

BASIC RULES

The puck closest to the end of the board is the winner.

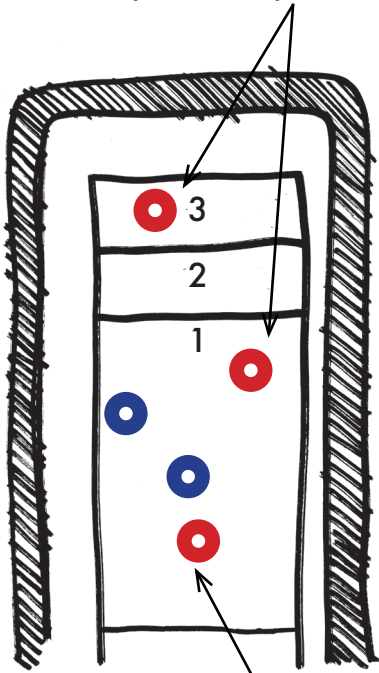
If the two/three/four closest pucks remaining on the board are of the same colour, then these are also added to the score.

Only one player can score per round.

First player to 15 wins.

EXAMPLE 1:

Winning/scoreable Pucks:
3 points + 1 point



Does not count behind blue pucks

BLUE SCORES - 0
RED SCORES - 4

THE RULES OF SHUFFLEBOARD

1 WHO'S FIRST?

Flip a coin. The winner decides to play as red or blue, and who goes first.

2 ALTERNATE SHOTS

Opponents stand at the same end of the table, alternating shots to the opposite end. Shoot from the far end until all 8 pucks have been shuffled.

3 SCORING PUCKS

Only one player can score in each round. Only pucks further than your oppositions highest scoring pucks are eligible (see example 1).

4 FOUL LINE

Pucks short of the foul line are discounted and not eligible for points unless the whole puck goes beyond the foul line in the centre of the board.

5 COUNTING SCORE

Pucks may land in Zone 1, 2 or 3. A puck must be entirely in the zone to count for those points, see example 2.

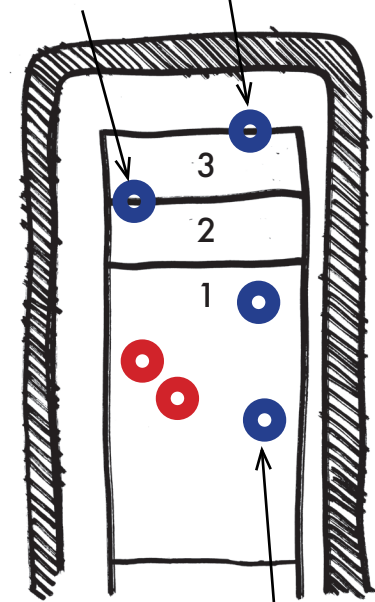
6 AGREE AND RESTART

Agree on the point total scored by either you or your opponent. The winner shoots first in the following round. First player to score 15 points wins.



EXAMPLE 2:

'HANGER' (worth 4 points)
Not fully over line (worth 2 points)



Does not count behind red pucks

BLUE SCORES - 7
RED SCORES - 0

DO NOT!!!

- Wipe off the sand on the playing surface.
- Deliberately sabotage your close friends and colleagues.
- Put drinks on the table.
- Move or shake the table.
- Throw a temper tantrum if you lose.
- Discuss shuffle outside of Shuffle House.