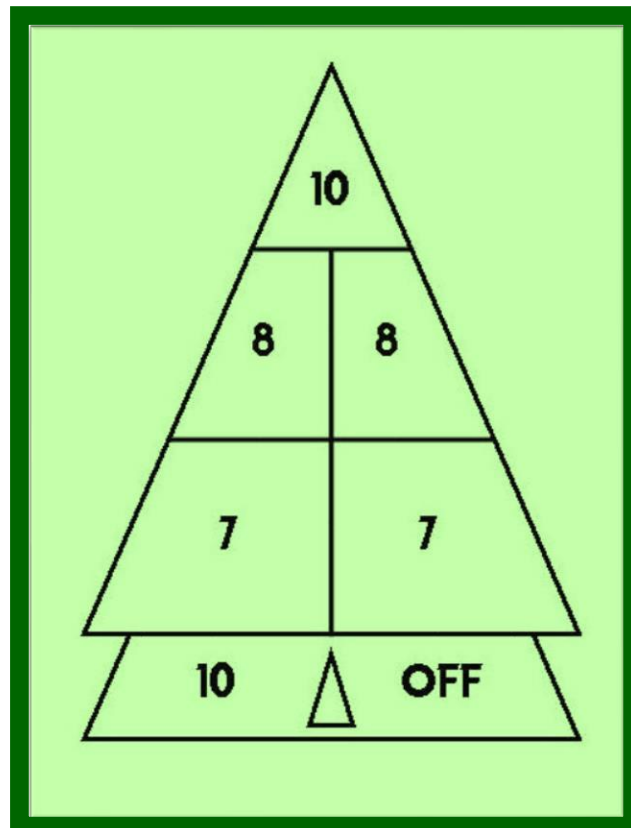


*For Intermediate and Beyond
Instructional Use*

**Six Shuffleboard Lessons
To Better Your Game**

(with Tournament Instructions)



By Anne Lounsbury

(edited by Bev MacKenzie)

INTERMEDIATE SHUFFLEBOARD LESSONS

TABLE OF CONTENTS

Lesson 1: Hide That Disc	1
Practice Makes Perfect (<i>Author Unknown</i>)/Handout	3
Common Terms/Handout	4
Etiquette and Responsibility/Handout	5
Lesson 2: Your Baker’s Dozen (13+ Shots to Consider)	6
Lesson 3: Ten Ways to Love That Drift	9
Drift Template.....	11
Lesson 4: Counter With a Great Block	12
Lesson 5: Steal That Hammer	14
How To Steal The Value of A Hammer/Handout	15
Lesson 6: Who’s Cooking in The Kitchen/ Scoring a Tournament Win	16
Shuffleboard Tip Reminders/Handout	19
Let’s Play a Club Tournament	20
Tournament Welcome	21
What to Know in Order to Play in a District Amateur Tournament	22

Dedicated to Tropic Isles Shuffleboard Club members – past, present and future.

Palmetto, Florida

2019

“Here’s to a greater joy in life, through shuffling.” - Anne

Intermediate Lesson 1

"Hide That Disc"

Note: Lessons are approximately two hours

WELCOME/ ATTENDANCE

1. Introduction of class members
 - a. Collect names, addresses, phone numbers, and email.
2. Introduction of yourself and fellow coaches
3. Announce park club tournament date and rain date
 - a. Eligibility (attend 4 out of 6 lessons).
3. Shuffle Club Business
 - a. Potluck/ Business meetings
 - b. Games: Turkey Shoot, Black and Yellow, Hoss Collar
 - c. Club shirts
 - d. Club membership
4. Book and video loans
 - a. Some Glen Peltier refers to tournament play i.e. 2/3 games, 75-point game
5. Common Terms: see sheet
6. Etiquette and Responsibility: see sheet
7. Beginning Delivery
 - a. #3 and #4 for speed and drift (#4 the least banged up).
 - b. Shot begins with mental - not physical – preparation.
 - c. 3 C's: **"Concentrate, Confident, Calm"** – a high percentage is mental.
 - d. **"Feet"** (then arms and cue), shoulders also line up.
"Target" (your focus, on disc or spot), use a mental 'x marks the spot' or a 'sparkly spot'.
"Intent" – Go with best % shot. Stick with the plan.
 - e. Discs are usually shot in number order but may be shot in any order.
 - f. Most discs are shot from #1 position, especially if the court is not drifty.
 - g. #4 is used for the 'suicide alley' shots/ to hide a scoring disc.
8. Actual Delivery
 - a. LOOSE KNEES/ BIRD IN HAND, SOFT GRIP. No fear, no tension. Confident!
 - b. Keep elbow and wrist from flapping out.
 - c. Stay down to maintain balance and cue stays down.
 - d. Different delivery methods, but still the pendulum is the most used. (1 step or 2 steps, good balance.)
 - e. At end, thumb points to target.

- f. Recognize conditions – cold/damp slows disc and influences drift. Wind takes off beads and/or moves discs.
- g. Cut down the drift – move over towards the center - #4 position most drift.
- h. A fast shot has the same mechanics.
- i. Discs that don't reach the deadline are 'dead discs' and must be removed.
- j. Practice and play often, to better develop the hand/eye coordination and muscle memory.

