

# LET'S PLAY SHUFFLEBOARD

## Crazy Eight: How to Play and Rules

### Summary:

Crazy Eight is a single game played with 2 or more players and is played in frames allowing all players to have an equal chance. Players alternate ends of the board between frames, each player using all eight weights (red & blue). The game is played until one player scores some agreed upon number of points (i.e. 3 points, 15 points, 30 points, etc.). Frames are continued until a winner is determined. Being the first to score the agreed upon points does not necessarily make that player the winner. Every player gets to finish that frame and the highest score that is equal to or greater than the agreed upon game point (i.e. 3 points, 15 points, 30 points, etc.) is declared the winner. If the player that scores equal to or greater than the agreed minimum required points has the hammer (the last player to play), then he/she is declared the winner. If the last player ties with a prior player, then another round must be played to determine the winner.

Before a player can score, the first 4 weights (same color) must be thrown simultaneously with one hand and all 4 weights must stay on the board and be past the foul line. If all 4 weights do not stay on the board, then the player gets no points for that round and the next player is up to play. If all 4 weights do stay on the board past the foul line, then the player must shoot all 4 weights (in four shots) of the opposite color and must knock off those first four weights thrown past the foul line before any points can be scored for that frame. After all 4 original weights are knocked off, the remaining weights left on the table are scored. For instance, if a player does not get all four of their first 4 weights past the foul line, no points are scored; if a player does get all 4 weights past the foul line on the first throw, but does not knock them off and keeps at least one of the final 4 weights on the board, no points are scored; if a player gets all 4 first weights past the foul line, knocks them all off and has at least one of the final 4 weights left on the board, points are added and count.

### How to Play:

Take 4 weights (of the same color), group them together, and throw them with one hand.

If all 4 weights do not pass the foul line and stay on the board, no points are scored for that round, and the next player is up on the opposite end of the board for their turn.

If all 4 weights of the same color group did pass the foul line and stay on the board, then the player shoots the remaining 4 weights (of opposite color) one at a time. The player should attempt to knock off the first 4 weights and keep at least one of the first 4 weights and keep at least one of the last 4 weights of the opposite color on the board to score points. (This is great practice for "Knock Off"; making combination shots to remove more than one of the 4 weights with one shot. This will allow you to either stick a final shot or lag with the weights you have left after you've knocked off all 4 weights of the original color group). If all of the first color group weights are knocked off and you still have at least one of the second color weights on the board and past the foul line, this is your score; otherwise, no point is scored. In either case, the next player is up on the opposite end of the board for their turn.

### How to Count Player's Score:

Scoring (i.e., 1 point, 2 points, 3 points, or 4 points) is similar to "Knock Off" with the exceptions noted above where the first 4 weights of the same color must remain on the board and past the foul line. Then, they must all be knocked off with the remaining 4 weights of the opposite color while keeping one or more of these weights on the board.

A weight scores 1 point if it is located between the foul line and the "2" line.

Weights completely across the "2" line count as 2 points; weights across the "3" line count as 3 points, a weight hanging over the end of the board (also known as "a hanger") counts as 4 points.

To judge if a weight is completely over a line it should be viewed from above (i.e., look down over the top of the weight and position your nose approximately to the center of weight). Do not lean over too far or you get an inaccurate view. The entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight for it to count as the next higher point.

If any portion of the weight is hanging over the end of the board (not the side) it is called a "hanger" and counts as 4 points. Close calls can be checked by holding a weight so that the top of the weight is along the back end of the board. The weight is then slid along the back end of the board. If it hits the disputed hanger, the weight is indeed hanging and is worth 4 points.

### Miscellaneous Rules:

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.

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# LET'S PLAY SHUFFLEBOARD

## Horse Collar: How to Play and Rules

### Summary:

Games are played one on one (2 players) or with two or more teams of two players per team, playing on same end of the board. Each player or team uses one set of weights (red or blue). Depending upon the number of players, teams may need to alternate ends as the frames change. Games are played in frames until one player or team scores 51 points. However, scoring 51 points first does not necessarily make that player or team the winner. Every player or team gets to finish each frame and the highest score is the winner. If the player or team that scores 51 points or more has the hammer (the last player or team to play), then they are declared the winner.

Before a player or team can score any points at all, at least one weight must be a 3-pointer or more. Weights

are considered in play if they are on the board and past the designated foul line.

