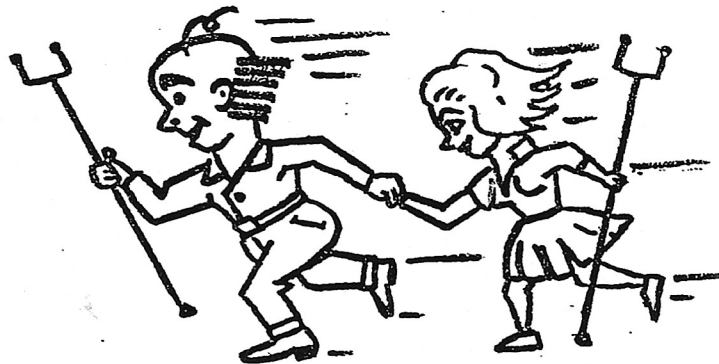


IMPROVE YOUR SHUFFLEBOARD

TACTICS - TERMS - STRATEGY

By "Dip" Kamp (Sp.472,Greenfield Village) - Mesa, AZ



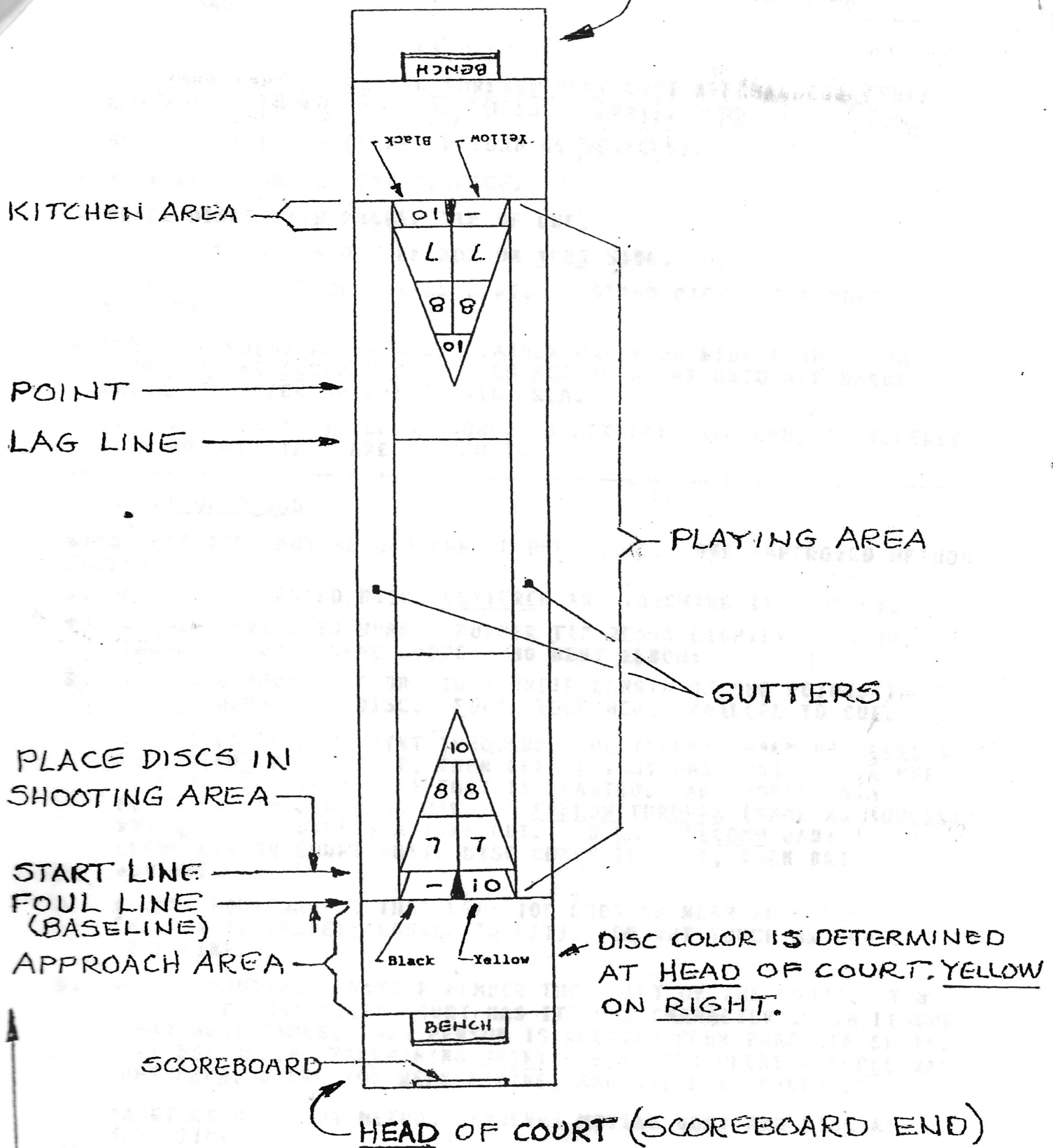
LET US BEGIN BY DEFINING SOME

COMMON TERMS :

<u>COURT</u>	Area of play (Shown on page 3).
<u>HEAD OF COURT</u>	Where scoreboard is located. (Starting end).
<u>FOOT OF COURT</u>	Opposite end.
<u>CUE, STICK, WAND</u>	Regulation Device to propel discs forward.
<u>GUTTER AREA</u>	Area between Courts.

