



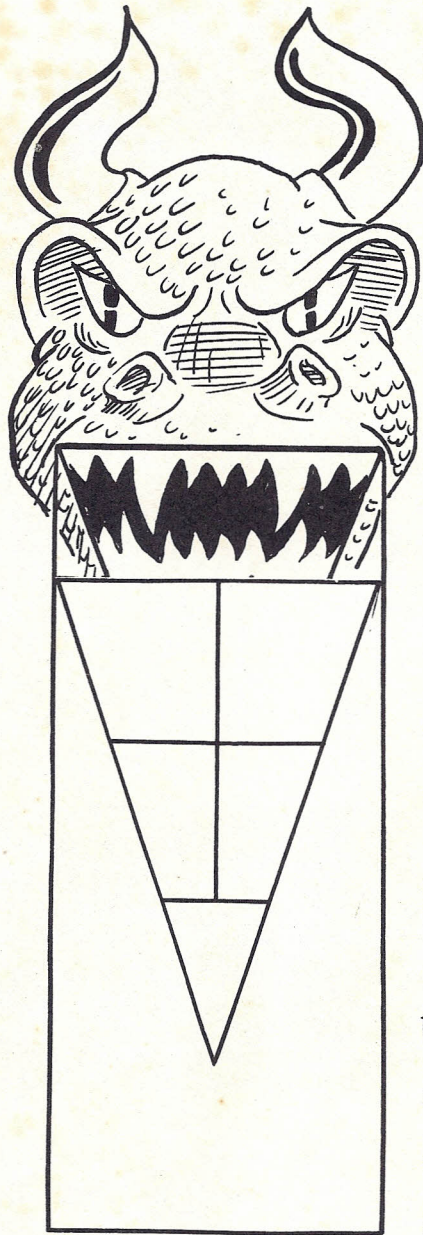
HOW TO PLAY SHUFFLEBOARD

by
COL. P.C. BULLARD

99 pages with
over 300 diagrams
by the author . . .



published by The
St. Petersburg Times

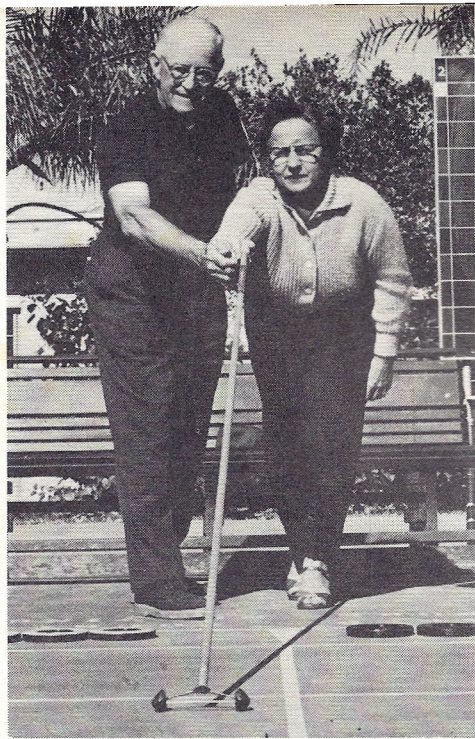


the kitchen

like a hungry dragon

waits open-mouthed

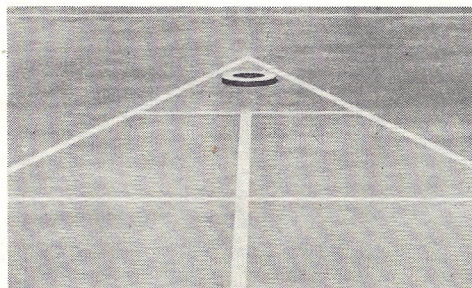
for unwary disks.



