

Rate Yourself as a Player

Add your three total scores and divide by 3 to see your overall ability at this point

___ Physical total

___ Mental total

___ Emotional total

___ $\div 3 =$ ___ $=$ ___ your current status

(Example) 99 $\div 3 =$ 33 $=$ 3.3

F. My Physical Game

(My general overall game from the shot-making standpoint)

- ___ 1. My general overall ability to repeat pre-shot and post-shot routines
- ___ 2. My overall ability to read a court for speed
- ___ 3. My general overall ability to read a court for drift
- ___ 4. My general overall ability to take-out/clear
- ___ 5. My general overall ability to stick, when needed
- ___ 6. My general overall ability to set blocks
- ___ 7. My general overall ability to hide behind blocks
- ___ 8. My general overall ability to make hammers
- ___ 9. My general overall ability to get my opponent (when needed) into the kitchen
- ___ 10. My general overall ability to play strong at the beginning, middle, and end of the game

___ Your total score (add your numbers)

___ Your average score (divide your total score by 10 to find your overall game score from the shot-making standpoint)

G. My Mental Game

(My general overall game from the thinking standpoint)

- ___ 1. My general overall game strategy for charting /remembering a court
- ___ 2. My general overall ability to remember shooting positions as they relate to court speed
- ___ 3. My general overall ability to remember shooting positions as they relate to court drift
- ___ 4. My general overall ability to correctly analyze any given game situation
- ___ 5. My general overall ability to use proper strategy at the proper time
- ___ 6. My general overall ability to remember and repeat pre-shot, shooting, and post-shot routines
- ___ 7. My general overall ability to stay focused in the present
- ___ 8. My general overall ability to quickly forget poor shots
- ___ 9. My general overall ability to quickly forget poor strategy
- ___ 10. My general overall ability to be mentally strong at the beginning, middle, and end of the game

___ Your total score (add your numbers)

___ Your average score (divide your total score by 10 to find your overall game score from the mental standpoint)

H. My Emotional Game

(My general overall game from the emotional standpoint)

- ___ 1. My general overall ability to stay positive regarding any given situation
- ___ 2. My general overall ability to stay calm/relaxed regarding any given situation
- ___ 3. My general overall ability to stay patient as the game unfolds
- ___ 4. My general overall ability to use techniques to stay calm and relaxed
- ___ 5. My general overall ability to repeat pre-shot, shot, and post-shot routines under pressure
- ___ 6. My general overall ability to accept my imperfections in a given match
- ___ 7. My general overall ability to not let my opponent upset me
- ___ 8. My general overall ability to not let the court condition upset me
- ___ 9. My general overall ability to play until the games last shot and not give up
- ___ 10. My general overall ability to stay emotionally strong at the beginning, middle, and end of the game

___ Your total score (add your numbers)

___ Your average score (divide your total score by 10 to find your overall game score from the emotional standpoint)

Rate Yourself as a Player

Add your three total scores and divide by 3 to see your overall ability at this point

___ Physical total

___ Mental total

___ Emotional total

___ $\div 3 =$ ___ $=$ ___ your current status

(Example) 99 $\div 3 =$ 33 $=$ 3.3

Part 6 – Concluding Remarks

“It ain’t over ‘til it’s over!”

(Yogi Berra)

- A. Seeing the Light – My wife, Mary, and I have been doing 1,000 piece jigsaw puzzles for over ten years. I have learned much in doing them, namely; you need to have patience and more patience – and - there are many times it looks like the puzzle is impossible to complete. Yet with persistence the pieces eventually fit together forming a beautiful scene. You know, the above is analogous (the same) to a game of shuffleboard. With good patience and a willingness to continue to learn, *you can* become the player you want to be. I sincerely hope this book you have just read will add to your *continued* learning.
- B. The “Art” of Winning – Those of you who have read my first book, Keep on Shufflin, will recognize the following three or four sections. I felt them important enough to include in this writing, too. Now the age-old question – why do some players male or female, win so much more than others? I contend that four factors come into play:
- Confidence – All top players have this trait. It is not boastfulness, but an inner feeling. Practice and more practice, play and more play are the key ingredients to boost one’s confidence.
 - Reading the Court – I still contend that being able to read the court quickly in a match pays big dividends.
 - Minimize the Mistakes – Let your opponents make the mistakes. Do this by smart strategy choices. Granted we all make poor shots and poor choices, but these should be few and far between.
 - Patience – Calmness and concentration seem to mark the top players. Remember you should not panic and rush the game.
- C. Learning from Others – In the game of shuffleboard just as in the game of life, nobody knows it all! There are some, however, who know more than others. If we are to improve our game we need to continue to learn. I always start

with my *opponent*, after I lose a match. I give that opponent the congratulations due, and then encourage suggestions/thoughts on what *I* could have done better in the match. You'd be surprised the pointers you can pick up! Also, I suggest talking to *top players* as to their thoughts on their winning ways. By and large, most players will share their thoughts. Finally, continue to read. The bibliography provided in Part 8 will list the ten books from golf that I've referred to throughout this text along with the sixteen shuffleboard books I've been able to find.

