray and Jessie Dunlop 480-832-9680
Shuffleboard Bob and Mary Zaletel 480-654-1865

2. PARK COORDINATORS

Bill Storck, Greenfield Village [REDACTED]
Carol Read, Apache Wells RV [REDACTED]
Doug Kersey, Apache Wells RV [REDACTED]
Judy & Bob Moore, Apache Wells [REDACTED]
(Genet France couldn't attend) [REDACTED]
C.J. Hovey, Sunland Springs [REDACTED]
(Pat Gilmer couldn't attend) [REDACTED]
Mary & Dick Wilkerson, Venture Out [REDACTED]

B. ORDER OF BUSINESS

- . Ray and Bob welcomed and thanked all for attending.
- . A list of players / phone #'s was obtained from 5 parks.
- . Bob reviewed the Mission Statement with all and the what and why of the league.
- . Ray gave each Park Coordinator 2 handouts
 - 1st handout was a sign-up sheet to post in their park
 - 2nd handout was for the actual / final team roster due back in by Jan. 3, 2010
- . Ray and Bob also offered to come to parks and work with the new players in Dec.

C. LEAGUE SPECIFICS

1. Official league play begins Friday, Jan. 7, 2011
(Ray will do the schedules)
2. A 6 Team League is our goal.
3. League play will be for 10 straight weeks,
with the final day of play on Friday, March 11, 2011
4. All games to be played at 1:30 PM
5. 3-Boards will be played
6. It is suggested to have at least 8 players on the team.
7. Home Teams will play game 1 on yellow and post their player names on the scoreboard.
8. Eight frames will constitute 1 game.
9. A second 8 frame game will then be played with the home team now playing black.
10. Play will be doubles (Please Trust Ray and I On This)
11. For a day of play, then (6) total points will be awarded- (3) for game one and (3) for game two.

3 BOARD MEETING NOTES

MONDAY, NOVEMBER 22, 2010

12. At the end of the season Trophies will be awarded to the 1st and 2nd Place Teams. Certificates will be awarded to Teams 3 through 6.
13. On Saturday, March 12, we will have a Pot Luck Lunch at Greenfield Village at Noon followed by the Awards. Then, about 1:00 PM a Turkey Shoot will be held with prizes awarded.

D. FINAL ITEMS COVERED

1. Each team needs a Captain and Team Name
2. League Dues are \$5 per player due at Game 1
3. \$2 of that amount goes to the District / State
4. ASA cards will be given to players at Game 1
5. Ray / Bob / Dick will be at each venue on a weekly basis - C.J. as an alternate
6. ALL teams were urged to try and finalize their roster ASAP, but for sure by January 3, 2011

YOUR NOTES:

ARIZONA SHUFFLEBOARD ASSOCIATION, DISTRICT #1
THREE BOARD LEAGUE MISSION STATEMENT AND LEAGUE RULES
DATED: DECEMBER 29, 2010

1. MISSION STATEMENT:

- 1.1 To get more people involved in shuffleboard through participation in league play and to foster knowledge and enjoyment of the game.

2. LEAGUE

- 2.1 A league team consists of a minimum of six (6) players. All league games will be doubles. Each team will play six (6) games each match. Eight (8) frames of play constitute one (1) game. If the score is tied at the end of eight (8) frames each team receives one half (1/2) point. Visiting teams shall play the first half on black and the second game on yellow.
- 2.2 Team captains shall submit team player names to the league co-ordinator at the District 1 fall meeting. Thereafter if any new player is added to a team the captain must inform the league co-ordinator and be approved prior to the start of the game.
- 2.3 All players must be paid up members. Each player must pay a \$5.00 fee and will be issued a membership card.
- 2.4 In parks with more than one (1) team, a player may be transferred from one team roster to another provided he/she has not played in a league game.
- 2.5 A team member who moves during the season shall have the choice of remaining with his/her present team for the rest of the season or join a team at the new residence. He/she must notify the league co-ordinator of their decision prior to the next scheduled league game. The League co-ordinator shall notify the captains of the teams in the league. This decision is not reversible.
- 2.6 The home team is responsible for proper preparation of courts prior to each game.
- 2.7 Starting time will be 1:30 PM for all league games. The day of play may vary from league to league. A "grace period" of ten (10) minutes after official starting time will be allowed before a game is forfeited.
- 2.8 Home team captains shall furnish his/her lineup first, prior to the start of each eight (8) frame game.
- 2.9 Both captains shall report games won and lost on the same day as soon as games are completed to the League Co-ordinator.
- 2.10 Postponed matches, for any reason must be agreed to by both captains, and all postponed matches must be played as soon as possible within two (2) weeks.
- 2.11 During league play, if a team member does not show, the team only forfeits the games not played. If a league team chooses to forfeit a match, six (6) games, they will have to forfeit six (6) games to every team in their league.