LESSON FOCUS - The Hides

1. PROTECT/ CLEAR/ SCORE HAMMER.
2. St. Pete Hide (Cross Pilot) "Go Over Bridge" ← to St. Petersburg.
3. Tampa (Pilot) Hide
 - a. Best for when court drift goes to the center.
 - b. Not much room for error with placement.
 - c. Easier to make an 8 count.
4. Place chalk marks on the court for the hide positions by tracing the discs and showing the entry points.
Note: changes with drift.
5. Keep opposition guessing, by changing shots.
6. Move over to sight, if needed.
7. Note play can change depending on skill of opponent and who has the hammer.
8. Watch scoreboard!
9. The color of a disc doesn't matter for your use as a hide – a misplaced hide from an opponent can become your hide.

WARM UP – Put up Hides Only

1. 2 for speed and drift, then half set-up: 4 across at the 7 area baseline.
2. 2 Tampa, 2 St. Pete each, non-shooters on the other end will clear. Repeat for the other end.

PLAY GAME – only down the board, then switch sides, emphasizing the use of St. Pete and Tampa hides

1. Note: "Stick Happens!" (The shooter's clearing disc sticks.)
2. Ahead – clear and score hammer.
3. Behind – at least approximately 15 points (2 discs), might need to go on board as 'kitchen bait'. However, consult the scoreboard and/or consider how the opponent is playing.
4. When there is an impossible drift, just go on board (low 7 if not with a kitchen shooter, or on the sideline of 8, ready to be bumped on as a counter, if that disc is not cleared.)
5. Note: Deliver disc all the way to the target area, otherwise equivalent of -8 or -7 by the loss of your disc not counting. Is this fear of finding the kitchen? (-10 is not much different and is better than playing short a lot.)

PRACTICE MAKES PERFECT

(author unknown)

Find an empty court and play a game by yourself. It's fun and you will be surprised at how fast you will improve. Challenge yourself for a half hour, varying the shots over the patterns illustrated. They are designed to fine-tune your accuracy and distance, so necessary for outplaying your opponent. The ability to control accuracy and distance is the first requisite for winning consistently.

HOW STRAIGHT ARE YOU?

Start your disc from the 'V' between the two shooting areas (where your disc is not allowed in a game) and aim it down the center line of the triangle, so that it stops at the point of the same 'V' at the other end. Can you get four of your eight shots to split the far center line? Can you stop even one on the point of the 'V'?

KITCHENING

First, shoot down four discs so they line up across the house in the 'deep 7' areas. Use the next four shots to bump each one into the kitchen. If you succeed once in four shots, you are better than average.

SPOTTING

This is a game often played at shuffleboard clubs as an alternative to regular play. Try to land all four discs in the scoring areas. It's a lot tougher than it looks! Mark up your score as you would in a game. A count of 30 is terrific; 34 is a rarity! Try for 100 in four ends – then everybody will want you as a partner!

COMMON TERMS

- Drift:** The lateral movement of a moving disc due to imperfections in the playing surface.
- Hide/Cover:** A disc stopping in the shadow area of a previously placed disc so it cannot be seen from an opponent's shooting area.
- St. Pete (Hide/Pilot):** A disc placed half-way between the point of the 'house/court triangle' (Apex) and the cross-court edge.
- Tampa (Hide/Pilot):** A disc placed beside the point of the 'house/court triangle' (Apex) on the shooter's side of the court.
- Fill-In/Choke Block/Cover:** A disc placed in such a way as to prevent a possible 'hide'.
- House:** Another name for the 'scoring diagram' (or 'triangle').
- Kitchen:** Common name for the '10 Off' area.
It includes the narrow triangle separating the two shooting areas.
- Deadline/Lagline:** The two cross-court lines three feet in front of the house, at each end.
- High 10 (7, 8):** A disc stopping so close to the front line of a scoring area that a disc hitting it, and staying, cannot score.
- Suicide Alley:** The playing areas adjacent to the outside edges of the court.
(Many of the shots attempted end up in the kitchen.)
- Hammer:** The last shot.
- Baseline:** End of court.

Etiquette and Responsibility

a.k.a. "How to Make Friends and Influence Other Shuffleboard People"

(after #3 and #4 disc for speed/drift):

1. All players must stay seated when not playing your end. (There can be a medical allowance.)
2. No cell phones unless emergency or very important call.
3. No advice, unless solicited or accepted and then appearing to be appreciated.
4. No coaching partner on other end.
5. Hold cue straight up when sitting or not shooting.
6. Keep pace with other teams. Also watch the scoreboard to confirm the scoring is correct.
7. Clear discs back away from baseline, at least 8 inches, when not touching baseline.
8. No food or drink, except water.
9. Remove discs that lean over edge and touch gutter. (Pick up discs out of gutter.)
10. Scorers must make large, clear numbers on board. (Use small numbers for each frame.)
11. Both players should always signal the number of scoring discs to their partners.
12. If a disc is questionable, ask opponent to hold your cue and read from behind the disc while looking straight down.
13. Wear closed-toe, rubber-soled shoes.
14. Discs must not touch the 'V' line, or front, back or sidelines in the shooting area, while making the shot.
15. Remove discs that do not reach the lagline. They are 'dead' discs.
16. Pull discs back to kitchen/ shooting area, then organize to play.
17. Arrive early to set up and assist with clean-up after games.
18. PRACTICE/ HAVE FUN/ KNOW "IT'S A GAME!"

Intermediate Lesson 2
“Your Baker’s Dozen” (13+ Shots to Consider)

WELCOME/ ATTENDANCE

1. Introduction of any new class members
 - a. Collect names, addresses, phone numbers, and email.
 - b. Announce tournament date and eligibility.
2. Book and video loans (Some Glen Peltier refers to tournament play i.e. 2/3 games, 75-point game).