If playing singles, one player will throw all 8 weights. If playing teams (4 or more players), one player will throw 4 weights of the same color, and then the other player will throw the remaining 4 weights. The objective is to get at least one weight into the 3-point or more zone to get the scoring started. You may bump or tap weights to accomplish this or simply lag one in. All weights must be past the designated foul line or off the board. If a weight remains on the board that is not past the designated foul line, no points can be awarded, but if it is not your last weight, it may be knocked off. Again, the objective is to get at least one weight into the 3-point or greater zone (without any weights short of the designated foul line) in order for any points to count.

### How to Play with 2 Players:

Players stand at opposite ends of the board, facing each other. The first player shoots all 8 weights (4 blue, 4 red) consecutively towards the opposite end of the board. After all weights have been shot, the score is counted as described under "Method of Scoring". Then the board is cleared and the opponent shoots in the same manner from the end of the shuffleboard at which he is standing. Player's alternate shooting until one player has scored 51 points as stated under "Technical Points".

### How to Play with 4 or 8 Players:

With more than two persons, Horse Collar is a team game. If there are 4 players, they divide into teams of 2 each; if there are 8 players, they divide into teams of 4. To start a game the opposing teams station themselves at opposite ends of the shuffleboard with all of one team at one end and all of their opponents at the other end. The first team shoots all its 8 weights toward the opposite end of the board, with each member of the team shooting his quota consecutively, in the following manner:

- On a 2-player team, the first player shoots 4 weights, in a row and then his partner shoots the remaining 4 weights of opposite color.
- On a 4-player team, the first player shoots 2 weights in a row, and each of his partners in turn shoots 2 weights in a row until all 8 weights have been shot.

When all 8 weights have been thrown, the score is counted as stated in "Method of Scoring". Then, the opposing team clears the board and shoots its 8 weights in the same manner as described above. Teams continue to alternate shooting until one team has 51 points (see "Technical Points").

### Method of Scoring:

After all 8 weights in a round have been played, it must be determined whether at least one weight is completely in the trey (3-point zone) or overhanging the end, left-hand corner or right-hand corner of the shuffleboard playing field. If there are NO weights in this zone, NO SCORE OF ANY KIND CAN BE COUNTED, regardless of how many weights remain on the board.

If there is at least one weight in the trey (3-point zone) or overhanging the end (13-point zone), the left-hand corner or the right-hand corner of the board (26-point zone), then the score is counted, as follows:

- All weights touching or in front of the deuce line count as 1 point. This applies to the entire area up to the designated foul line, but weight must be completely clear of the designated foul line to count.
- All weights between the deuce line and the trey line (including any touching the trey line) count as 2 points.
- All weights between the trey line and the far end of the board count as 3 points.
- All weights overhanging the board at the far end count as 13 points (13-point hanger).
- All weights overhanging the left- and/or right-hand corner of the board count as 26 points (26-point hanger).
- All weights which fall into the alleys, or do not clear the designated foul line are dead and do not count.

### **Score Count Summary:**

In order to score, a player or team must have at least one weight being worth 3 points or more (it does not have to be the first weight thrown in order to score). For example if a player or team throws 1 weight worth 3 points and 2 weights worth 2 points and 3 weights worth 1 point and all remaining weights on the board are past the designated foul line, the player or team would score 10 points.

Hangers are worth 13 points (hanger being a weight that is hanging partially off the end of the board).

Hangers on corners are worth 26 points (weight is hanging partially off the end and partially off the side of the board in either corner). A weight just hanging only off the side of the board does not have any special meaning or point value unless it is a 26-point hanger on one of the corners.

Games are played in frames until one player or team scores 51 points. However, scoring 51 points first does not necessarily make that player or team the winner. Every player or team gets to finish each frame and the highest score is the winner (51 points or greater).

If the player or team that scores 51 points or more has the hammer (the last player or team to play), then they are declared the winner.

### **Technical Points:**

- A game is NOT complete until the player or team which has been shooting last has taken it's **LAST TURN AT THE BOARD**, even though the player or team shooting first has already scored 51 points or more. If both teams go over 51 points, the one with the **FINAL HIGHEST SCORE IS THE WINNER**.
- During play, no contestant may leave his position to check the location of weights he or his partners have played.
- All weights that do not completely **CLEAR** the designated foul line are dead weights, but must not be removed from the board.