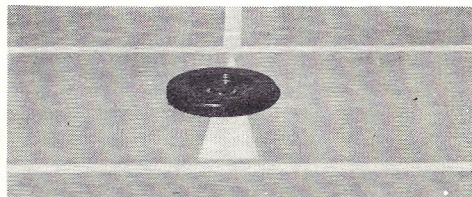
HOW TO PLAY SHUFFLEBOARD

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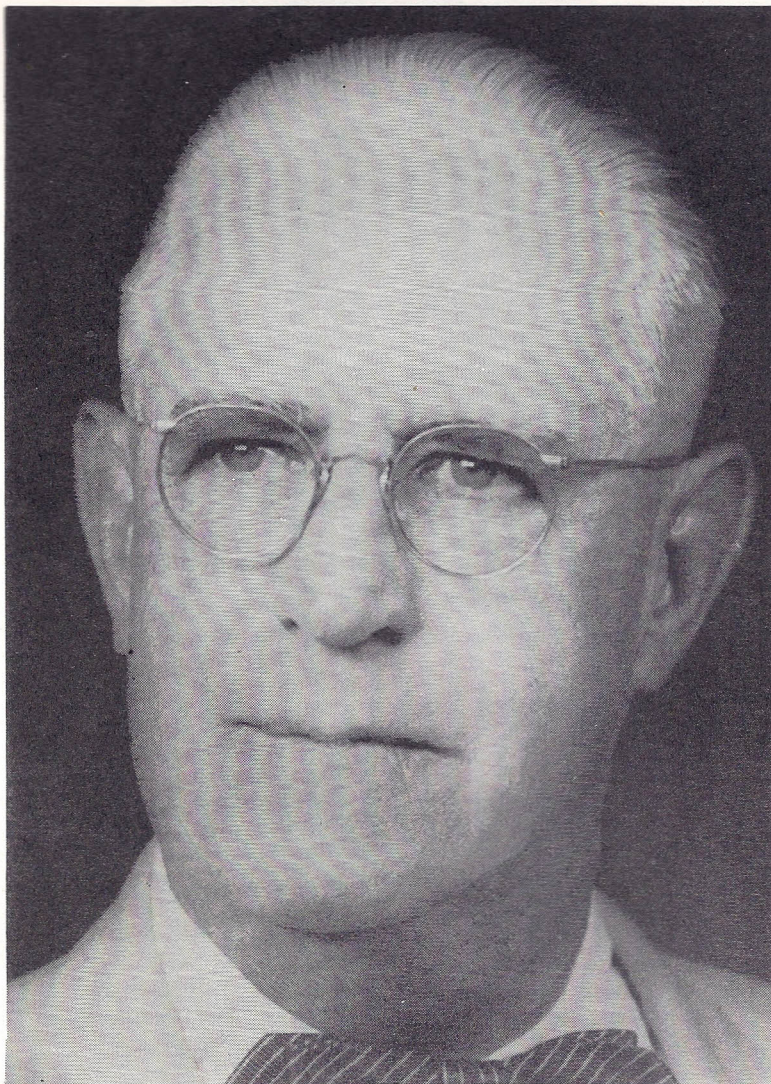


with over 300 diagrams by the author
Times photographs by Dave Skolfield



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about the author . . .

Col. Peter C. Bullard, former president of the West Coast District of the Florida Shuffleboard Association, retired in 1952 after 42 years of active duty with the U. S. Army, mainly the Engineers and Infantry. Since 1953 he has lived in his trailer home at Lealman Trailer Court, St. Petersburg, where he has been amassing a staggering amount of information on his favorite hobby — Shuffleboard!

During this time, he has collected the records of more than 500 shuffleboard tournaments, which contain the names and records of more than 700 of the world's best players. As few printed records exist prior to 1952, Colonel Bullard has had to rely for his information upon names printed on trophies, newspaper articles and personal interviews with the players themselves. He now knows more about the statistical records of shuffleboard than any other man living.

He usually can be seen at almost any major tournament. When not playing, he always can be found sitting on the top row of the grandstand, busily writing down situations as they appear on the courts and how the experts play them.

This book is the product of six years of observation and practice. It was printed in The St. Petersburg Times during the summer of 1958 as a series of 155 articles. Included in this book are four articles which did not appear in The Times. Colonel Bullard's "All-Time Roll of Champions," which rates the top shufflers over 30 years of play, also is reprinted in this book.

Foreword by National Champion

This book should be commended for players of the game of shuffleboard. Although the book is useful to the beginner, it is also of value to the experienced player, and even contains points of which some masters of the game may not have been consciously aware.

The writer has observed and analyzed the play of numerous experts, his analyses of the play are valuable and merit commendation by their soundness and by the clarity of their presentation. As he says, not all shufflers will agree with him on all points, but differences of opinion make a horse race or a good contest in any game.

The author is both an engineer and an experienced teacher of various subjects.