COMMON TERMS: Continued -

<u>APPROACH AREA</u>	Where Shooter stands to play. (Shooter may use gutter area but cannot step over foul line).
<u>PLAYING AREA</u>	Area between first and last white horizontal lines. (Excludes Approaches at each end).
<u>KITCHEN AREA</u>	(-10) on far end of Court (beyond 7 Area). Disc touching triangle in center of Kitchen Area is a -10. Once a Disc completely crosses farthest line, pull it back at least 8 inches.
<u>SHOOTING AREA</u>	The -10 Area (nearest you). Triangle in middle separates yellow from black Discs.
<u>FOUL LINE</u>	First Line directly in front of you. It separates Approach Area from Shooting Area. This line also extends across gutters. Shooter may not step on or over this line while shooting.
<u>SCORING AREA</u>	+10, +8, +7 and -10 (Kitchen).
<u>SCORE</u>	A Disc in Scoring Area but <u>not</u> touching a line.
<u>FRAME</u>	One round of Play from <u>both</u> ends. (16 Discs).
<u>HAMMER SHOT</u>	Disc #8, the last to be shot, at either end of Court.
<u>HAND SIGNALS</u>	Used to indicate Scoring Disc(\$).
<u>BUMP</u>	Hitting one Disc lightly with another.
<u>DRIFT</u>	The tendency of a freely moving Disc to change its course caused by hollow or raised areas in Court.
<u>LAG LINE</u>	First white line past middle of Court. For some Games (Tournaments), you lag for starting color: Closest to line, on either side, has choice of color. Choose <u>Black</u> for 16-Frame Game; choose <u>Yellow</u> for 8-Frame Game if you win Lag. This will give you the <u>last shot</u> at end of game.
<u>DEAD DISC</u>	1. One that doesn't touch or reach Lag Line. 2. One that touches, or is in, Gutter. 3. One that goes beyond farthest Baseline. 4. One that leaves Court and rebounds back onto Playing Area. (Stop it before it disturbs other Discs).
<u>LIVE DISC</u>	One which is in Play. (Opposite to Dead Disc).
<u>BLOCK</u>	1. A Disc that guards your Score or Opponent's Kitchen. 2. A Disc left by you or opponent that you hope to hide behind. 3. A Disc that <u>prevents</u> opponent from scoring or bumping.



REVERSE THE LOCATION OF THESE TERMS WHEN SHOOTING FROM FOOT OF COURT.

RULES (AND COURTESY)

- CHOOSE COURT WHICH LOOKS CLEAN.
- USE DUST MOP ON PLAYING SURFACE ONLY (NOT APPROACHES); THEN USE ROLLER TO APPLY COURT DRESSING (WAX).
- NO PLAY IF WINDY (FLAGS BEYOND 45 DEGREES).
- NO WALKING ON PLAYING SURFACE.
- PLACE DISCS WITH RUBBER TIP OF CUE.
- MUST SHOOT DISCS OUT OF BOX ON YOUR SIDE.
- AFTER SHOOTING HOLD STICK UPRIGHT, STAND BACK, GIVE YOUR OPPONENT ROOM TO SHOOT.
- CLEAN BOARD(S) AFTER USE. GATHER WAX WITH WIDE FOAM BROOM FROM PLAYING SURFACE ONLY. DO NOT PUSH WAX ONTO APPROACHES. GATHER AND PICK UP WAX IN -10 AREA.
- YELLOW (AT HEAD)) KEEPS SCORE. BLACK (AT EACH END) IS REFEREE WHEN NO OFFICIALS ARE ON COURT.

DELIVERY OF DISCS

WITH PRACTICE, ANY METHOD CAN BE PERFECTED. ONE *APPROVED METHOD FOLLOWS:

1. PLACE CUE BEHIND DISC, CENTERED AND TOUCHING IT LIGHTLY.
2. ALLOW GRAVITY TO WORK. RUBBER TIP RESTS LIGHTLY IN HAND, THUMB ON TOP. HANG LOOSE! NO BENT ELBOW:
3. NOW MOVE BODY LEFT OR RIGHT UNTIL LENGTH OF CUE POINTS TO INTENDED PATH OF DISC. FEET TOGETHER, PARALLEL TO CUE.
4. KEEP EYES ON AIM POINT THROUGHOUT DELIVERY! WALK PARALLEL TO CUE, RIGHT FOOT FIRST, THEN LEFT (RIGHT HANDERS). MOVE CUE FORWARD ONLY WHEN LEFT FOOT IS PLANTED. ARM MOVES AS A PENDULUM, SHOULDER AS PIVOT. FOLLOW THROUGH (SAME AS BOWLING) BUT SLOWLY - UNLESS A TAKE-OUT. NO LAST SECOND JAB! LEAVE CUE ON COURT UNTIL DISC COMES TO REST, THEN BRING CUE UPRIGHT.
5. ADJUST FOOTWORK SO THAT LEFT TOE ENDS UP NEAR FOUL LINE. (CLOSER TO TARGET; EASIER TO HIT). DO NOT TOUCH OR CROSS FOUL LINE.
6. WHILE SHOOTING ALWAYS REMEMBER THE DRIFT OF THE COURT. YOU WILL FIND THAT EVERY COURT HAS ITS OWN CHARACTER!. IN LEAGUE TOURNAMENT GAMES, EACH PERSON IS ALLOWED FOUR PRACTICE SHOTS. VERY USEFUL IN DETERMINING DRIFT. REMEMBER WHERE A SCORE WAS SHOT FROM, WHERE YOU WERE AIMING, AND WHERE IT ENDED UP.

*ANOTHER DELIVERY METHOD INVOLVES MOVING BODY AND DISC AT SAME TIME.

THE QUESTION MOST OFTEN ASKED BY BEGINNERS:

"WHAT SHOULD I DO WITH MY DISC IF I'M FIRST OUT AND THE BOARD IS CLEAR (NO DISCS)?" MANY SHUFFLERS WILL GO FOR "SCORE" WHILE OTHERS MAY PUT UP A BLOCK, HOPING TO HIDE BEHIND IT LATER.