REVIEW

1. Note past lesson theme topic was Protective Hides.
 - a. St. Pete Hide (Cross Pilot) and Tampa Hide (Pilot).
 - b. Delivery for St. Pete #4 position.
 - c. Delivery to get behind Tampa Hide #4.
 - d. Know entry point (mental ‘x’ or ‘sparkly spot’)
 - e. Any color disc, anywhere on the court, can be your hide.
 - f. Don’t be short. That equals lost points.

REVIEW BASICS

1. Safety
 - a. Pull back discs when clearing/ assist scorer.
 - b. Watch cue, do not swing – benches.
 - c. Wear rubber-soled shoes.
2. Etiquette
 - a. Both team members show count from opposite end.
 - b. The non-shooting player stays seated, or steps aside, if there is a health issue.
 - c. No cell phones (-5 in tournament play).
 - d. No coaching by any remarks or action other than “Good shot!”, perhaps thumbs up. Also, your game is your game – the opponent’s is not.
3. Responsibility
 - a. Move discs back past baseline, then arrange.
 - b. Remove discs that lean over the edge and touch the gutter during play.
 - c. Pick up any discs that are in the gutter after the frame is played, to preserve the wax coating on the bottom of the discs (unless there is a health issue).
 - d. To read a disc in question, a player must bend straight over and above the disc and search for green between disc and line. Two more calls may be made – one from the right and one from the left. If asked to call a disc, speak your call privately to the affected shufflers so the next caller cannot hear your call. In a tournament, the third call would come from the director.

4. Delivery
 - a. Your discs need to stay inside shooting box (or -5 penalty).
 - b. Most shots are from #1. This is the most used/ most dependable route. Adjust in drifty court conditions.
 - c. Pendulum movement/ thumb to target, sight on cue, loose grip (pros drop cue).
 - d. Cue goes out to point of target.
 - e. Stay down (for balance).

5. MANTRA: "Feet, Target, Intent" (courtesy of Stan and Flo Kowalewski)
 Eyes and feet point to target (not landing point).
 Three C's: CONCENTRATE, CONFIDENT, CALM

6. Considerations
 - a. Drifts, kinds of shots available. (Take best % one.)
 - b. Reading disc conditions and drift use.
 - c. Know that a wet court, or too many beads (these will 'plow up') = slower discs.
 - d. Black discs get heated first/ wax on bottom.
 - e. To control a 'bad' disc (extra slow, extra fast, or chipped), use it first for a St. Pete Hide.
 - f. Safeguard and protect 1st and 2nd frames. Be methodical.

ENERGIZER – Group members name the kind of shots they know. (Get to 13?).

LESSON FOCUS – Kinds of Shots

1. Hides – protective start
 - a. Use hide when you are first out.
 - b. Careful – your hide misplaced becomes your opponent's hide.
 - c. Second shooter clears good hide, but "Stick happens!"
 - d. Practice clearing.
 - e. You have the hammer – clear. Opposition has the hammer, but is not especially a kitchen shooter, you can go on board.
 - f. Change it up, i.e. do 2 St. Pete out first, then a Tampa Hide to challenge the clearing person.
 - g. For opponent's Tampa Hide: Shoot from #2 position to outside (left) edge. May roll over and become your St. Pete Hide.
 - h. Playing someone who puts hides in the kitchen? You can move the hide back and over and this takes away the usual target spot.

2. Cover/ Block – Block/ cover scoring counters of your own. (The Block is focus for Lesson #5.)

3. Carom Shots – combination shots (easier). Roll Over from the high 10, 8, 7. This is a 'Glance Shot'. Think pool shot/ bowling.

4. Bump/Bunt – to advance – low %, but effective. Best done with straight court. Shooter disc becomes block.
5. Double – side with least amount over the line – not down in 7 area.
6. High Shots (10, 8, 7)
7. Snuggle – Best use is when you are able to be behind two opponent discs. Behind one calls for perfect accuracy.
8. Fill-In Shot – counter blocking (only if a narrow slot).
Responses – take out/ block other side.
9. Kitchen – (*Kitchen is the focus of Lesson #6.*)
10. Clear – and score with the hammer. (Avoid a ‘gift score’.)
11. Warm Up: Half set-up at the 7 area – 4 shots to 4 discs at front of baseline. However, note usually use 2 speed shots in park play.
 - a. Use #3 and #4 discs for the speed shots. The #4 disc will often be used for the hammer shot.
12. ‘First Man In Wins Hide’ – Disc is at outside the point of 10, at the Apex. Shoot tight into the middle line on the shooter’s side (in the deep 8 or 7).
13. ‘Throwaway’ shots. Sometimes a winning player will throw his or her disc through the house or into the gutter to avoid being put in the kitchen. Also, with a game win already in place, and no need to shoot the last disc, the player need only shoot out past the kitchen to end the game.
14. Lagging (*Lagging will be covered in Lesson #4.*)
15. Speed Shots to the 8 will give a feel for the 8 area, for the drift, and the best hammer speed.
 - *Know target and intent and scoreboard to know what shot is required.
 - *Think “need, not greed”.

PLAY GAME – only down the board, then switch sides.

1. 2 for speed, and then a half set-up shooting 4 discs from each player, at the targets in the 7 baseline area, which will assist also with the knowledge of drift. Play down the board, then switch sides.
2. Discuss shots during play.
3. Demonstrate counting the scoring discs quickly (by grouping). For example, 7+8=15 on one side. See it as a unit.

