



# Performance Games Inc.®

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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) than 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/Team 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.