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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 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 its 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.