C. Teaching Others – Just like we all can learn - if we choose to - we can teach. I believe the sharing of one's knowledge is a validation to the teacher that the thoughts and ideas are worthy. Simply put, if someone accepts some of my thoughts and says, "Hey that works for me too!" that gives me a good feeling; that what I'm saying has value! Forgive me for saying this but there are people (yes, even shufflers) who don't think this way. They *don't* want to share what they know - this is sad! Players often say to me, "Bob, you're giving away your secrets." I always retort back, "I'm proud to share what I know, and if someone embraces some of what I say and uses it to beat me – I'm proud of that too!" To a person all shufflers agree: we need to get more/new players into the game. Folks, we all need to be teachers for the game to grow. My final thought is very simple – we all need to be 'ambassadors' of the game we love. Become a teacher!

Part 7 – Shuffleboard's Future

A. The Game's Perception – 99 ½ percent of this booklet has been positive and I hope, uplifting. This section will not be! Shuffleboard has a *real perception problem*. It has been an organized entity since 1931 and yet:

- Very few people under 50 play it
- Most of the public think you have to be over 80 before you play it
- It's a game for people who are unable to play any other sport
- You get little or no exercise playing it

I just don't understand this! Many of you may be unaware that in 1962 two years after *Del Webb* opened the Sun City Retirement Community northwest of Phoenix, AZ; he *was on the cover of Time Magazine* and behind him *was a shuffleboard triangle and cue*. What has happened since then? I'll admit, I don't know. But I do know that a concerted effort to change the game's current image *needs to happen!*

I've said for over ten years now that shuffleboard badly needs the following:

- A high-profile spokesperson
- Business support/sponsorship
- A national (hard copy) newsletter
- A national registry of clubs/tourneys
- National (even local) television exposure

I'm sure you can think of others. I realize Stan McCormack and Alf Primeau have done yeomen's work for items 3 and 4 above with the Internet site: theshuffler.org but folks, we need a lot more to happen for our game to survive and grow. Give it some thought on how you might be able to help!

B. Leadership Issues – Before I say anything about leadership, I'd like to salute each and every leader shuffleboard has ever had from the Local, State, National, and International level. As every person who has ever held a position of leadership knows, many times it's a thankless, nerve-wracking job – and the pay isn't that great either (ha!). That being said, I'd like to focus on a really important issue, and that is, why many shufflers who love the game *don't step up to the lead*. I realize not everyone is cut out to be a leader, but

please remember we're not talking about rocket science here. I'm not innocent either! I served as President of our Hopi League in Mesa from 1997-1999 and was the Arizona Shuffleboard President from 1999-2001. Having said that I must now say this - *my game suffered* because of it. This is a possible reason why so many avoid such positions! Another aspect of leadership (as those of you in it can attest), is that *change* to an existing structure comes *very* slowly – if at all. I liken it to being an umpire in baseball – no matter what call you make, it displeases somebody. Again, I want the reader to realize that I'm not trying to make excuses; rather, I'm trying to bring some understanding to this issue. In your heart, I'd like you to determine where you stand on the issue of leadership. Please, If you don't think the above statements apply to you, consider moving into this arena.

- C. A Business Directory – This section brings me to the end of my writings (for now), on the game of shuffleboard. I urge the reader to carefully check out the following information. I've done my best to focus on the four main businesses for our game in the United States. All of them are to be applauded and supported by every shuffler as they are a lifeline for what we need to play our game. Because of their efforts our Mind Over Matter has a chance to succeed.

They are:

1. Allen R. Shuffleboard Co., Inc. (Sam Allen/Jim Allen)
6595 Seminole Blvd.
Seminole, FL 33772

Phone: 1-800-260-3834
Web: www.shuffleboard-1.com
E-mail: mrshuffle@aol.com

2. Polyglide, Inc. (Kathy Cullop)
3081 La Jolla St. Unit D
Anaheim, CA 92806

Phone: 1-800-921-1722
Web: www.polyglide.com
Email: kcullop@polyglide.com

3. M & S Sporting Goods (John Rosenkrans/Judy Martinez)
5540 E. Broadway Rd. Suite 4
Mesa, AZ 85206

Phone: 1-888-969-2209

Web: www.MSawards.com

Email: MSshuffle@quest.net

4. Dura Dress Shuffleboard (Mike Walker)
2836 Merrywood Dr.
Sacramento, CA 95825

Phone: 916-485-7802

Email: duradress@yahoo.com