Intermediate Lesson 3
“Ten Ways to Love That Drift”
(Use courts with drift factors.)

WELCOME/ ATTENDANCE

1. Book and video loans

INTRODUCTION

1. Explain ‘drift’ by reference to a rolling ball on a hill.
Sometimes the drift will go both ways even on same side. (Think pools of water on the court, sitting in different spots after a rain.)
A. Show drift card examples (see template, page 11) for charting the drift on a court.

LESSON FOCUS - Strategies

1. St. Pete Hide for low side is just over the deadline (leaves room to get in). Don’t leave disc short to hide!
2. Can also place disc on outer 8 sideline, hoping that it will be ignored, and a bump/bunt shot can be made.
3. Placement in outer corner of 7 area is also effective.
4. Shoot to the top of the Apex to make a ‘First Man in Wins Hide’.
5. A fast delivery will take out much of the drift. With fast shots, use the same delivery. A fast delivery should be easier, only need direction, not speed.
6. An option, and a good one, is to clear, clear, clear, and score with the hammer.
7. Rather than a high 10, 8 or 7, place the 7th disc on the center line in the 8 area. It may just be nicked as an attempt is made to score the hammer, when the court is really drifty.
8. Move in from #4 towards the center to cut down on the amount of drift.
(Show diagrams.)
9. Without hammer, you can just keep blocking up the front – also force opponent to shoot to where beads have built up, where there’s a fast run, etc.
10. Will need to change entry point for the St. Pete Hide or Tampa Hide. Note entry points carefully.

POINTS TO CONSIDER

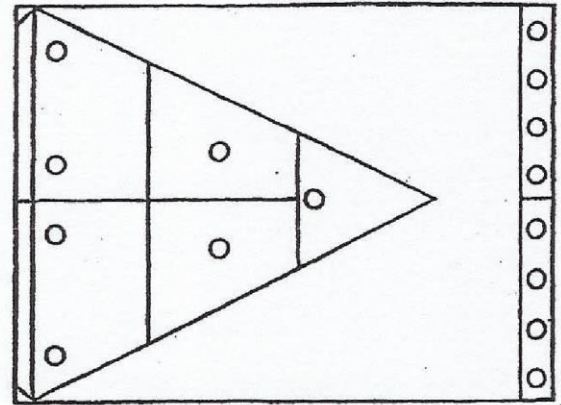
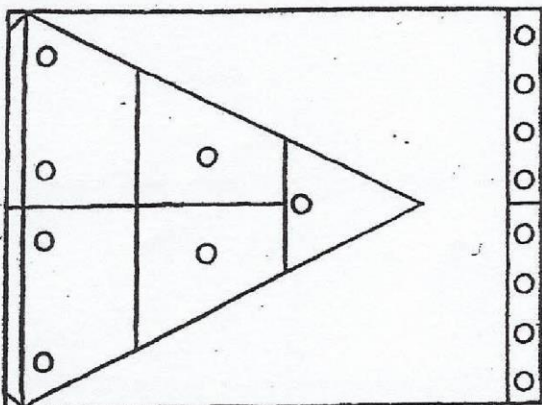
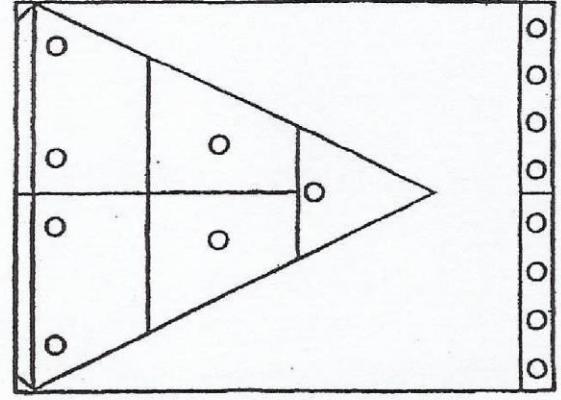
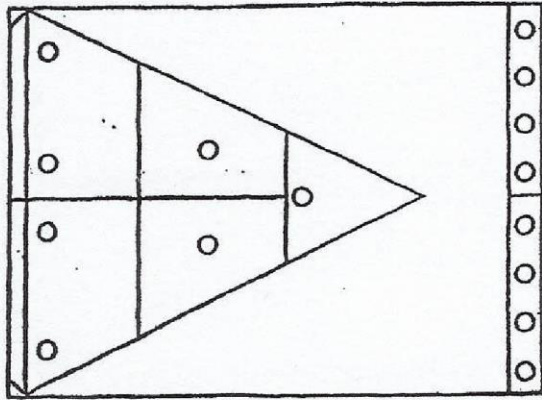
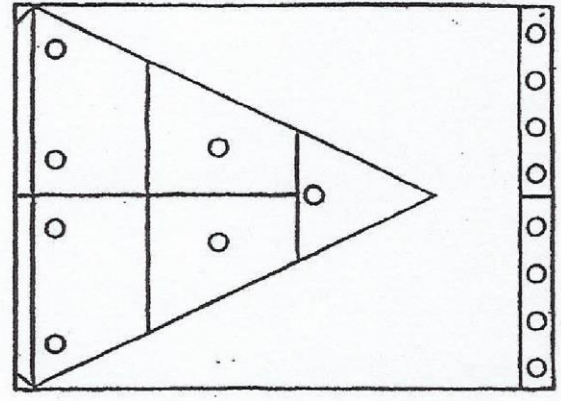
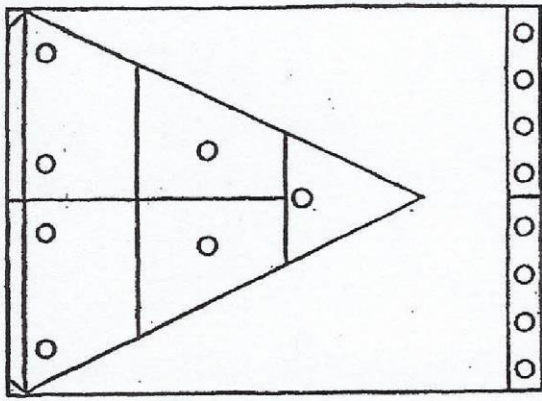
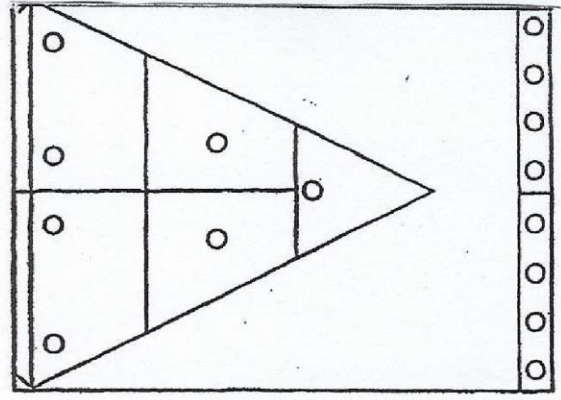
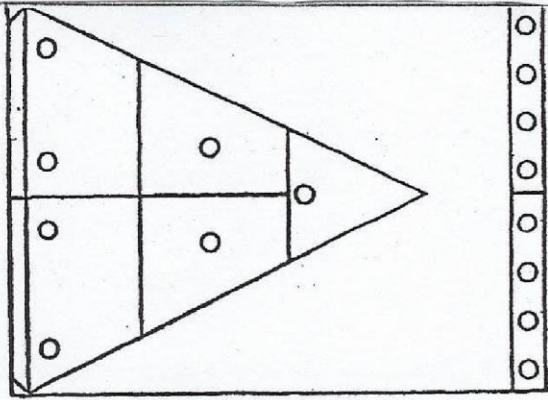
1. Slow shots (discs that are shot softly) will have more drift as compared to a disc that is shot with a fast, hard delivery.
2. A disc will drift the most during the last few feet, as it rolls along on what amounts to a very small hillside.
3. Doubles in the 7 area are double risky.
4. With a drifty court, it's all about the target/ aiming point and not about the disc you want to hit, or the spot where you want to land. Know exact drift degree.
5. The drift varies, depending on shooting point.
6. Reference the drift by saying, "The court drifts toward the black side" (or "yellow side".) The drift may be noted as a "two-inch disc drift" or in another way by disc amounts, such as "a two-disc drift".
7. Here especially, shoot for a 10, only when needed.

