

THE GAME OF SHUFFLEBOARD

" A GAME OF HIDE AND SEEK "

With added involvement, comes added ability and along with it, added enjoyment. As in all sports, the true enjoyment increases in relation to the knowledge gained with experience. With sound knowledge of good strategy as your aid, you will proceed with confidence, knowing that you will be able to make decisions that are best for any particular situation.

So it follows, that to win you must use a plan of strategic maneuvers. Now, let us go on to some of this so called "strategy" and see how it can work for you when you use it, and against your opponent, if he does not use it

Scoring points, is the main objective of course but just pushing an exposed disc onto a number, is only a short lived gain. Your opponent can easily knock it off, and may even bump it into the "10-off" while his disc stops on the number, for a score of his own.

To hold a scored disc, it must be protected (covered). So the proper approach, is to place a cover in position with your first shot, with the intention of shooting your next disc in back of this "protection".

This process is called PUTTING OUT A GUARD. There are two effective types of guards used.....

The ST.PETE GUARD which is the most used, is placed halfway from the point of the diagram to the outside edge of the court, on your opponents side.

The TAMPA GUARD is placed just next to the point of the diagram, on your side of the court. The tampa guard is used much less, mostly because of the accuracy needed to place it properly. It also has other weaknesses but there are also occasions when it is good strategy.

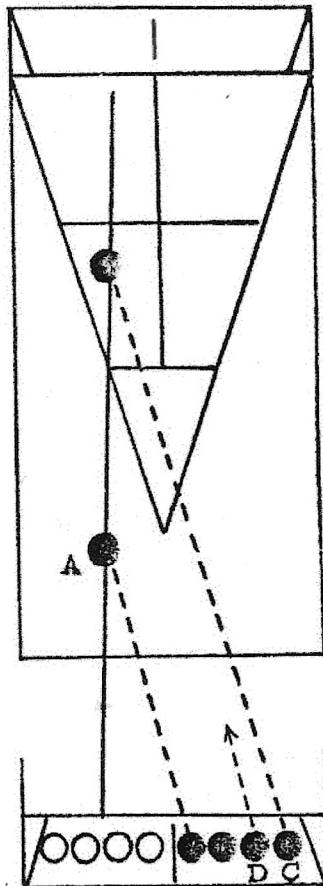
These two GUARDS are shown on the next page. Also shown, is the intended FOLLOW UP shot to hide a scoring disc, behind the "protection" of these placed guards

Your GUARD will be on duty for YOU ... he will
" LET YOU IN " but " KEEP YOUR OPPONENT OUT "

PRIMARY STRATEGY

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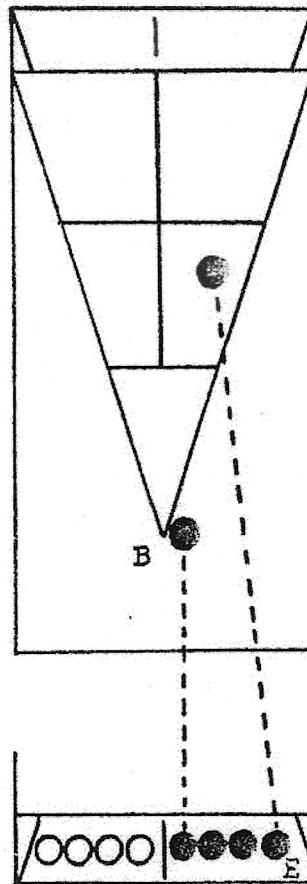
Opening Shots



"A" the ST. PETE GUARD

This is the most used opening shot as a slight inaccuracy in placing it is not vital. The SOLID LINE indicates "most protected" area behind this guard.

C shows intended later shot for a protected score, which also could be shot from position D to compensate for possible drift (see page 83)



"B" the TAMPA GUARD

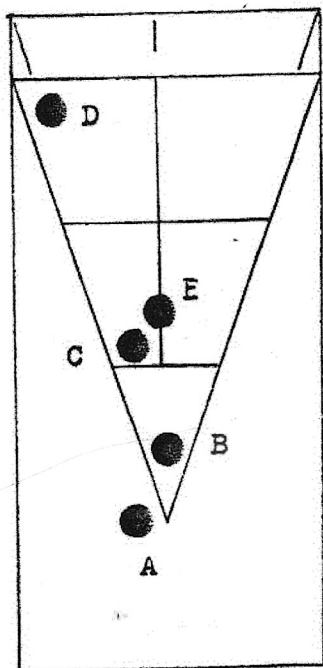
This is also used, but not as much because of the need for more accuracy. Placing it too much to right or left will give a guard disc to your opponent

E shows intended later shot, for a score.

DEFENSIVE SHOTSwith 7 th Disc

With a clear board before you, and your opponent having the last shot next, you can employ various defensive shots to overcome his advantage of having the "hammer". (slang, for the last shot)

While they don't always work perfectly, they do a good job when placed at the desired position.



SEVENTH SHOTS

A By placing a disc in your opponents Tampa position, you block the board as much as it can be with only one disc. This is mostly a mental hazard, but it does provide a distraction and causes many shots to miss their intended score.

B A high IO is most effective, as he cannot score behind it and your opponent can't afford to leave it there. But avoid shooting a LCW IO, which gives opponent a backstop for his own IO and possibly kitchening you at the same time. Better be short, than over-shoot.

E A middle line disc is sometimes tried, hoping your opponent may, accidentally "tip it on" for an 8.

C A high 8, is also a problem to your opponent. He must kill it or kitchen it, but his disc will usually stop on a line.

D Shooting for a corner 7, is a calculated risk shot. If you are successful in placing it, the long distance involved may cause your opponent some "trouble" in his shot to dispose of it. The danger of your shooting yourself into the kitchen, is reduced because if you overshoot, you will stop on the line.

OFFENSIVE SHOOTING

There is a saying in sports that "a good offense, is the best defense". On your 7th shot, if there is any possibility of hiding a score, even a partial hide, you should take advantage of it.

In this way, you force your opponent to shoot at it to spoil it. He may successfully spoil it, but stop on a line, or he may miss it entirely. Or, he may concede it to you and score his number.

Playing an "offensive game" is in most cases, to your advantage (except if you are protecting a big lead).

By making your opponent shoot a certain way, because of a situation that you have created, then you have "control of the game".

When you force him to continually shoot in a manner to offset your shot, he becomes the vulnerable one.

Any error in his reply shots, will immediately give you an opportunity to gain by his mistake.

A simple example of this would be in your opponents "too wide" fill shot, in reply to your st.pete guard.

There still may be ample space to "sneak in" for a 7 or 8 score, especially if the drift is in your favor.

Offensive playing, partly offsets the advantage of having the last (or 8th) shot.

" BLOCKING THE BOARD "

This may seem in direct conflict with the above, but since you must continually adjust your strategy to best use against your opponents abilities, or his weaknesses, you will always use a "winning plan".

"Blocking the board" is many times the best strategy, especially if he has the last shot. In so doing, your opponent is forced to try a more or less difficult shot to accomplish anything. Therefore, his risk of making an error (in your favor) is much increased.