IF YOU ARE CONFIDENT YOU CAN SCORE, THEN GO FOR IT. HOWEVER, BE AWARE THAT A GOOD PLAYER SELDOM MISSES WHEN REMOVING A "SCORE" AND OFTEN, CAN "STICK" ON YOUR DISC, OR EVEN PUT YOU IN THE KITCHEN. TRY TO FIND TWO SCORING AREAS AS OPPONENT GETS PRACTICE REMOVING OR REPLACING YOUR DISC IF YOU REPEATEDLY PLACE IT IN THE SAME AREA.

IF COURT IS FAIRLY LEVEL, OR IF YOU KNOW THE "DRIFT" WELL, YOU MIGHT PUT UP A BLOCK (ON OPPONENT'S SIDE, JUST OVER LAG LINE) AND ON YOUR NEXT SHOT HIDE BEHIND IT IF IT IS NOT REMOVED. IT IS MUCH HARDER TO REMOVE A "SCORE" ONCE IT IS HIDDEN BY A "BLOCK".

IF OPPONENT IGNORES YOUR "BLOCK" AND GOES IN FOR "SCORE" THEN, OF COURSE, YOU MUST REMOVE IT BUT YOUR "BLOCK" MAY BE USED LATER IF HE FAILS TO "SCORE".

LEARN TO RECOGNIZE AN OPPONENT'S "BLOCK" AND REMOVE IT. IT MAY EVEN BE YOUR DISC. AS AN ALTERNATIVE YOU MAY GO IN FOR A SCORE AND MAKE YOUR OPPONENT CHASE YOU OR BLOCK HIS INTENDED PATH. YOUR CHOICE WILL DEPEND ON NUMBER OF DISCS REMAINING AND WHO HAS THE HAMMER. HOW WELL YOU KNOW THE COURT ENTERS IN, TOO.

REMEMBER THESE WORDS: "KEEP THE BOARD CLEAR (NO DISCS, ESPECIALLY ON YOUR OWN SIDE) WHEN YOU HAVE THE HAMMER."

IF YOU SUCCEED IN HAVING ANY DISC IN A SCORING POSITION, AND YOUR OPPONENT MISSES IT, THEN "BLOCK" WITH YOUR NEXT SHOT BUT DO NOT PUT BLOCK CLOSE TO SCORE. THIS ACTION MAY ALLOW OPPONENT TO TAKE OUT BOTH BLOCK AND SCORE WITH ONE SHOT.

IF TRYING FOR SCORE ON OWN SIDE OF COURT AND YOU FALL SHORT, IT GIVES OPPONENT THE OPPORTUNITY TO HIDE BEHIND IT.

SCOREBOARD

INSTRUCTOR WILL DEMONSTRATE HOW TO KEEP SCORE. LEAVE SCOREBOARD CLEAN AFTER GAME. USE ERASER, THEN DAMP RAG. IF NEEDED, PLEASE USE WHITE BRICKS ON WALL TO POUND ERASERS: NOT RED BRICKS ON TOP. (AT GREENFIELD VILLAGE).

OBJECT OF GAME

TO ACCUMULATE SCORES ENOUGH TO BEAT OPPONENT(S), BUT REMEMBER, ALSO, MAKE IT DIFFICULT FOR OPPONENT(S) TO SCORE.

"DIP" BELIEVES THIS GAME IS: 33 PERCENT SKILL
 33 PERCENT STRATEGY
 34 PERCENT LUCK!

GROUP PLAY

GROUP PLAY IS MUCH BETTER PRACTICE THAN PLAYING CONSISTENTLY WITH YOUR SPOUSE (OR ANY ONE PERSON). AFTER A FEW GAMES YOU CAN ALMOST PREDICT WHAT ONE PERSON MAY DO. COMPETING AGAINST GOOD AND BAD PLAYERS (BY LOT) AS WE DO IN GROUP PLAY WILL HELP YOU LEARN FASTER AND, EVENTUALLY, DISCERN CHARACTERISTICS OF EACH COURT. COME JOIN US IN GROUP PLAY. YOU'LL FIND IT FUN!

HAMMER SHOT (LAST OF 8 DISCS)

YOU'VE KEPT THE COURT "CLEAR AND ITS YOUR HAMMER. NOW IF YOU SCORE YOUR OPPONENT CANNOT KNOCK YOU OUT OR REPLACE YOU! ON A LEVEL COURT IT IS EASIEST TO SCORE ON OPPONENT'S SIDE.

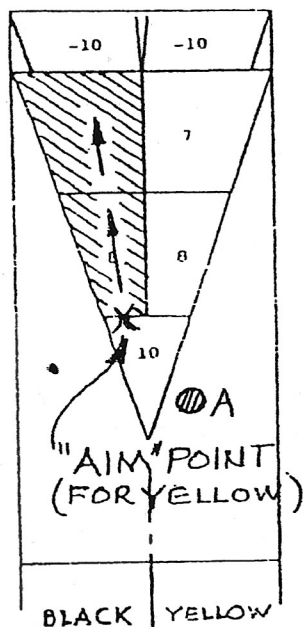


FIG. 1

IMAGINE THE SHADED AREA IN (FIG.1) AS A FUNNEL (WITH SMALL END POINTING TOWARD YOU) ON OPPOSITE SIDE OF COURT. AIM TO ENTER FUNNEL WITH A SPEED TO REACH CENTER OF +8. IF YOU ARE SHORT YOU MAY HAVE A +10; LONG A +7.