The many diagrams throughout the text are most helpful in explaining the various types of shots, and the text accompanying them tells when and how to use the various shots.

The book fulfills a much-needed and long-felt want, and I heartily recommend it for the study of all players.

William Folberth

National Open Shuffleboard Champion
Winter, 1957-1958





The author congratulates
All-Time Champion Carl Spillman
following one of the matches
they have played together
during the Florida shuffleboard season.

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Mrs. Miriam McDavid of St. Petersburg, four times national women's champion, shoots her disk down the court during the 1957 Times - Mae Barber Tournament at St. Petersburg.

How To Play Shuffleboard

The game of shuffleboard has, since it came ashore from ship-board 45 years ago, attracted extensive interest and participation. This has been especially the case in Southern climates, where the game can be played outdoors all or most of the year, but it also applies to Northern states, where clubs have been operating for many years and are increasing in numbers.

Hundreds of thousands of persons play the game. One of the manufacturers of shuffleboard equipment told us about three years ago that his company alone made about 45,000 disks per year.

INTEREST. Shuffleboard is a game in which good fellowship and pleasant relationships are prevalent.

The game itself is not merely interesting, it is of absorbing interest. It is fascinating. It demands the use of both judgment and skill, and presents a wide variety of situations. Most of us who play it have grown so fond of it that we want to play practically every day.

JUDGMENT AND SKILL. The degree of judgment and skill involved is surprisingly great, as becomes evident when a beginner plays against an experienced player. Judgment is used in the selection of the best type of shot to use in a particular situation. Skill is applied in the execution of the shot with accuracy. On the other hand, even beginners, with little or no experience and skill, can find pleasure in the game from the first.

ALL AGES, TYPES. Shuffleboard affords a mild form of exercise. It is suitable for persons of any type or age group. Not only is the game suitable for women, but some important tournaments have been won by women in competition with men.

The game does not involve the violent exercise suitable for and needed to a certain extent by the young, but it invokes their competitive skill and interest. It is played much by the aged, while cripples, arthritics, one-armed and one-legged persons, or even a person playing from a wheelchair, have been seen to play well.

LOW COST. The game is inexpensive. Individual equipment is very minor in amount and cost. Club dues are small, merely nominal, and in some clubs, such as trailer parks, there are no membership dues.

OBSERVING PLAYERS. A great deal can be learned about shuffleboard play by observing good players, and especially expert shufflers. In a locality where there is much tournament play, the times and places where prominent players participate may be published, as is done by The St. Petersburg Times.

For example, a tournament run yearly at the St. Petersburg Shuffleboard Club at Mirror Lake (The Ellen Risher Doubles) has included as participants eight current or past National or Florida State champions.

This writer has attended many tournaments, but has never seen one where an entrance fee was charged to see tournaments. The grounds and stands are open to the public.

In closely watching the play of this game, as that of any other game, the watcher unconsciously thinks of how he would make the various shots, and compares his ideas with the apparent plans of the actual players.

The gain from this method is greater if it is done consciously and purposefully. Accordingly the watcher should constantly ask himself before a shot, "How should he make that shot?"

In general, it is better to observe from the end of the court rather than from the side, because the observer can then judge the directions and angles better. It will be noted that most grandstands are located at the ends of the courts.

In observing good players, the widest variations in the technique of play can be seen; and in the question of technique it is hard to determine what is correct or best. Sometimes a player's form differs from another's merely because of a difference of opinion, sometimes because of long habits, sometimes because of limitations of a player's physique.

There is also a wide variation in the selection of plays, but a

great deal can be learned from noting the exercise of judgment, and the plays used by excellent players.

In observing the degree of accuracy in the shooting of excellent players, we consciously or unconsciously note two things: (1) they do make a high percentage of accurate shots, and since they do so, others can also learn to do so; and (2) on the other hand, they are not infallible; they do make misses.

There have been requests that we cover the subject of shuffling for those who are not experienced. Here we go. In this series, we shall also have some ideas from time to time for players who are experienced.

Let's start with a brief description of the game, for beginners.

THE OBJECT in the game of shuffleboard is to propel disks by means of a forked cue (about six feet long) onto the scoring diagram at the opposite end of the court, in order to score or to prevent the opponent from scoring.

There are four red disks and four black disks, each six inches in diameter, made of plastic. Yellow disks are frequently used instead of red.

