

RULES OF PLAY

Players take turns with the various coloured disks and push them into the marked-out court. Points are awarded for landing in the 10, 8, or 7 sections. Deduct 10 points for landing in the 10 off section. An important objective is to knock the opponents' disks out of the scoring areas --- particularly to knock them into the 10 off area. The game may be played up to 50, 75, or 100 points. Two (singles) or four (doubles) play with eight disks. Four Dark disks are used by one team; four Light by the other team. The choice of colour is determined by the singles player who, in a preliminary contest, pushes his disk closest to the far dead line without touching the other player's disk. In doubles play elect one player to represent the team and follow the same procedure from the Head of the court (Head is where the scoreboard is placed).

To start the game, shoot the light disk from the Head of the court. Alternate play --- light, then dark, until all disks are shot. Light must be played from the right side of the Head of the court and left side of the Foot of the court. In singles, players stand at the same end of the court and push their disks to the opposite scoring area. After all disks are played, constituting a half round, the players go to the Foot of the court and start play, with the colour lead changing to dark. In doubles, after all disks are played at the Head of the court, start play at the Foot -- light leading, dark following. Do not change colour lead until BOTH ends (a round) have been played. Next round is led by dark and then alternate until game is over. After both players have shot their four disks, add up the totals of the disk resting within their respective scoring areas and not touching the lines. Do not consider the separation triangle in the 10 off area. The winner is the best two out of three games.

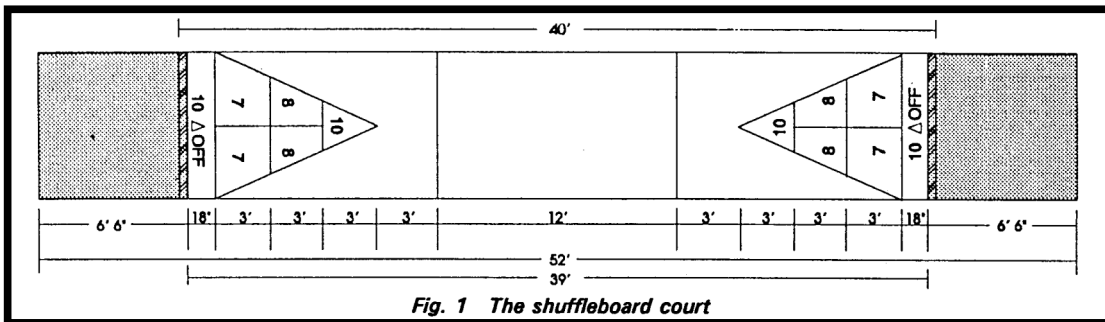
Each player pushes their four disks from within their respective half of the 10 off space. For touching front or back lines, take 5 points off the offender's score, or if the disk touches the sideline or triangle, take 10 off; then remove the disk. If a disk starts in the clear, inflict no penalty if it touches or crosses the separation triangle. Inflict the same penalty (10 off, etc) if the player does not propel their disk in one continuous motion or if the player uses hesitation or hook shot. Take 5 off if any player steps on or over the base line, if they interfere with an opponent who is executing a play, or if he/she touches a live disk.

A dead disk is one which stops in the area between far deadline and starting area or is one remaining on the court after having struck any object other than a live disk. Remove dead disks from play. If a dead disk moves or displaces a live disk, play that half round over.

Remove at least 8 inches back from the base line any disk which stops just beyond the farthest base line. Remove any disk which is more than halfway over the side if the court of which rests or leans on the edge. During play, try to drive an opponent's disk outside the scoring area or into the 10 off space to lower their score. Assuming the game is up to 50 points, continue play until the half round is finished, even though the 50-point total is exceeded. If both players (singles) or teams (doubles) have scores beyond 50, their higher score wins. In case of a tie, play one full round to decide it in singles, two full rounds in doubles.

EQUIPMENT

Floor shuffleboard may be played on decks, pavements, floors, or any suitable smooth and level surface. The regulation outdoor court is 52 feet long and 6 feet wide. Two large triangles point towards each other in the court, their points being 18 feet apart. The base of each triangle is 9 feet from the point; this base extends across the court (6 feet). Two lines parallel to the base line divide the triangle --- one line is 3 feet from the base; the other, 6 feet. The smaller triangle near the point counts 10 points. The space behind the point triangle is divided in half longitudinally; each of these halves counting 8 points. Nearest the base of the large triangle is another space which is divided half longitudinally; each half counts 7 points. Behind the base line of the triangle is another space 18 inches wide marked 10 off. Within this space is a separation triangle, 3 inches at its base, running to a point --- with $\frac{1}{4}$ inch lines. The triangle has a clearance of $\frac{1}{2}$ inch at the point and base of the triangle from the 10 off space lines (see Figure 1). The outside lines of the court must have a minimum width of $\frac{3}{4}$ inch and a maximum if 1 inch. For inside play or for children, a court 15 feet long and 3 feet wide is suitable. One end of the court is designated as a Head, the opposite the Foot.



The disks are plastic or composition --- 6 inches in diameter and not more than 1 inch thick. They may not weigh more than 15 ounces. For identification disks are light (red, yellow or white) and dark (black) in colour. The cue used to push the disks is an aluminum or fiberglass stick consisting of a 5-6 foot handle with a head 5 inches wide. The head has two prongs to fit the disk. The overall length of cue must not be more than 6 feet, 3 inches.

**** A DETAILED and Official set of Floor Shuffleboard rules is available on request as are extra copies of this sheet.**

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