DO NOT TRY FOR A +10 UNLESS YOU NEED IT TO WIN GAME. IF YOU ARE SHORT YOU'LL END UP WITH NOTHING. ALSO IF OPPONENT HAS ANOTHER DISC, HE MAY STICK ON YOUR +10. ANY DISC SUCH AS "A" (FIG. 1) NEAR YOUR PATH TO SCORE MUST BE MENTALLY BLOCKED OUT. IF YOU LOOK AT IT OR THINK ABOUT IT WHILE SHOOTING, YOU ARE MORE APT TO HIT IT.

IF OPPONENT HAS HAMMER AND YOU HAVE ONLY ONE DISC LEFT, THEN LOOK FOR A "HIDE" OR ATTEMPT TO BLOCK POINT OR OPPONENT'S USUAL PATH TO SCORE. NO DEEP 10, HOWEVER.

ANOTHER STRATEGY WHEN OPPONENT HAS HAMMER IS TO GO IN FOR A SCORE YOURSELF AND MAKE OPPONENT CHASE YOU. HE MAY "MISS" OR BE UNABLE TO STICK.

NO STRATEGY WORKS ALL THE TIME. AS GAME PROGRESSES YOU WILL LEARN MORE ABOUT YOUR OPPONENT AND ALSO, THE COURT YOU ARE PLAYING. THE SCORE AND THE NUMBER OF FRAMES PLAYED SHOULD INFLUENCE YOUR DECISION AT ANY ONE POINT.

SOME COURTS HAVE SO MUCH DRIFT THAT A "BLOCKING" GAME IS IMPRACTICAL. ON SUCH A COURT A "BLOCK" MAY STILL BE PLACED BUT GREATER PRECISION IS NECESSARY TO PREVENT YOUR OPPONENT FROM GETTING BEHIND THE BLOCK. DRIFT MUST BE CONSIDERED ON EVERY SHOT! FILE IT IN MEMORY! WHERE DID YOU SHOOT IT FROM? WHERE WERE YOU AIMING? WHERE DID IT END UP? BY PARTICIPATING IN GROUP PLAY, YOU WILL SEE THAT EACH ONE OF THE COURTS HAS ITS OWN "CHARACTER.

IN SERIOUS COMPETITION IT IS BEST TO PLAY THE BASICS: KEEP THE BOARD CLEAN, ESPECIALLY WHEN YOU HAVE THE HAMMER. HOWEVER, IF YOU KNOW THE BOARD ON WHICH YOU ARE PLAYING, AND HAVE CONFIDENCE IN SCORING, THEN GO FOR IT. ALWAYS THINK OF THE POSSIBLE OUTCOME BEFORE YOU SHOOT.

IF OPPONENT HAS A "SCORE" WELL HIDDEN BEHIND A BLOCK, KNOCK THE BLOCK OUT - UNLESS YOU HAVE ONLY ONE DISC LEFT. THEN (UNLESS BLOCK IS QUITE CLOSE TO "SCORE") GO FOR A SCORE YOURSELF ON THE OPEN SIDE OF BOARD. IT IS BETTER TO TIE IN ANY FRAME THAN TO TRY AN IMPROBABLE SHOT. PLAY THE PERCENTAGE!

THE DIFFICULTY IN GETTING TWO DISCS WITH ONE SHOT IS DIRECTLY PROPORTIONAL TO THE DISTANCE BETWEEN THEM. IF 6 INCHES, SURE WORTH A TRY. IF 24 INCHES, MORE DIFFICULT. IF 4 FEET, HIGH IMPOSSIBLE. IN LAST FRAME, WEIGH ALL POSSIBILITIES AND CHECK SCORE BEFORE SHOOTING.

THE POSITION OF A DISC IS MUCH MORE IMPORTANT THAN ITS COLOR. YOUR OPPONENT MAY HAVE, BY MISTAKE, PUT HIS DISC IN A GOOD POSITION FOR YOU. IF SO, DON'T REMOVE IT. ALSO, REMOVE YOUR DISC IF YOU THINK OPPONENT CAN GET BEHIND IT.

WHEN ATTEMPTING TO REMOVE A DISC FROM COURT, TRY TO HIT IT AT AN ANGLE (45 DEGREES, APPROX.) SO BOTH DISCS LEAVE COURT. ALSO, SHOOT AT "KITCHEN SPEED PLUS" SO THAT, IF YOU MISS, YOUR DISC CONTINUES THROUGH THE KITCHEN AREA.

IF A DISC IS HIT SQUARE (HEAD ON), THE MOVING DISC WILL USUALLY REPLACE THE ONE ON COURT, AND END UP ABOUT ONE DISC DIAMETER CLOSER TO SHOOTER. NICE TO KNOW!

BE CAREFUL NOT TO LEAVE A DISC ON YOUR OWN SIDE OF BOARD. USUALLY YOUR OPPONENT CAN HIDE BEHIND IT EASIER THAN YOU CAN.

REMEMBER, AGAIN, WHEN YOU HAVE THE HAMMER, STRIVE FOR AN OPEN BOARD TO SCORE WITH YOUR LAST DISC.

THE FOLLOWING PAGES HAVE DIAGRAMS OF SOME PLAYING SITUATIONS. BEAR IN MIND THAT ALL DIAGRAMS ARE SHOWN AS THOUGH YOU ARE AT HEAD OF BOARD PLAYING ON RIGHT. IF YOU ARE PLAYING ANOTHER POSITION (BLACK AT HEAD OR FOOT OF BOARD), YOU MAY HAVE TO PICTURE THE SITUATION REVERSED (LEFT TO RIGHT, AND ALSO THE DISC COLOR AS SHOWN).

