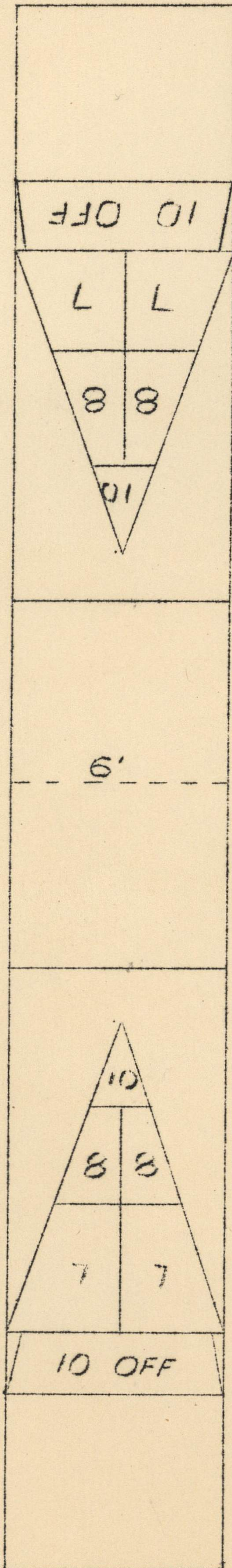


SHUFFLEBOARD

Equipment - Court as shown in diagram. Cue: the maximum length of cue and fingers shall not exceed six feet three inches. Finger spread three and one-fourth inches. Eight wooden discs, four of which shall be one color and four of another color. These discs to measure one inch in thickness by six inches in diameter, the weight to be not more than twelve ounces each.



Game

1. In singles both players play from the same end of the court, and change ends after all discs are shot.
2. In doubles the two partners play at opposite ends of the court, one team using one color discs and the other another color.
3. The first play of a game must be started from the right side of the court, followed by the other, each alternating. Subsequent games to be started by the winner.
4. Players place their discs in their respective half of 10 off area and must play their four discs from this space. (Violations of this rule penalty 5 off.)
5. Players must not step on or over first line of court, (Violations of this rule 5 off.)
6. If a player scores a disc, opponent may drive it out or into the 10 - off space.
7. A disc obstructed by any solid object other than another disc is "dead" and must be removed from court before another play is made.

Scoring - All discs touching lines are not counted; all other discs within the diagram areas are counted. The 10-off space means deducting ten from score.

2. All points must be scored.
3. Discs that stop in area between farthest "dead line" and starting area are "dead" and must be removed from the court before another play is made. Note: A disc touching "dead line" is not considered dead. All other discs except those going out of bounds and obstructed discs must remain where they stop until play is made and score is counted.
4. Fifty points shall constitute a game except when otherwise agreed upon in tournaments.
5. If both sides have fifty or more points the side having the greatest number of points shall be winner.

