

## Shuffleboard Strategy, Part one

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1. **The hammer** by now you should know it well. The last shot of the frame. If you have the hammer you will be shooting the last disc of the Group of Eight that your opponent and you started with. I mention it here to reinforce the need for you to always, always, always, know whose hammer it is. As a matter of fact you should never make a shot without glancing down at the remaining Discs to reaffirm who has the hammer.
2. **Your arm is the pendulum** the fewer angles involved in the delivery the more consistent will be the delivery. Thus you're shooting should remain as straight as possible during the entire delivery. It must always remain close to your body during your shot. Stand with your cue prongs touching the disc your hand holding the handle end of the cue lightly with your arm hanging straight down from your shoulder.
3. **Let your arm touch your body** feel your elbow against your body. You must not let your arm flail outward during the delivery, so the sensation of the upper arm and elbow touching your side will tend to keep the pendulum moving in a straight line.
4. **Dragged your cue back**, Don't lift it. Every single thing done during your delivery must be identified with the straight line right to the very end of the shot. This means after the delivery as well. When you have delivered your disc and have waited for it to pass the far lag-line to assure the proper follow-through. You must retrieve your cue by dragging it back toward you in a straight line. Do not lift it before you bring it back. This may sound odd, but you must develop a straight line philosophy in your delivery your head movement your body flow your arm forward movement and the return of your cue. So drag your cue back toward you in a straight line and when you get it back off the playing area lift it using both hands. **Do not wave it in the air or interfere with another players area.**

## Shuffleboard Strategy, Part Two

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**5. You're Aiming Point and your Target Point may differ.** Before your shot, you must identify to specific points on the board. Whether you want to score, set a block, clear, hit and stick on the disc, or snuggle, you must first identified these two points. Why can they differ? Board drift is the answer. Instead of being flat and true most boards exhibit some degree of unevenness which results in the disc taking a curved route rather than a straight route down the board. Let's take for an example in an attempt to have your disc hit another disk and yours must stay on the board you want to hit the target exactly in the center. How do you do it? First you identify your target point. This will be the exact center of the target disc next you identify your aiming point. This will be more difficult because other factors enter into the decision. How hard must you shoot? How much will the drift of the board affect the straightness of the disc movement? These two factors interact and a decision must be made. Assuming that advanced practice shots have provided you with the degree of information as to the drift of the board, you can proceed accordingly. If the board is true and straight you're "aiming point" is the same as your "target point" the very center of the target disc. If however, the board exhibits drift, you must first determine how much drift at the speed you elect to use here is where the greatest talent of a shuffler lies his ability to read the drift of a court. You must determine not just generally but specifically how much that disc will drift. **LEARN TO DO SO IN INCHES.** A disc is 6 inches in diameter use that as a criterion in all your drift decisions. Let's say that you feel that disk will drift 3 inches to the left. Your aiming point then will be 3 inches to the right which will be the very edge of the target disk. You now have an aiming point absolutely established.