BLOCKS

BECAUSE OF THE INFINITE NUMBER OF DISC POSITIONS THAT OCCUR IN GAMES, IT IS IMPOSSIBLE TO COVER STRATEGY IN EVERY SITUATION. HEREWITH ARE TWO TYPES OF BLOCKS THAT MAY ENABLE YOU TO OUTWIT YOUR OPPONENT:

ST PETERSBURG BLOCK

IF THE COURT IS FAIRLY LEVEL, NO DISCS ON IT, AND YOU HAVE TWO OR MORE DISCS LEFT, THEN YOU MIGHT TRY PLACING A "ST. PETE" BLOCK (FOR YELLOW, "A" (FIG.2) AT RIGHT. NOTE THAT BLOCK IS ON OPPONENT'S SIDE OF COURT.

IF YOUR OPPONENT FAILS TO REMOVE THIS BLOCK (OR HITS IT SQUARE; THUS REPLACING IT), THEN PUT A DISC BEYOND THE BLOCK, "B" (SHADED AREA). NOTE YELLOW'S "START" POSITION OF BOTH THE BLOCK AND THE HIDE. ALWAYS THINK: BLOCK FROM CENTER; "HIDE" FROM "EDGE" OF YOUR SHOOTING AREA. SOLID LINES SHOW PATH OF EDGE OF DISCS AS BLACK TRIES, FROM TWO POSITIONS, TO REMOVE THE RESULTING SCORE "B".

AN ERROR OF DIRECTION IS WORSE THAN AN ERROR IN DISTANCE WHEN PLACING A "ST. PETE". NOTE THAT BLOCK "C" (FOR BLACK) IS STILL USEFUL EVEN THOUGH IT FELL SHORT.

IF OPPONENT PLACES A BLOCK FOR HIMSELF, RECOGNIZE IT AS SUCH AND REMOVE IT OR PLACE A DISC IN HIS "INTENDED" PATH. REMEMBER, IT IS BEST TO CLEAR COURT EACH TIME IF YOU HAVE THE HAMMER.

(DIAGRAM SHOWN FROM HEAD OF COURT)

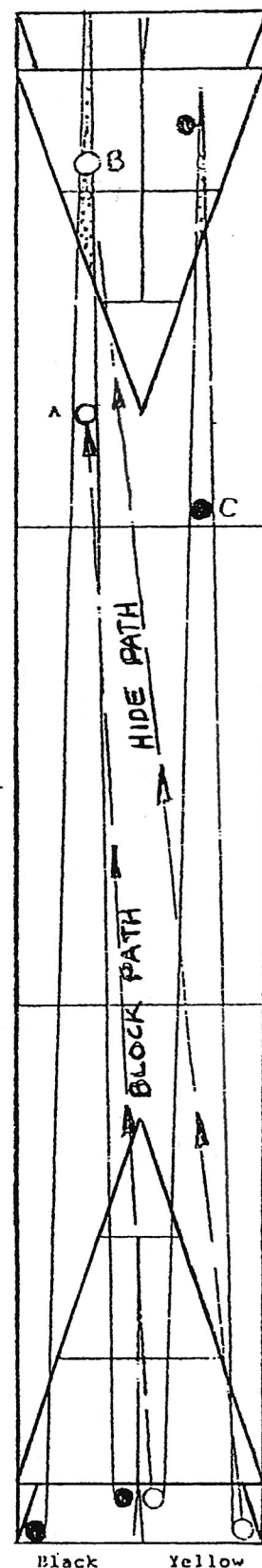


FIG. 2

TAMPA BLOCK

NOTE THAT YELLOW HAS PLACED A TAMPA "B" ON HIS OWN SIDE OF COURT, CLOSE TO POINT. (FIG. 3) LEFT. NOTICE THE AREA OF HIDE (SHADED) FOR YELLOW AND, ALSO THE PATH TAKEN (ARROWS) FOR NEXT DISC IF TAMPA IS MISSED OR IGNORED BY BLACK.

IT IS NOT EASY TO PLACE A TAMPA CORRECTLY. JUST MISPLACED ONLY A FEW INCHES RIGHT OR LEFT, IT CAN BECOME A GUARD FOR OPPONENT.

IF YOU'RE CONFIDENT OF THE PATH, A TAMPA MIGHT BE TRIED WITH YOUR 3RD DISC IF YOU DON'T HAVE THE HAMMER.

WHEN AN OPPONENT'S ST. PETE IS TOO DEEP ("C" AT LEFT), A TAMPA CAN BE USED TO BLOCK YOUR OPPONENT'S INTENDED PATH: HIS "FUNNEL", YET IT ALLOWS YOU A PLACE TO HIDE (DOTTED LINE).

KITCHEN SHOTS

AVOID TRYING TO KITCHEN YOUR OPPONENT UNLESS IT IS NEAR THE END OF GAME, AND IT IS THE ONLY WAY TO WIN. IF HE IS IN THE "8" AREA, YOU'RE MORE LIKELY TO GIVE HIM A +7 RATHER THAN A KITCHEN.

IDEAL SPEED TO TAKE OUT ANY OPPONENT'S DISC IS "KITCHEN SPEED PLUS". THIS MEANS A SPEED SUCH THAT YOUR DISC WILL GO THROUGH IF YOU MISS.

IF OPPONENT'S DISC ENDS UP IN THE KITCHEN, THEN ON YOUR NEXT SHOT BLOCK HIS KNOCK-OUT PATH UNLESS HE HAS NO DISCS LEFT. IN THAT CASE YOU WOULD GO FOR SCORE ON OPEN SIDE OF COURT.