### **Miscellaneous Rules:**

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooters must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.

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# LET'S PLAY SHUFFLEBOARD

## Knock Off: How to Play and Rules

### Summary:

Games are played one-on-one or with two teams of two people. Team members play at opposite ends of the board and remain there for the duration of the game. Games are played until one player or team scores 15 points (some still play to 21 points, but it is not standard) at which time they are declared the winner.

### How to Play:

Play may start from either end of the board and may be designated by either player's flip of a coin. Then, shooting order and weight color are decided by the opponent's flip of a coin. The winner of the flip may elect to choose the weight color of choice or the hammer. The hammer is the last weight (4th shot) in a round (i.e., the other player or team shoots first, if you

win the flip and select the hammer). It is considered advantageous to have the hammer. When color and shooting order are decided, then the fun and play begins.

The player or team without the hammer shoots first. The other player or team shoots second. Players or teams continue to alternate shooting until all 4 weights of each player or team's color are used. At this time, points are counted and play continues from the opposite end. The player or team that scored points on the previous round must shoot first on the next round.

If no points are scored on the preceding round (i.e., all weights are knocked off) then the hammer changes. In other words, the player or team that had the hammer during the round where no points were scored must shoot first the next round. Play continues in this manner until one player or team reaches the designated points (normally it is 15 points).

### How to Count Players/ Teams Scores:

Only one team scores in a round.

The score goes to the player or team that has their weight closest to the end of the board. All of their weights that are ahead of their opponent's deepest weight (closest to the end of the board) are added together for the score for that round.

A weight scores 1 point if it is located between the designated foul line and the "2" line.

Weights completely across the "2" or "3" line count 2 points or 3 points, respectively. To judge if the weight is completely over the line it should be viewed from above (i.e., look down over the top of the weight). Again, the entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight.

If any portion of the weight is hanging over the end of the board it is called a "hanger" and counts as 4 points. Close calls can be checked by holding a weight so that the top of the weight is along the back end of the board. The weight is then slid along the back end of the board. If it hits the disputed hanger, the weight is indeed hanging and is worth 4 points instead of 3 points.

### Miscellaneous Rules:

- Before a player or team shoots, the player or team can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.

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# LET'S PLAY SHUFFLEBOARD

## Tap & Draw: How to Play and Rules

### Summary:

This is an excellent game for a beginner who is opposing a skilled player. The object of the game is to shuffle your weights up to the farthest (or, in Target shuffleboard, the highest) scoring position on the board, without knocking your weights, or those of your opponent, off the board.

To start the game, players decide by toss of coin or other means, who shall shuffle first and which color each shall have. In this game, it is an advantage to shuffle the first weight.

Weights are shuffled alternately, until all eight have been shuffled, which completes one round of play, just as in the traditional "Knock Off" shuffleboard games.

You may try to tap your weight, with the purpose of sending it farther up the board. However:

- If you knock your own weight off the board, it must remain off and out of play.
- If you knock your opponent's weight off the board, your weight will be removed from play, and your opponent's weight will be replaced on the board in its original position.
- If you knock your opponent's weight off the board, and at the same time advance one or more of your own weights to higher scoring areas, your weights must be returned to their original positions, your opponent's weights replaced in their original position, and your shooting weight must be removed from the board.
- If you tap any of your opponent's weights so that they advance, they remain in their better scoring position.

### Method of Scoring Rules:

A) If playing like traditional "Knock Off" scoring is to 15 points and score counting goes as follows:

- Only one team scores in a round.
- The player or team that has their weight closest to the end of the board scores. All of their weights that are ahead of their opponent's deepest weight (closest to the end of the board) are added together for the score for that round.
- A weight scores 1 point if it is located between the designated foul line and the "2" line.
- Weights completely across the "2" or "3" line count 2 points or 3 points, respectively. To judge if the weight is completely over the line it should be viewed from above (i.e., look down over the top of the weight). Again, the entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight.
- If any portion of the weight is hanging over the end of the board it is called a "hanger" and counts as 4 points. Close calls can be checked by holding a weight so that the top of it is along the back end of the board. The weight is then slid along the back end of the board. If it hits the disputed hanger, the weight is indeed hanging and is worth 4 points instead of 3 points.