WARM UP

1. Shoot 2 for speed and drift.
2. Do half set-up: (4 across) at the 7 baseline, and have each player make personal drift cards.
 - a. Note 10, mid 8's and 4 spots across the 7 area.
 - b. Note if center line grabs discs or if there is a slow or fast disc.

PLAY GAME

1. Play one game down the board with drift cards out and pencils ready to make adjustments.
2. For 2nd game, switch seats. Make new drift cards and compare diagram with opponent's first card.
3. Play a game down the board using card information.



Intermediate Lesson 4
“Counter With a Great Block!”

WELCOME/ ATTENDANCE

1. Book and video loans.

LESSON FOCUS - Blocking points to consider:

1. It is usually not worthwhile to score a second counting disc. Just keep everything blocked up to protect that first scoring disc, unless there is a need (for bait or for a gain in the score).
2. The 7th shot will be useless as a St. Pete Hide/Pilot or as a Tampa Hide/Pilot, since the 8th shot is the hammer shot.
3. Watch that you do not set up a hide for the opposition, with your disc.
4. Set up a sight line as to where to place your block disc, by stepping over to the opponent's side. (Think railroad track lines to your scoring disc.) Use that 'sparkly spot' as your aiming point – a good way to visualize.
5. Confirm target point, then adjust according to your knowledge of the drift.
6. Blocks/ cover discs should stay off the board, otherwise, the shot to take off a block may remain as a counting disc. Also, if the blocking disc goes in the scoring area too close, this equals an easy take-out.
7. Use a 'gift Tampa' as your hide, shooting from #4 or #3 position.
8. Do not block opponent's possible double. Clear it.
9. A block is good if opponent cannot see at least half of the scoring disc.
10. When to cover an opponent's disc in the kitchen depends on several factors, such as: If it is in deep and against the back line (leave alone). Consult the scoreboard too. A good kitchen block must be fairly close in, and it can be reversed.
11. A carom (roll) shot can be used to push opponent's disc off and move the shooter's disc to become a block on an existing counting disc.
12. Without the hammer, just keep blocking up all across the front of the board, minimizing the area for a hammer shot.