IF HE DOES HAVE A DISC LEFT, THEN DO NOT PUT YOUR BLOCK TOO DEEP, (AS IN THE "7" AREA NEAR HIS KITCHEN). HE MIGHT BE ABLE TO REVERSE THE KITCHEN! BEWARE!

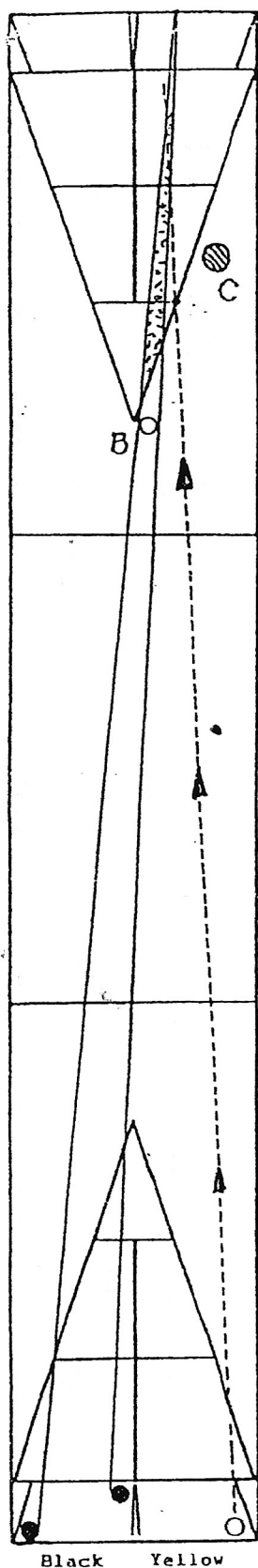


FIG. 3

ON THIS PAGE, FOUR SITUATIONS ARE SHOWN

IF YOU NEED A SCORE AND DO NOT HAVE THE HAMMER, ALWAYS LOOK FOR A PLACE TO HIDE. IN FIG. 4 (LEFT), YELLOW'S ST. PETE "D" WENT TOO DEEP. IF IT IS IGNORED BY BLACK, WHO HAS THE HAMMER, THEN YELLOW HAS A SMALL AREA OF HIDE "E". TO TRY FOR THAT IS QUITE SAFE. AIM FOR "X" (ARROWS). NOTE THAT, IF YOUR SPEED IS TOO GREAT, YOU WILL ESCAPE THE KITCHEN AS DISC TRAVELS ON LINE THAT BORDERS SAME.

IN FIG. 5 (RIGHT) IS SHOWN A TEMPTING BUT RISKY HIDE FOR YELLOW (SEE ARROWS). IF TOO SHORT, BLACK HAS A DOUBLE GUARD. IF TOO LONG, IT'S A KITCHEN. YOUR OWN SIDE OF THE COURT IS NICKNAMED "SUICIDE ALLEY." YOU MIGHT TRY THIS PATH WITH YOUR LAST DISC WHEN OPPONENT HAS HAMMER AND YOU NEED A SCORE.

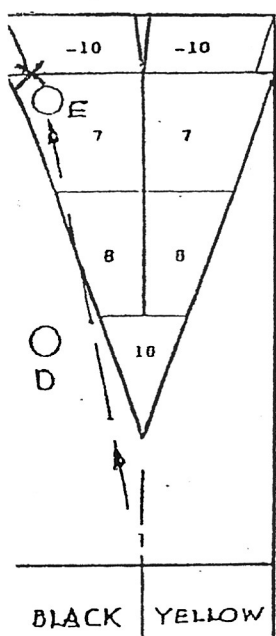


FIG. 4

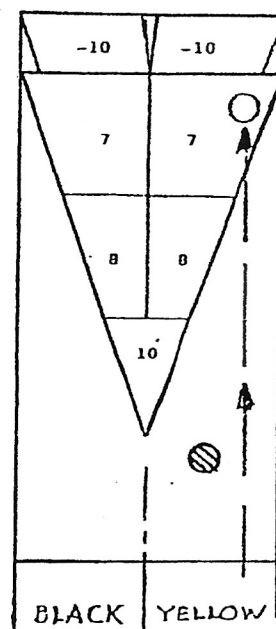
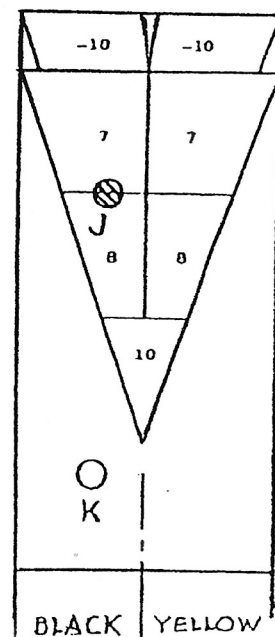
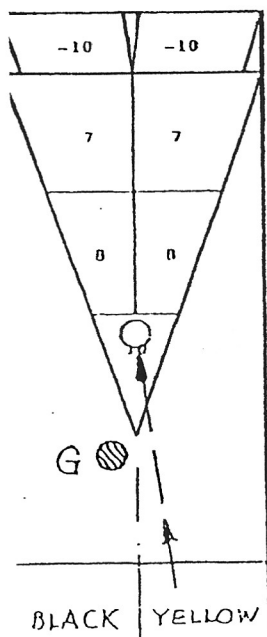


FIG. 5

IF OPPONENT SETS UP A GOOD TAMPA BLOCK "G" (FIG. 6, BELOW LEFT), RECOGNIZE IT AS SUCH, AND USUALLY, YOU WOULD KNOCK IT OFF. HOWEVER, IF YELLOW HAS ONLY ONE DISC LEFT AND OPPONENT HAS HAMMER, YELLOW MIGHT TRY A "HIDE" IN THE +10 AREA. (SEE ARROWS). IF YOU'RE SHORT, THE POINT AND RIGHT SIDE ARE BLOCKED. NOTE THE DISC (EITHER COLOR) IN BLACK'S TAMPA POSITION "G".