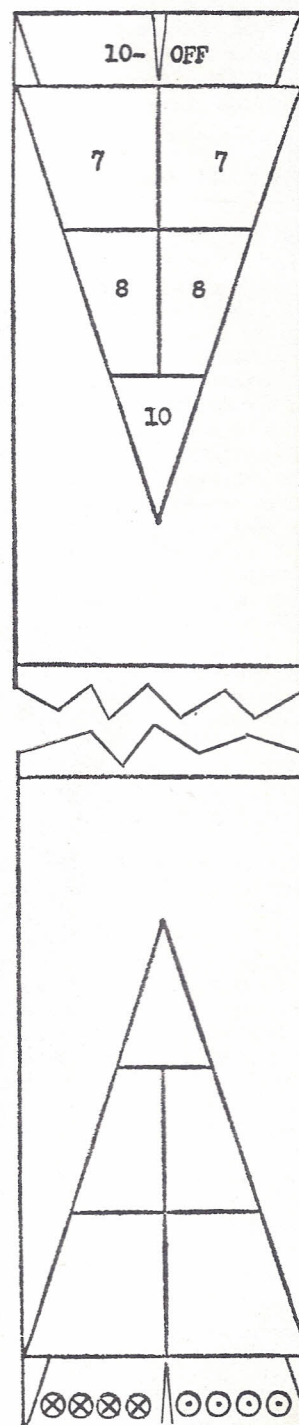
There may be four players (doubles) or two players (singles).

For the doubles game (four players) there are two players at one end playing against each other, and similarly two players at the other end, also playing against each other. The two players at opposite ends and on the same side of the court are partners; they use disks of the same color, and their scores are added together to make the team score.

PLAY STARTS at the head of the court, which is normally the end at which the scoreboard is placed. The red disks are placed in the right half of the starting area, not touching the lines; the black disks are similarly placed in the left half of the starting area. (See diagram. The middle

space of the diagram has been cut away and the ends brought nearer together. Both ends of the court are actually marked alike.)

The players at the head shoot first. They play alternately, first



Red, then Black, then Red, then Black, etc. They attempt to place their disks in the scoring areas, to prevent their opponent from doing so, or to knock their opponent's disks from the scoring area.

When all eight disks have been played from the head of the court, a half-round has been played, and the score is determined and marked on the scoreboard. Each disk within a numbered area (and not touching a line) scores the number of points indicated by the number of the area. For a disk in the 10-off area, or "kitchen," the score of its owner is reduced by 10 points.

Next, the players at the other end, each using the same color

and on the same side as his partner (Red left and Black right, facing now in the opposite direction), shoot the disks back in the same manner, Red shooting first. This completes a round.

For the next round, Black shoots first at each end. Thereafter the first shot in each round continues to alternate regularly between Red and Black at each end.

In a singles game (two players) the players shoot first from the head of the court, Red first. They then go to the other end of the court and shoot back, Black first and playing on the right.

GAME TERMINATES when a score of 75 points has been

reached. Occasionally a game score of 100 points, or 50 points, may be used.

There is a wide variety of non-standard and unofficial types of games. The most common of these is that in which each game consists of a fixed number of rounds (10, 12, or other number), regardless of how high or low the score, the winning player or team being the one which has the higher score at the end.

OFFICIAL RULES. Each shuffler should have a copy of the rules, of the latest edition, and should become familiar with them

Copies of the rules may be obtained from three cue manufacturers in St. Petersburg and vi-

city, Allen R Co., M & T Manufacturing Co., and Nemar Products, or from Harrell & Co., the Tampa distributor for Dimco-Gray Co., or perhaps from dealers selling for these manufacturers. The addresses of the manufacturers are in the telephone books.

Copies of rules also have been distributed through officials of Florida Shuffleboard Association to member-clubs for their individual members.

In addition, the Annual Preview of Florida Shuffleboard Association contains rules; this Preview also is distributed yearly to member-clubs of the association, and is given free to club members as far as available copies permit.

PART 2: ILLUSTRATION OF PLAY, SHOT BY SHOT (A)

As an introduction, this part is an illustration, shot by shot, through a half-round of shuffleboard play. In succeeding articles we shall present other similar illustrations.

The shots shown have been selected to demonstrate various types of shots. They are not intended to show the best play for each situation, but rather typical plays that occur often.