WARM UP

1. Shoot 2 for speed and drift.
2. Do half set-up.

ENERGIZER – Setting Blocks

1. Player 1 (yellow) sets up a good disc in play. (If not a good disc, a player from the other end moves it to a spot on board and in play.)
2. Player 1 then shoots 2nd disc to put up a good block (cover) on the disc.
3. Repeat with next 2 yellow discs by yellow player.
4. Then the person playing black discs does the same.
5. Other end repeats this.
6. All players judge the blocks by declaring “Good” or “Not Good”.

PLAY GAME

1. Play frames down the board and switch sides.
2. Introduce Lagging for a court choice: (Yellow player goes first.)
3. The first 3 discs from each player, are shot to the most distant lagline/ deadline for practice.
4. The winning 4th disc is the one closest to the lagline or on it. (Park leagues may use only 2 discs.)
5. The team of the player who shoots the winning disc, gets to pick their color choice.
6. As a point of etiquette, players should shoot in their own specified area, on their own side of the court.
7. In the case of a tie, measure from the center point of the disc to the middle of the lagline.

Intermediate Lesson 5

"Steal That Hammer"

WELCOME/ ATTENDANCE

- A. Book and video loans.
- B. Park club tournament start time, procedure, eligibility.

ENERGIZER – How many discs fit in the 10, 8, and 7 spaces?

LESSON FOCUS – The Hammer Shot

- 1. Discuss points on accompanying sheet, 'How to Steal the Value of a Hammer'
- 2. A 'bonus steal' – Discuss value of 8 vs. 7 points, as they accumulate.
 - a. Use of Tampa vs St. Pete Hide: shoot for 8 space, not 7.
 - b. Shoot your last disc, before the hammer shot, into the 7 area, not the 8.

WARM UP

- 1. Play in a singles format in preparation for the Intermediate Tournament play.
- 2. Shoot 2 for speed and drift.
- 3. Half set-up: (4 across) at the 7 baseline.

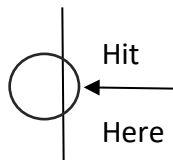
GAME ACTIVITY

- 1. If the person who has the hammer does not end up with 7 or more points than the opposition at the end of the frame, the value of the hammer has been stolen.
- 2. Initials go across the scoreboard for all four players, representing their names.
- 3. Play down board once. Reverse positions.
- 4. Record \checkmark for those making their hammer, under name, not a numerical score.

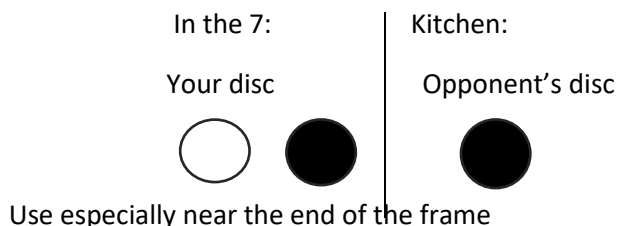
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“How to Steal the Value of a Hammer”
 (With the Scoreboard as Your Partner)

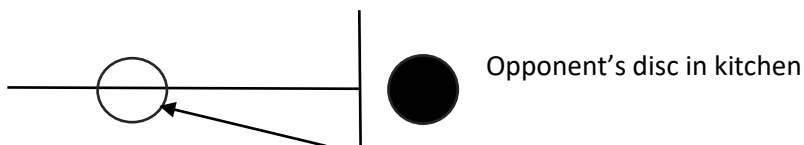
1. High 8 or 7 (high 10 is a low % shot).
2. Low 7 in the corner.
3. Double a disc with a gentle ‘kiss’ tap.



4. Cover/Block a counting disc really well.
5. Bump in a shot from the edge.
6. Excellent clearing.
7. Snuggle, but best in a set-up such as this:



8. Hide behind a misplaced Tampa or St. Pete Hide.
9. Block up the front when opponent has the hammer.
10. Force opponent to go to a bad side of the court with his or her hammer shot, i.e. slow from beads gone or piled up.
11. Always take the highest % shot.
12. If it's not your hammer and the drift is against you (no place to hide), go on the board sooner, especially when playing a non-kitchen shooter. Fall in love with a drifty court!
13. My 2nd last shot:



Opponent may use to knock out the kitchen and not score.

14. With a comfortable lead, think patience and need, not greed. Is there purpose in trying a kitchen shot? Keep it simple.

Intermediate Lesson 6

- (a) "Who's Cooking in the Kitchen?"
- (b) "Scoring a Tournament Win"

WELCOME/ ATTENDANCE

1. Collect books and video loans.

LESSON FOCUS – Kitchen Shots

1. Using kitchen knowledge

- a. A result of a shot down 'suicide alley' is that it may go in the kitchen. However, a shot that doesn't make it onto the court, to count, is also equal to a similar minus value.
- b. Playing a 'non-kitchen shooter'? Especially when you don't have the hammer shot, you may go on board as a points collector.
- c. A disc nearest to the back baseline is the most difficult to remove (space there for 2-1/2 discs).
- d. Play a shot to the deep 7 aiming for edge so your shot disc that goes too far will be safe and off the board.

2. Placement of 'Kitchen Bait' (2 or 3 discs behind)

- a. If possible, shoot in the low 7 area, on your opponent's side, unless opponent has a St. Pete Hide in place. (Opponent's side is a straighter shot.) That is more likely to result in a clearing disc that will 'stick.'

