

SHUFFLEBOARD (con't)

from opposite ends of the court, one team using disks of one color and the other team the other color.

Object: The object is to shove the disks with the cue so that they come to rest in the scoring areas at the opposite ends of the court.

The Play: The first play is made from the right side of the court followed by a play from the other side. The players thus alternate. In subsequent games, the winner of the preceding game starts.

In doubles play, the two opponents at one end play all eight disks, and then the other two play from their end of the court.

The players place their disks in their half of the 10-off space and play the four disks from this area--the penalty for violation is five points off the score. Players are not allowed to step on or over the first line of the court--violation results in a penalty of five points off.

If a player's disk stops in a scoring area, it may be knocked out of the court or into the "10-off" area by his opponent.

Scoring: A disk scores in the area in which it rests after all eight disks have been played. Disks resting on a division line do not score. Disks that stop nearer to the players' end than the farthest dead line are dead and removed at once.

The game is fifty points. If both sides have fifty or more points the side having the most points wins. In case of a tie, the eighth disk is shot twice from each end and the side having the highest score wins.

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TABLE TENNIS
(Ping-Pong)

Table: The table is nine feet long and five feet wide, painted dark green with a three-quarter inch white line around the outside edges and lengthwise down the center. It sets thirty inches above the floor. For home play tables eight feet long and four feet wide may be used.

The net is of dark green material bound with white tape and is stretched crosswise across the center of the table so that the top is six-and-three-fourths inches above the table.

Balls and Rackets: Official celluloid ping-pong balls are used. The rackets are of wood and may be surfaced with sandpaper, leather, cork, or rubber to suit the preference of the player. The blade is five-and-one-fourth inches wide, and six-and-one-half inches long, attached to a five-inch handle.

Choice of Service or Court: The right to serve or receive in the first game of each match is determined by toss. If the toss winner chooses to be server or receiver, his opponent has the choice of court, or vice versa.

The player who serves first at the beginning of the first game, receives at the beginning of the second game. At the end of each game the players change ends of the table.

Service: Throughout the game except when the score is twenty all, the server becomes the receiver and the receiver becomes the server after each five points. When the score is twenty all, the server becomes the receiver and the receiver becomes the server after each point.

The server stands behind his end of the table and strikes the ball with his racket so that it bounces from the table on his (the server's) side of the net and passes over the net and bounces upon any portion of the table on the receiver's side.

The server's racket and the ball must be behind the end line of the server's court and between the imaginary extensions of the side lines when he first strikes the ball; should he miss the ball entirely he loses the point to his opponent.