A diagram is used to illustrate each shot, and is correspondingly marked.

The shuffler Red plays on the right with the red disks, which are placed in the right half of the starting area. The shuffler Black is on the left, with the black disks in the left half of the starting area.

Assuming that this is the beginning of the first game, Red shoots first, that is, "Red is out," or "Red out."

FIRST SHOT. To start with, there is nothing on the board.

With his first turn, the first shot of the half-round, Red shoots to place a disk at A on his opponent's side of the court. The Red disk stops at the point A desired by Red, and is well-placed, about halfway between the point of the triangle and the side of the court.

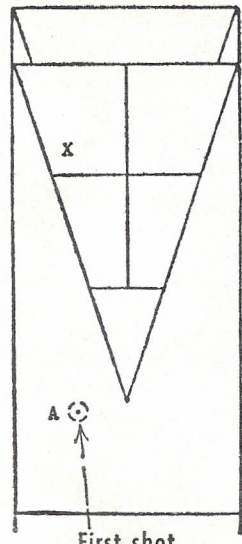
It thus forms a guard, beyond which Red may perhaps be able later to hide another disk at or near X, beyond A and largely hidden by A, so that Black on the left cannot see enough of it to knock it away.

Most opening shots are of this type.

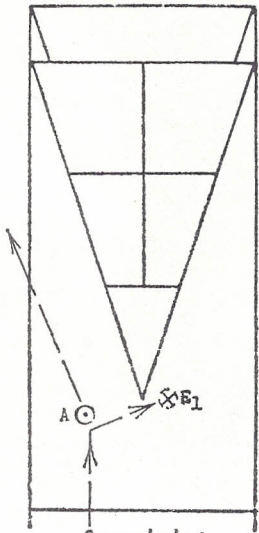
SECOND SHOT. Only disk A, drawn with a full line, is on the board.

For his first play, the second shot of the half-round, Black

shoots to spoil Red's guard disk A so that Red will not be able to hide a disk beyond it. His



First shot



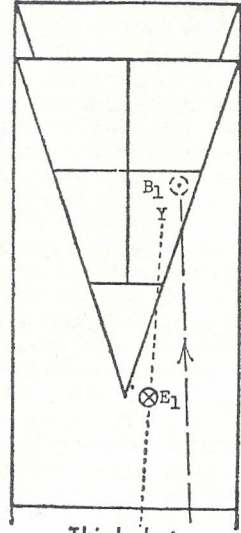
Second shot

shooting disk E hits A at an angle and succeeds in knocking A off the board. At the same time E glances to the right and happens to stop at point E-1.

THIRD SHOT. Only disk E-1 remains on the board.

In preparation for his second turn, the third shot of the half-round, Red steps over behind the middle of Black's starting area at the left and sights at disk E-1 and over it to the area beyond it. He sees that if he places a disk at point Y, it will be covered and protected from Black quite well by disk E-1.

Red goes back to his own side, and shoots from the extreme outer edge of his starting area. His shot stops in the 8-area, at B-1, a little to the right of his aiming point Y. This disk does not touch a line, so that it will score 8 points for him if it remains in place.



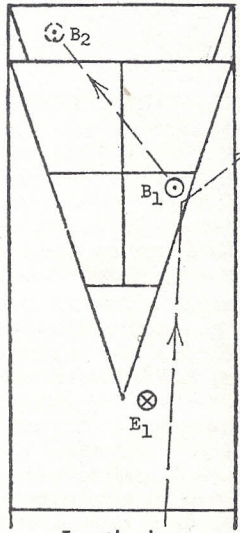
Third shot

FOURTH SHOT. Two disks E-1 and B-1, both drawn with full lines, remain on the board.

For his second play, the fourth shot of the half-round, Black knows that it is urgent to knock away Red's scoring disk at B-1. In preparation for this, he sights from the extreme right side of his own starting area, and notes that he can "see" most of disk B-1, while the remaining part of B-1 is hidden by E-1.

He shoots at B-1. He hits it on the right side, and his shooting disk glances off the board to the right. Disk B-1 is knocked diagonally to the left, and happens to stop in the kitchen, at B-2, clear of the lines. It will cause 10 points to be subtracted from his opponent's score if it remains there.

FIFTH SHOT. Two disks, E-1 and B-2, remain on the board.



Fourth shot