A.S.A. DISTRICT #1 LEAGUE TEAMS

YEAR

DAY

TIME

DISTRICT OFFICERS

PHONE

LEAGUE OFFICERS

PHONE

PRESIDENT

PRESIDENT

VICE PRESIDENT

VICE PRES

SECRETARY

SECRETARY

TREASURER

LEAGUE NUMBER

LEAGUE NAME

DATE										
DAY										

	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T
1																		
2																		
3																		
4																		
5																		
6																		

TEAM NAME	CAPTAIN	PHONE	TEAM NAME	CAPTAIN	PHONE
1			4		
2			5		
3			6		

A.S.A. DISTRICT #1 LEAGUE TEAMS

Year 2011

Day Friday

Time 1:30

DISTRICT OFFICERS		PHONE	LEAGUE OFFICERS		PHONE
PRESIDENT	Jack Sell	[REDACTED]	Co-ordinator	Bob Zaletel	480-654-1865
VICE PRESIDENT	Silvia Smith		Co-ordinator	Ray Dunlop	Report wins & losses to 480-832-9680
SECRETARY	Pat Gilmer		Co-ordinator	Bill Storck	480-248-5496
TREASURER	Lanore Abell				

LEAGUE NUMBER 1

NAME Apache

DATE	Jan. 7	Jan. 14	Jan. 21	Jan. 28	Feb. 4	Feb. 11	Feb. 18	Feb. 25	Mar. 4	Mar. 11
DAY	Friday	Friday	Friday	Friday	Friday	Friday	Friday	Friday	Friday	Friday
	1 @ 6	4 @ 3	2 @ 1	1 @ 4	3 @ 1	6 @ 1	3 @ 4	1 @ 2	4 @ 1 ^{5TH}	1 @ 3 ^{10TH}
	2 @ 4	5 @ 1	3 @ 6	2 @ 3	5 @ 2	4 @ 2	1 @ 5	6 @ 3	3 @ 2 ^{5TH}	2 @ 5
	3 @ 5	6 @ 2	4 @ 5	6 @ 5	4 @ 6	5 @ 3	2 @ 6	5 @ 4	5 @ 6	6 @ 4 ^{10 AM}

	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T	W-L	T
1. Fiesta Firebirds	2 1/2	1 1/2	5 1/2	1 1/2	6	4-2	10	4-2	14	5-1	19	3-3	22	3-3	25	4-2	29	4-2	33	2 1/2-3 1/2
2. Greenfield Rockets	1/5	1	3/3	4	2-4	6	3-3	9	0-6	9	2-4	11	2-4	13	2-4	15	3-3	18	1-5	19 ✓
3. Apache Wells RV Oldies/Goodies	1/5	1	3/3	4	3-3	7	3-3	10	1-5	11	4-2	15	4-2	19	1-5	20	3-3	23	3 1/2-2 1/2	26 1/2 ✓
4. Apache Wells RV Arizona Newbys	5/1	5	3/3	8	2-4	10	2-4	12	2-4	14	4-2	18	2-4	20	2-4	22	2-4	24	3-3	27
5. Greenfield Roadrunners	5/1	5	2 1/2	5 1/2	5 1/2	4-2	9 1/2	2-4	11 1/2	6-0	17 1/2	2-4	19 1/2	3-3	22 1/2	4-2	26 1/2	1-5	27 1/2	5-1
6. Mesa Spirit Spirit Shufflers	5 1/2	1 1/2	5 1/2	3/3	8 1/2	3-3	11 1/2	4-2	15 1/2	4-2	19 1/2	3-3	22 1/2	4-2	26 1/2	5-1	31 1/2	5-1	36 1/2	3-3

TEAM NAME	CAPTAIN	PHONE	TEAM NAME	CAPTAIN	PHONE
1. Fiesta Firebirds	Tom Sutter	[REDACTED]	4. Arizona Newbys	Anita Friest	[REDACTED]
2. Greenfield Rockets	Bud Petralia	[REDACTED]	5. Roadrunners	Marge Jensen Mary Larson	[REDACTED]
3. Oldies But Goodies	Melanie Kersey	[REDACTED]	6. Spirit Shufflers	Richard Willsay	[REDACTED]

A.S.A. DISTRICT I TEAM SCORE SHEET

VISITORS _____
HOME _____
DATE _____

GAME	COURT	YELLOW	NAME	SCORE	BLACK	NAME	SCORE	REFEREE	SCOREKEEPER	WIN	LOSS	
1		HEAD			HEAD							
		FOOT			FOOT							
1		HEAD			HEAD							
		FOOT			FOOT							
1		HEAD			HEAD							
		FOOT			FOOT							
2		HEAD			HEAD							
		FOOT			FOOT							
2		HEAD			HEAD							
		FOOT			FOOT							
2		HEAD			HEAD							
		FOOT			FOOT							

CERTIFICATE of AWARD

For participation in the 2011 Inaugural Season of the:
APACHE LEAGUE

*You are now officially deemed a shuffleboard player and worthy opponent.
Congratulations for being "A Humble Winner and A Gracious Loser"*

Thanks for your participation. See you next season.

Coordinator Shuffleboard Bob
Coordinator William & Storch
Coordinator Ray Dunlop

March 12, 2011
DATE