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## Let's Play **SHUFFLEBOARD**

# TAP AND DRAW: *How to Play and Rules*

### **Summary**

*This is an excellent game for a beginner who is opposing a skilled player. The object of the game is to shuffle your weights up to the farthest (or, in Target shuffleboard, the highest) scoring position on the board, without knocking your weights, or those of your opponent, off the board.*

*To start the game, players decide by toss of coin or other means, who shall shuffle first and which color each shall have. In this game, it is an advantage to shuffle the first weight.*

*Weights are shuffled alternately, until all eight have been shuffled, which completes one round of play, just as in the traditional "Knock Off" shuffleboard games. You may try to tap your weight, with the purpose of sending it farther up the board. However:*

- If you knock your own weight off the board, it must remain off and out of play.
- If you knock your opponent's weight off the board, your weight will be removed from play, and your opponent's weight will be replaced on the board in its original position.
- If you knock your opponent's weight off the board, and at the same time advance one or more of your own weights to higher scoring areas, your weights must be returned to their original positions, your opponent's weights replaced in their original position, and your shooting weight must be removed from the board.
- If you tap any of your opponent's weights so that they advance, they remain in the better scoring position

### **Method of Scoring**

**A) If playing like traditional "Knock Off" scoring is to 15 points and score counting goes as follows:**

- Only one team scores in a round.
- The player or team that has their weight closest to the end of the board scores. All of their weights that are ahead of their opponent's deepest weight (closest to the end of the board) are added together for the score for that round.
- A weight scores 1 point if it is located between the designated foul line and the "2" line.
- Weights completely across the "2" or "3" line count 2 points or 3 points, respectively. To judge if the weight is completely over the line it should be viewed from above (i.e., look down over the top of the weight). Again, the entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight.
- If any portion of the weight is hanging over the end of the board it is called a "hanger" and counts as 4 points. Close calls can be checked by holding a weight so that the top of it is along the back end of the board. The weight is then slid along the back end of the board. If it hits the disputed hanger, the weight is indeed hanging and is worth 4 points instead of 3 points.

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# ***SHUFFLEBOARD – Tap and Draw Rules – cont'd***

## ***Method of Scoring cont'd***

**B) If playing like “Horse Collar” scoring is to 51 points and how to count scores goes as follows:**

- After all 8 weights in a round have been played, it must first be determined whether at least one weight is completely in the trey (3-point zone) or overhanging the end, the left-hand corner or the right-hand corner of the shuffleboard playing field. If there are NO weights in this zone, NO SCORE OF ANY KIND CAN BE COUNTED, regardless of how many weights remain on the board.
- If there is at least one weight in the trey (3-point zone) or overhanging the end (13-point zone), the left-hand corner or the right-hand corner of the board (26-point zone), then the score is counted, as follows:
  - All weights touching or in front of the deuce line count as 1 point. This applies to the entire area up to the designated foul line, but weight must be completely clear of the designated foul line to count.
  - All weights between the deuce line and the trey line (including any touching the trey line) count as 2 points.
  - All weights between the trey line and the far end of the board count as 3 points.
  - All weights overhanging the board at the far end count as 13 points (13-point hanger).
  - All weights overhanging the left- and/or right-hand corner of the board count as 26 points (26-point hanger).
  - All weights which fall into the alleys, or do not clear the designated foul line are dead and do not count.

## ***Score Count Summary***

In order to score, a player or team must have at least one weight being worth 3 points or more (it does not have to be the first weight thrown in order to score). For example if a player or team throws 1 weight worth 3 points and 2 weights worth 2 points and 3 weights worth 1 point and all remaining weights on the board are past the designated foul line, the player or team would score 10 points.

Hangers are worth 13 points (hanger being the weight that is hanging partially off the end of the board).

Hangers on corners are worth 26 points (weight is hanging partially off the end and partially off the side of the board in either corner). A weight just hanging only off the side of the board does not have any special meaning or point value unless it is a 26-point hanger on one of the corners.

Games are played in frames until one player or team scores 51 points. However, scoring 51 points first does not necessarily make that player or team the winner

Every player or teams gets to finish each frame and the highest score is the winner (51 points or greater)

If the player or team that scores 51 points or more has the hammer (the last player or team to play), then they are declared the winner.

## ***Technical Points***

- A game is NOT complete until the player or team which has been shooting last has taken it's LAST TURN AT THE BOARD, even though the player or team shooting first has already scored 51 points or more. If both teams go over 51 points, the one with the FINAL HIGHEST SCORE IS THE WINNER.
- During play, no contestant may leave his position to check the location of weights he or his partners have played.
- All weights that do not completely CLEAR the designated foul line are dead weights, but must not be removed from the board.

## ***Miscellaneous Rules***

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.