3. Shooting Your Opponent's Disc into the Kitchen

- a. Think "Need, Not Greed". (Watch the scoreboard.) You may also be called a "Head Hunter" for too much kitchen shooting, but it is your game.
- b. Not always a good % play overall. You may leave a 'gift score'.
- c. Use the same speed as a general shot to that area.
- d. Don't try to kitchen a St. Pete or Tampa Hide. It may leave your disc as your opponent's hide.
- e. Cover/block opponent's disc in the kitchen, depending on the kind of game and how the scoreboard reads.
- f. Use a kitchen shot near the end of a frame, not the beginning. It can be reversed, especially with the hammer shot.

- g. Trying to score your hammer and kitchen the opponent at the same time may be a low % decision, especially if the hammer count is lost.
- h. You can have the right speed, but not drift knowledge, and put one's own disc into the kitchen.
- i. To shoot a disc into the kitchen, at times, consider using the carom or glance shot instead of the bunt/bump shot, especially with a lot of exposed kitchen area.
- j. Especially watch for a disc sitting on the baseline, to use for your attempt at a kitchen shot. If your target disc from the house is hit head on into the backstop disc with the right speed, the disc will stop in the kitchen on the backstop.
- k. Reminder: discs not touching the deadline are 'dead discs' and must be removed.
- l. Practice the kitchen shot! It's part of the game.

4. Response to Kitchen Bait

- a. Clear both discs right off the board. (Hit to the edge that ensures the shooting disc also rolls off the court.)
- b. Leave the bait and score a counter. (Deal with bait later.)

WARM-UP

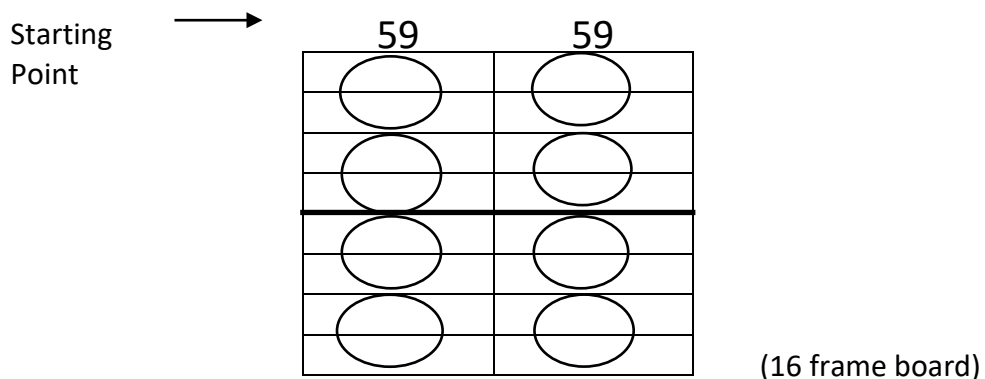
1. 2 for speed and drift. Full set-up as per tournament play. Do a run through.

ACTIVITY

1. Play a facsimile of a 75-point game using the large numbers tournament scoring system, emphasizing the value of 8 point hammer scores.
2. Note:
 - a. 8 point scores are easiest made by a Tampa Hide or a high placed St. Pete Hide.
 - b. Defender can place 7th shot in the 7 point area and eliminate an 8 point result, just before the hammer shot.
 - c. Note the impact of a -10 in a game from 59 points. (No longer just two 8 points to 75.)
3. Start the games by announcing the game as already having been in progress to the point where both teams are tied at scores of '59'. (These are placed at the top and above the scoreboard.)
 - a. Talk about '59' as a very special score, at this point ($59+8=67$ and $67+8=75$.)
4. Review counting quickly by grouping scoring discs.

Scoring Method: Use large numbers. 4 scores go on top half and 4 on the bottom. Yellow is always out for the top 2 portions and black is always out for the bottom half of the board.

Note: There is not a matching rotation stick on some scoreboards.



The above relates to a 75-point game. Some tournament games will be played 16 frames or to 75 points, whichever comes first, for the win.

The shot that is being thrown away by the person whose team has won the game only needs to be shot out of the kitchen box and clear that, not out past the deadline. That way, a counting disc won't ever be removed by accident and the disc will not be in the kitchen either.

“Shuffleboard Tip Reminders”

(Lesson 6)

1. Keep grip and arm loose, and elbow in.
2. Clear a St. Pete Hide to the right side – you may end up with your own Tampa Hide.
3. Clear a Tampa Hide on the left side – it may roll to become your St. Pete Hide.
4. No chasing on last disc – score hammer unless certain (must see at least ½ disc).
5. The game is partly mental – 70% confidence.
6. Leave kitchen shot until the last disc unless it is really needed.
7. Study where block disc needs to be placed. Be right on the spot!
8. Cover kitchen discs in a frame game – leave alone in a 75-point game, especially if there is a need to move the score along to finish the game.
9. Look at target – never at a disc.
10. Stay down after delivery for accuracy.
11. Check scoreboard each shot and try for 8’s rather than 7’s. (The extra point from 8’s adds up!)
12. When opponents have the hammer, the board can simply be blocked up in front.
13. With a dry side, block and force opponent to play there.
14. Wet discs run slower.
15. Use an extra fast disc or slow disc out first as the St. Pete Hide.
16. Put high 8 on opponent’s side, where the shot will be a straighter one, with less chance that the opponent’s disc will roll over and be a counter.
17. Place a low 7, down in corner, for your shot before the opponent’s hammer shot.
18. Prepare – ask “What is the target?” “What is my intent?” Make sure feet are in the proper direction.
19. Most discs are shot from #1 position, some from #2. They then go through most reliable and most known area.
20. Clear the board if ahead and score the hammer. (That’s what is best usually.)
21. Move over to the center and take the drift out of it.
22. Be aware of opposition having a disc to tip in or bunt/bump. Eliminate that disc.
23. Practice on your own, with a partner, and through Hoss Collar.
24. ‘Snuggling’ in the low 7 must be right on.
25. Take each shot seriously.