DO NOT IGNORE A "POTENTIAL" (DISC PLACED BY OPPONENT ON A LINE). A SKILLED PLAYER COULD BUMP IT TO BECOME TWO SCORES. USUALLY YOU WOULD KNOCK IT OFF.

IN FIG. 7 (RIGHT) IS SHOWN A CASE, HOWEVER, WHERE YELLOW HAS A GOOD CHANCE OF SCORING BY BLOCKING. ONE OF BLACK'S DISCS "J" HAS ENDED UP ON THE 7-8 LINE ON HIS SIDE OF COURT. YELLOW PUTS UP A BLOCK "K" TO PREVENT BLACK FROM BUMPING. BLACK MUST TRY FOR SCORE ON OPEN SIDE OF COURT. IF BLACK DOESN'T SCORE. THEN YELLOW MIGHT AIM FOR BLACK'S DISC "J" AND HOPE TO STICK IN +8. IT WOULD THEN BE PROTECTED BY DISC "K". HE MIGHT EVEN "KITCHEN" BLACK. IF NEEDED!



SHUFFLEBOARD TIPS (Compiled by "Dip" kamp)

1. ON A LEVEL COURT PLACE A BLOCK WITH YOUR DISC WHENEVER YOU HAVE A CLEAR COURT AND AT LEAST ONE OTHER DISC TO HIDE BEHIND THE BLOCK.
2. REMOVE OPPONENT'S DISC IF 1. A SCORE, 2. IT MIGHT BE DOUBLED (POTENTIAL), OR 3. IT CAN BE USED AS A HIDE BY OPPONENT, (USUALLY ON YOUR SIDE OF COURT).
3. IF YOU HAVE ONLY YOUR HAMMER (LAST DISC) AND YOUR OPPONENT HAS A WELL HIDDEN SCORE, CONCEDE IT AND TRY FOR A SCORE YOURSELF. IT IS BETTER TO TIE IN ANY FRAME THAN TO TRY FOR BOTH BLOCK AND SCORE WITH ONE SHOT.
4. WHILE SHOOTING, LOOK ONLY AT "AIM POINT", (DIFFERENT THAN TARGET). IF COURT HAS DRIFT, "AIM POINT" IS TO LEFT OR RIGHT (HIGH SIDE) OF YOUR TARGET WHILE SHOOTING.
5. IF OPPONENT HAS HAMMER, THEN WITH YOUR LAST DISC LOOK FIRST FOR A HIDE OR PLACE A DISC IN THE PATH YOUR OPPONENT USES MOST OFTEN TO SCORE. NO DEEP +10!
6. "HIGH SIDE OF A DRIFTY COURT IS EASIEST TO PLAY. IT MAY NOT BE WISE TO PUT UP BLOCKS ON A DRIFTY COURT, IF YOUR OPPONENT CAN "CURVE" BEHIND THEM. GO FOR SCORE INSTEAD, HOPING OPPONENT WILL MISS BECAUSE OF DRIFT.
7. IF YOU ARE TRYING TO KEEP THE BOARD CLEAR, HIT OPPONENT'S DISC AT AN ANGLE SO BOTH DISCS GO OFF THE COURT.
8. DON'T BE DISCOURAGED IF YOU ARE BEHIND AFTER 8 FRAMES. A FULL GAME IS 16 FRAMES AND CHANGE OF COLOR AT HALF TIME MAY HELP. WATCH OPPONENT'S PATH TO SCORE IN FIRST HALF AS YOU WILL PLAY HIS POSITION NEXT
9. DON'T PLAY SLOPPY OR GET MAD AT YOURSELF AFTER A "MISS". CONCENTRATE ON EVERY SHOT, ESPECIALLY THE NEXT ONE.
10. DON'T FORGET THE "DRIFT" ON YOUR COURT. ALWAYS ALLOW FOR IT ON SLOW SHOTS. ON FAST SHOTS THERE WILL BE LESS DRIFT.
11. DON'T EVER SHOOT WITHOUT FIRST THINKING AND AIMING, STRIVE TO KEEP YOUR OPPONENT ON THE DEFENSIVE.
12. DON'T TRY TO KITCHEN YOUR OPPONENT. YOU ARE MORE LIKELY TO GIVE HIM A "7" OR END UP IN THE KITCHEN YOURSELF IF YOU MISS. TRY IT ONLY IF YOU NEED IT, AT END, TO WIN.
13. DON'T TRY FOR A TOUGH "DOUBLE" WITH YOUR HAMMER SHOT UNLESS YOU NEED IT TO WIN, OR YOU ARE FAR BEHIND NEAR END OF GAME.
14. IN COMPETITION, TRY TO FIND TWO SCORING AREAS. ALTERNATE!
15. TRY TO AVOID SCORING ON YOUR OWN SIDE. IF SHORT, YOU'VE SET UP A BLOCK FOR OPPONENT.

