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Let's Play **SHUFFLEBOARD**

TARGET: How to Play and Rules

Summary

In general, rules, regulations and playing instructions for "Target" shuffleboard are the same as those for regular shuffleboard.

To start a game, players decide by toss of coin or other means, who shall shoot first and which color each shall have. It is an advantage to shoot last (player who shoots last is referenced as having the "hammer").

Standing at the same end of the table, the first player shuffles the first weight toward the "Target" at the opposite end of the playing field, striving to attain the highest scoring position. The opponent then shuffles their first weight, attempting either to knock off the other player's weight or to place their own in a higher scoring position. The players continue shuffling weight alternately until all eight have been shuffled, which completes one round of play.

At the end of each round, the player (team) whose weight is in the highest scoring zone is winner of that round. The score is totaled as detailed below, and registered on the scoreboard.

The players then proceed to the opposite end of the shuffleboard, and another round is begun in the same manner described above, from this end of the table, with the winner of the previous round shooting first weight. Play continues until a player or team scores the required number of points, and wins the game.

Method of Scoring Rules

After a round has been played, the player whose weight is in the highest scoring position is the winner of the round.

The player's score is determined by adding the values of all their leading weights that lie in a higher scoring position than an opponent's highest scoring weight. **ONLY THE WINNER SCORES IN A ROUND.**

The value of the winner's scoring weights are determined by the Target zone in which they lie, as follows:

- Any weight on the board (playing field) that clears the foul line nearest the players and does not completely clear the line of the outer or larger Target ring scores 1 point.
- Weights that completely clear the outer Target ring and lie within larger ring zone or that do not completely clear the line of the intermediate ring score 2 points.
- Weights that completely clear the line of the intermediate ring and lie within the zone between it and the black inner ring score 3 points.
- Weights that in any way touch the black inner ring of the target score 4 points.
- A weight that completely cover the black inner ring of the target, score 5 points.

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.