

SHUFFLEBOARD STRATEGY

1. Do not grip your cue, but hold it lightly between your thumb and first finger, and use a straight perpendicular swing of the arm.
2. Your first shot should always be placed outside the triangle entirely on your opponents side of the court. This is called a cross Pilot.
3. Always block your opponent from placing his disc behind another disc.
4. If your opponent has a scoring disc, it should be removed, if it is one of your own, it should be protected by another disc placed in front of it, but not too close, for a bird in the hand is worth two in the bush. Follow this rule except as explained in Rule 14.
5. Bump shots are difficult and should not be attempted unless there is absolutely nothing else you can do.
6. If your opponent has a scoring disc which is over half hidden by another disc, shoot for another score to match your opponent in scoring is good shuffling.
7. In shooting for a score behind another disc, shoot for a low seven as an eight is more easily removed.
8. When you have a choice of two sides, always take the side on your side of the court.
9. A straight line shot is more accurately made than an angle, although when shooting for a side, the angle shot should be made.
10. Always keep in mind how your score compares with your opponent as this makes a big difference as to what you should do.
11. If the score is in your favor by 20 or more points and you cannot remove the opponents disc, and score at the same time, forget it and score a number yourself. Many games are lost by players who are over-anxious about an opponents scoring disc.
12. Always block outside the triangle, although a high 7 or a high 8 will answer. To place a disc as a block in the low 7 or low 8 area acts as a backstop for your opponent, who can remove your disc and score at the same time.
13. When attempting a "Sneak" shot (That is, placing your disc behind another disc) step over on your opponents side of the court to see clearly what the opponent will have to contend with after the shot is made, and in this way you are able to place your disc in the position of the greatest protection. This is a mighty good habit to acquire.
14. When nearing the end of the game with the score in your favor, and your opponent has a scoring disc, shoot your disc so it will come to rest as close to your opponents disc as possible (without taking it off) thus making it impossible to remove your disc without removing his own and preventing your opponent from putting your disc in the kitchen. Many games are lost by not following this rule.

15. Do not play wide open "Kitchen" game. that is, trying without reason to kitchen your opponent, as this is poor shuffling. However, it is proper if your opponent has a scoring disc to remove it and at the same time try to land it in the kitchen.

16. Remember to watch the score board as this is the best way to win a game. Failing to do this may lose a game.

17. If you have the choice of two different shots always take the shot you feel surest of making.

18. Always look the situation over, don't be in too great a hurry to shoot, as to shoot first and think afterwards is too late.

19. When your opponent is near game score, and your are 20 or more points behind, play a kitchen game as you have little to lose.

20. Occasionally switch from a "Cross Pilot" (as explained in Rule 2) to a Tampa Pilot, which is shot just about the point of the ten on your side of the court. Doing the unexpected often upsets your opponent. Change of pace is valuable.