Let's Play a Club Tournament

(Played same time as Beginner's Tournament)

Beforehand:

Make play charts. For maximum of 5 players, do a Round Robin format, with each player playing all others. A 'bye' is used, if necessary. For more players, an elimination format will be necessary.

For round robin play, have participants draw for a number, so that charts can be prepared before the tournament day.

Down the board once, with 2 for drift and speed, takes approximately from 9:45 am to 2:15 pm for 5 players with the bye included.

Arrange for scorers and a person to record final scores on the chart(s).

Scoring will be 4 names (or initials) across the top of the board. Scoring person must make sure that -0- scores are counted in and the score moved on after each end of play.

Near the end, pushers may be used. They need to go relatively slowly, so as to not rush the players. They also need to be aware of any players nearby.

Consult with other instructor(s) as to court selection before tournament day.

If more time is available, intermediate players will also do a half set-up for each game. If not, advise players to map courts before the tournament day of play.

Have a microphone prepared for opening welcome and remarks.

Post news of the tournament on the club's website as well as on a sign at the courts.

To be typed and forwarded to club membership by email:

The beginners and intermediate tournaments will be held _____(time) on _____(date).

Club members are encouraged to come out and support their shuffleboard friends who are playing in the tournaments. As well, because of this event, there will be no regular play on the tournament day.

Hot dogs, soda and chips will be available for \$___ from 11 am to 1 pm, since play for both tournaments goes on for several rounds.

Thank you for your interest and participation.

Trophies

Order trophies, the number determined by size of the field (gold for first; silver for second). Note: Check the spelling of winner's names very carefully before submitting. Trophies are handed out at a club dinner/meeting.

Day of Tournament:

Photos

Before the start of the tournament, take whole group photos!

After the tournament, do photos of the winners, instructor, and coaches after announcing the tournament winners. Send photos of groups and ones that include names of winners, instructors and coaches to the park's newspaper editor as well as to the Facebook contact. Note: Before photos are taken, do a disclaimer, "This is for email and Facebook. Everyone OK with that?"

Tournament Welcome:

Welcome and thank you for being a part of the Beginners and Intermediate Tournaments. Those in the stands, and there are many, who have taken part in these tournaments, know how important it is to have friends and neighbors cheering everyone on.

For the players, this is the time to put into action all that you've learned in the classes.

There will be trophies handed out later, but the real prize from the lessons and this event, is the chance to advance skills and strategies for daily play and beyond.

As for the format for play: Players will play against the other person on their end of the head/foot. The games will be one full board.

Calls of discs will be made 2x by the players involved if there is a close one. When not in agreement, a tournament director or the scorer will make the final call.

At this time, we will introduce the players and coaches. We instructors are credited with leading, but the coaches are so important (recognize this year's coaches by name.) We can't thank them enough for their time, interest, and wisdom.

Players, play well and trust the shuffleboard gods to be there for you today. However, you know we are already proud of you and your efforts. Thank you for making our roles as teachers and coaches so easy and pleasant!

What to Know in Order to Play in a District Amateur Tournament

Sources of Tournament Information:

Consult the Preview magazine that provides a review of the previous years' Florida shuffleboard results, along with ads from the various Florida shuffleboard clubs. This publication also includes the rules of the game, a schedule of the District Amateur Tournaments for the current season, as well as locations of the tournaments. For sourcing individual district schedules, check your district's website. As an example, access the Southwest Coast District at the Florida Shuffleboard Association website: www.fsa-shuffleboard.org, home page menu board, SWC (Southwest Coast).

Procedure:

A player is requested to show up by 8:30 am at the tournament venue and pay the tournament fee. Sometimes you will have a partner, and other times, there is a draw for a partner (noted in the tournament schedule). Following that, you will be called to pick up a court assignment paper. In order to move from District Amateur level to that of State Amateur, you need to accumulate a total of five (5) points. These points are gained through tournament wins. No master points are received for placing in a Pro Amateur tournament (possible changes pending).

Matches:

Matches are based on a win of two out of three games, with a guarantee of moving onto the Main, or, with a loss, to the Consolation round for at least one more match of three games.

Games:

Most often, games are played to 75 points or 16 frames (as announced by the director, prior to play) for a win. Before a game begins, each player will shoot 2 discs down the court to check speed and drift and to determine if a court needs beads. If it is determined that a court needs beads, all four players must agree. Following speed shots, full set-ups for practice will take place before a game starts.

District Amateur Tournament Points (as of 2019):

A placement in the Main:

1st – 1 point; 2nd – 1 point; 3rd – 1 point; 4th – 1 point.

A placement in the Consolation:

1st – ½ point; 2nd – ½ point; 3rd – ½ point.

These are called 'step up' points and are accumulated towards earning a STATE AMATEUR designation.

District Amateur Master's Tournament:

Eight of the top-ranking District Amateur ladies and eight of the top-ranking District Amateur men in Southwest Florida gain the right to play in the District Amateur Master's Tournament held at the end of the shuffleboard season in conjunction with the State Amateur and Pro Masters Tournaments. The points to qualify are awarded as follows:

1st – 5 points; 2nd – 4 points; 3rd – 3 points; 4th – 2 points.