16. IN LAST FRAME (SOMETIMES ALSO IN 15TH FRAME) PUSH YOUR DISCS THROUGH OR OFF COURT IF YOU ARE WELL AHEAD IN SCORE. DO NOT GO FOR SCORE. YOU MIGHT SCORE A MINUS 10! YOUR OPPONENT MIGHT KITCHEN YOU AND ALSO "STICK" ON YOUR SCORE. IN DOUBLES, REMEMBER THE TEAM SCORE DETERMINES THE WINNER, NOT YOUR SCORE. FORGET EGO! EVEN ALLOW THE OPPONENT TO SCORE IF YOU ARE SURE YOUR SIDE HAS WON GAME.
17. ASK REFEREE IF YOU CAN LOOK AT DISCS CLOSE TO LINES. YOU HAVE NOTHING TO LOSE. IF YOU DISAGREE WITH REFEREE ON CALL, ASK FOR HEAD REFEREE. HIS DECISION IS FINAL. MANY GAMES ARE WON OR LOST BY ONE SCORING DISC.
18. DON'T LEAVE ANY DISC ON COURT WHERE OPPONENT MIGHT BE ABLE TO HIDE BEHIND IT (USUALLY ON YOUR SIDE). YOU HAVE A RIGHT TO LOOK FROM OPPONENT'S POSITION IF YOU DESIRE.
19. DON'T DELIBERATELY PLACE AN UNPROTECTED DISC IN THE DEEP "7" AREA. IT IS THE EASIEST "KITCHEN" SHOT FOR A SKILLED OPPONENT.
20. NEVER TAKE CHANCES IF YOU ARE AHEAD, ESPECIALLY IF YOU HAVE THE HAMMER. KNOW THE SCORE AT ALL TIMES.
21. IF YOUR OPPONENT HAS A SCORE THAT IS MORE THAN HALF HIDDEN BY A BLOCK, AND YOU HAVE 2 OR MORE DISCS LEFT, KNOCK OFF THE BLOCK FIRST. HOPE THAT HE CANNOT REPLACE IT AS GOOD AS IT WAS.
22. ALWAYS "PROTECT" YOUR SCORE (OR OPPONENT'S KITCHEN) WITH A BLOCK ON YOUR NEXT SHOT.
23. KEEP A CLOSE WATCH ON SCOREBOARD. MANY GAMES ARE WON BY ONLY 1 OR 2 POINTS. BE SURE YOU GET CREDIT FOR EVERY SCORE YOU MAKE, AND THAT ARITHMETIC IS CORRECT.
24. IF OPPONENT HAS TWO SCORES, ALWAYS GO FOR NEAREST ONE UNLESS IT IS BLOCKED. YOU MAY POSSIBLY GET BOTH.
25. NEVER OPEN THE COURT FOR OPPONENT'S HAMMER.
26. THINK BEFORE EVERY SHOT. WHO HAS HAMMER? WHO KNOWS BOARD BETTER? WHO'S AHEAD? TAKE NO CHANCES. PLAY PERCENTAGE.
27. ON YOUR HAMMER SHOT STAY OUT OF "KITCHEN" (EMBARRASSING) AND STAY CLEAR OF OPPONENT'S DISC.
28. TO STAY OUT OF KITCHEN ON A "FAST" COURT, SHOOT FROM REAR OF BOX AND THINK: "I JUST HAVE TO GET OVER LAG LINE."
29. IF OPPONENT HAS A "KITCHEN IN FINAL FRAMES, DO NOT BE KIND ENOUGH TO TAKE IT OUT. YOU MAY STICK IN DOING SO. SHOOT THROUGH ON OPEN SIDE INSTEAD.
30. FOR "GOOD OF SHUFFLEBOARD" DO NOT CONTINUE TO SCORE IN FINAL FRAME(S) IF YOU ARE WELL AHEAD.

SHUFFLEBOARD TIPS, Continued -

CONCLUSION

NOW THAT YOU KNOW MORE ABOUT THIS GAME -- WITH PRACTICE AND EXPERIENCE YOU WILL BECOME MORE CONFIDENT ABOUT YOUR SHUFFLING. WE HOPE YOU WILL THEN NOT HESITATE TO ENTER TOURNAMENTS OR JOIN IN LEAGUE PLAY.

ALTHOUGH LUCK DOES PLAY A PART IN THIS GAME NEVER DEPEND ON IT IN SERIOUS COMPETITION. REVIEW THE FUNDAMENTALS HEREIN AND PRACTICE THEM. YOU'LL WIN MANY MORE GAMES THAN THOSE WHO HAVE NOT TAKEN THESE INSTRUCTIONS. IF YOU CONTINUE TO LOSE, READ THESE SHEETS AGAIN.

IF YOU CAN THINK OF ANYTHING THAT HAS NOT BEEN COVERED, OR SOMETHING WE SHOULD ELABORATE ON, THEN PLEASE LET ME KNOW. PERHAPS YOU HAVE A TIP OR TWO TO SHARE.

GROUP PLAY IS THE TIME TO EXPERIMENT AND TAKE CHANCES, NEVER IN A TOURNAMENT OR LEAGUE PLAY. PLAY THE BASICS AND YOU'LL WIN MANY MORE GAMES.

AS IN ANY SPORT "PRACTICE MAKES PERFECT." PRACTICE IS IMPORTANT IF YOU WANT TO BE GOOD.

AFTER EVERY GAME, YOU CAN ALWAYS LOOK BACK AND THINK ABOUT THE MISTAKE(S) YOU MADE. THAT'S HINDSIGHT. STRIVE INSTEAD FOR MORE FORESIGHT. THINK BEFORE EACH SHOT IF YOU WANT TO WIN.

PRACTICE	-ONLY <u>YOU</u> CAN DO IT.
STRATEGY	-CAN BE TAUGHT, OR READ ABOUT
SKILL	-CAN BE ACQUIRED <u>ONLY</u> BY PRACTICE.
LUCK	-DON'T DEPEND ON IT.

