

## Shuffleboard

## By

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http://www.shuffleboardcorner.com/PowerPoint Presentation on Shuffleboard.pdf

## Welcome to Shuffleboard

- Shuffleboard is a game for all ages \& abilities. It can be played at taverns, legion halls, corporate events.
- Its played on a 22 foot long board. You have discs that you call weights or pucks.
- We have leagues, pea rounds, tournaments.


## Shuffleboard Table Diagram

- Below is a picture of a Shuffleboard Table.



## Basic Overview of the Game

- Games are played one-on-one or with 2 teams of people.
- Team members play at the opposite ends of the board and remain their throughout the duration of the game.
- Games are played until one team scores 15 points at which time they are declared the winners.


## Basic Points for Playing a Game of Shuffleboard

- Both Players take alternative shots from the same end.
- When all shots have been played the scores are added up after each end.
- Leading color scores the points, the loser scores nothing.
- If Puck lands on the line take the lower score.
- Winner of each end always plays first
- http://www.shuffleboard.co.uk/shuffleboard/shuffhowtoplay.asp


## Shuffleboard Rules

- Initial Shooting is determined by a flip of the coin. If you win flip you get either hammer or color. Hammer is the last weight shot in a round. It is considered advantageous to have the hammer.
- The team without the hammer shoots first. Players continue to shoot alternately until all pucks are shot. Then team that scored the points shoot first on the next end. If no points are scored the hammer changes. In other words, the team that had the hammer during the round where no points were scored must shoot first in the next round. This continues until one team reaches 15.


## Scoring in Shuffleboard

- Only 1 team scores in a round.
- Team that has their weight closest to the end of the board scores.
- Weights need to be completely across into the 2 or 3 to be scored that way.
- If any part of the weight is hanging over the end of the board its called a hanger and scored as a 4


## Scoring Examples

- Red is at the end of the board so the team gets 3. The other red is thrown off because the blue weight is in the way.


## Miscellaneous Rules

- Before a player shoots he can dust the board if dry spots are showing (Most Tournaments restrict this to end of the board or discretion of Tournament Director)
- Shooters must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.


## The History of Shuffleboard

- It started back in the $15^{\text {th }}$ Century in England. Folks played a game of sliding a "great" (a large British coin of the day worth a about a four pence) down the table.
- The game was called shove groat. Later a silver penny was used and the name of the game became shove penny.
- Game was played by young and old alike and was a favorite pastime in the great country houses of Staffordshire, Winchester and Wiltshire.


## History of the Game continues

- The fame of the game spread and soon it became public in more ways than one.
- In 1848 it went to court, a judge had to decide the question whether it was a game of skill or chance.
- He decided it was a game of skill
- Then the wealthy started having famous furniture makers making them for their homes and using them as nice pieces of furniture. Cabinet makers like Duncan Phyfe \& Hepplewhite.


## More on the History of Shuffleboard

- The game shed its crude beginnings and American cabinetmakers such as Duncan Phyfe made some of their finest cabinet work for the wealthy homes of New York City.


## More on the History of <br> Shuffleboard (Continued)

- By 1897 was very popular and rated as much space in the major newspapers as the other sporting events.
- World War II opened the swinging forties and shuffleboard came into its own. There was skill, diversity, competitiveness, availability to young \& old, strong \& disabled.


## The Game

- Shuffleboard grew to its greatest height in the 1950's. Most major manufacturers sponsored nationwide tournaments.
- Fierce competition among major manufactures, lack of uniform rules \& organization \& general strife in the game led to a demise of the game in the 60's \& 70's.
- By the mid 80's it experienced a revival that has extended into the 90's.


## The Game (Continued)

- Organization, cooperation and communication are key elements of the game.
- New young shooters are the continued lifeline of the game.
- Established shooters have made it their top priority to help novice players develop their talents \& nurture their enthusiasm for league and tournament play.
- As long as that remains a priority, shuffleboard will grow.


## Shuffleboard Hall of Fame

- One major accomplishment in this decade is the Shuffleboard Hall of Fame that was established in 1995.
- This is all volunteer work. Many have helped in this effort from all over the country. Individual shufflers, assoc, and fans who have made financial and/or memorabilia contributions.


## Shuffleboard Hall of Fame

- Visit the Table Shuffleboard Association (TSA) website to see a list of national Hall of Fame inductees (to-date) at: http://www.tableshuffleboard.org
- TSA goal to recognize excellence for all deserving participants in the World of Shuffleboard \& to finance a "home" for preserving the history of shuffle-board so that generations to follow will have a knowledge of and appreciation for that history.


## Thank you to:

- American Shuffleboard Company
- Phil-American Shuffleboard Company
- The Board Talk (website)
- Peach Shuffleboard Website
- TSA Website