B) If playing like "Horse Collar" scoring is to 51 points and how to count scores goes as follows:

- After all 8 weights in a round have been played, it must first be determined whether at least one weight is completely in the trey (3-point zone) or overhanging the end, the left-hand corner or the right-hand corner of the shuffleboard playing field. If there are NO weights in this zone, NO SCORE OF ANY KIND CAN BE COUNTED, regardless of how many weights remain on the board.
- If there is at least one weight in the trey (3-point zone) or overhanging the end (13-point zone), the left-hand corner or the right-hand corner of the board (26-point zone), then the score is counted, as follows:
  - All weights touching or in front of the deuce line count as 1 point. This applies to the entire area up to the designated foul line, but weight must be completely clear of the designated foul line to count.
  - All weights between the deuce line and the trey line (including any touching the trey line) count as 2 points.
  - All weights between the trey line and the far end of the board count as 3 points.
  - All weights overhanging the board at the far end count as 13 points (13-point hanger).
  - All weights overhanging the left- and/or right-hand corner of the board count as 26 points (26-point hanger).
  - All weights which fall into the alleys, or do not clear the designated foul line are dead and do not count.

### **Score Count Summary:**

In order to score, a player or team must have at least one weight being worth 3 points or more (it does not have to be the first weight thrown in order to score). For example if a player or team throws 1 weight worth 3 points and 2 weights worth 2 points and 3 weights worth 1 point and all remaining weights on the board are past the designated foul line, the player or team would score 10 points.

Hangers are worth 13 points (hanger being a weight that is hanging partially off the end of the board).

Hangers on corners are worth 26 points (weight is hanging partially off the end and partially off the side of the board in either corner). A weight just hanging only off the side of the board does not have any special meaning or point value unless it is a 26-point hanger on one of the corners.

Games are played in frames until one player or team scores 51 points. However, scoring 51 points first does not necessarily make that player or team the winner.

Every player or team gets to finish each frame and the highest score is the winner (51 points or greater).

If the player or team that scores 51 points or more has the hammer (the last player or team to play), then they are declared the winner.

### **Technical Points:**

- A game is NOT complete until the player or team which has been shooting last has taken it's **LAST TURN AT THE BOARD**, even though the player or team shooting first has already scored 51 points or more. If both teams go over 51 points, the one with the **FINAL HIGHEST SCORE IS THE WINNER**.
- During play, no contestant may leave his position to check the location of weights he or his partners have played.
- All weights that do not completely **CLEAR** the designated foul line are dead weights, but must not be removed from the board.

### **Miscellaneous Rules:**

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.

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# LET'S PLAY SHUFFLEBOARD

## Target: How to Play and Rules

### Summary:

In general, rules, regulations and playing instructions for "Target" shuffleboard are the same as those for regular shuffleboard.

To start a game, players decide by toss of coin or other means, who shall shoot first and which color each shall have. It is an advantage to shoot last (player who shoots last is referenced as having the "hammer").

Standing at the same end of the table, the first player shuffles the first weight toward the "Target" at the opposite end of the playing field, striving to attain the highest scoring position. The opponent then shuffles their first weight, attempting either to knock off the

other player's weight or to place their own in a higher scoring position. The players continue shuffling weight alternately until all eight have been shuffled, which completes one round of play.

At the end of each round, the player (team) whose weight is in the highest scoring zone is winner of that round. The score is totaled as detailed below, and registered on the scoreboard.

The players then proceed to the opposite end of the shuffleboard, and another round is begun in the same manner described above, from this end of the table, with the winner of the previous round shooting first weight. Play continues until a player or team scores the required number of points, and wins the game.

### Method of Scoring:

After a round has been played, the player whose weight is in the highest scoring position is the winner of the round. The player's score is determined by adding the values of all their leading weights that lie in a higher scoring position than an opponent's highest scoring weight. **ONLY THE WINNER SCORES IN A ROUND.**

The value of the winner's scoring weights are determined by the Target zone in which they lie, as follows:

- Any weight on the board (playing field) that clears the foul line nearest the players and does not completely clear the line of the outer or larger Target ring scores 1 point.
- Weights that completely clear the outer Target ring and lie within larger ring zone or that do not completely clear the line of the intermediate ring score 2 points.

- Weights that completely clear the line of the intermediate ring and lie within the zone between it and the black inner ring score 3 points.
- Weights that in any way touch the black inner ring of the target score 4 points.
- A weight that completely cover the black inner ring of the target, score 5 points.

### Miscellaneous Rules:

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.

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