

But if the opponent is to have another shot, he will take advantage of the opportunity to play a straight shot to reverse the situation, that is, to knock D against H-2, scoring a seven with his shooting disk, spoiling the red seven at D and the black kitchen disk H-2, and perhaps leaving D in the kitchen, for a total gain of up to 34 points. It is obvious that under these circumstances the shooter's straight kitchen shot at H-1 is fraught with danger.

ANGLE SHOT. In order to reduce the above - described danger, the angle shot is usually more suitable, and should be standard practice when the opponent is to have another shot.

In Figure 128, the enemy disk G-1 is initially the only disk on the board. The shooting disk C is played to make an angle hit, which may well be at a 20-degree angle, using an aiming point at about two inches to right of center of the target disk.

At the hit, the target disk G-1 is tapped diagonally to the left to G-2, while the shooting disk glances to the right to C. It thus

becomes more difficult for the opponent to knock C against G-2 and to reverse the situation.

Since this shot is a long one before it hits G-1, there is difficulty in attaining the desired angle with certainty. This is especially true on boards where drift curves the shooting disk to one side. (Drift will be covered later in the series.)

A hit at a 45-degree (or greater) angle should especially be avoided in most cases because, as we have seen in Part 58, the two disks separate on equally divergent lines, and may both stop in the kitchen.

An angle of 30 degrees would give a wider spread than the 20-degree angle, but if the shooting disk happens to diverge only an inch farther out to the side the hit would be at about 45 degrees, with the same danger as mentioned above.

A striking angle of about 20 degrees, as described above in connection with Figure 128, is sound. It allows some divergence to right or left from the aiming line, though not a great deal.

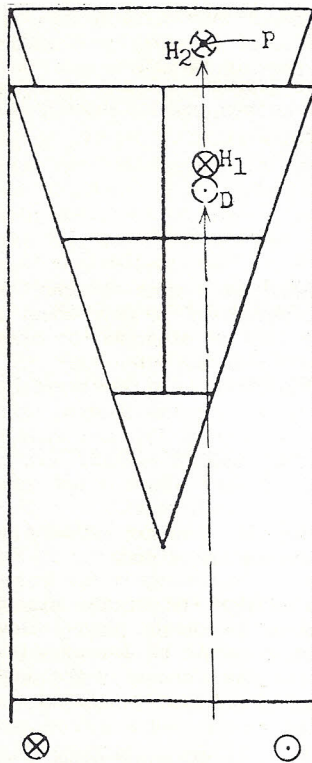


Figure 127

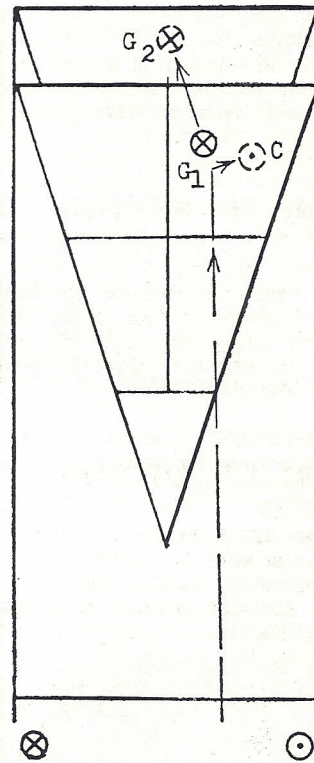


Figure 128

PART 69: KITCHEN (C)

An important element in kitchen shooting is the "touch" of the court (Part 7). In general, practice is required before each day's play in order that the shuffler may attain the right touch to put enemy disks in the kitchen as well as to shoot accurately to other parts of the court.

DELICATE TOUCH. We have seen that the needed force to put a disk in the kitchen by a straight, full hit is exactly that needed to put the shooting disk in the kitchen. When an angle shot is used, the shooter should use slightly more force, but the difference is rather a fine distinction that can usually be neglected.

For straight shots to the kitchen, exactly the same force is required if the target disk is close to the kitchen or far away at the point of the triangle.

Kitchen shots are always long shots with delicate touch, and are therefore difficult.

PROTECTION. In making an angle hit to knock into the kitchen an enemy disk F-1, Figure 129,

there is an obvious advantage if the shooting disk can be glanced aside to a spot, as at D, which is under even partial protection of another disk G that is already in place (a situation taken from tournament play). The opponent's later attempt to reverse the situation is made difficult or perhaps impossible.

It is also an advantage if the enemy target disk F-2 is placed under cover of another disk lying on the court, such as X in Figure 129.

BACKSTOP. If there is a suitable backstop at the far edge of the kitchen, as at Y in Figure 129, or perhaps a friendly disk in the kitchen, as at Z, it is especially desirable to try to drive the enemy disk at it, as discussed in Part 18 under the subject of Backstop. If there happen to be two such backstops close together, the situation is all the more favorable for success of the kitchen shot.

KITCHEN SHOT. If the shooter is behind in the score and needs kitchen shots to even the

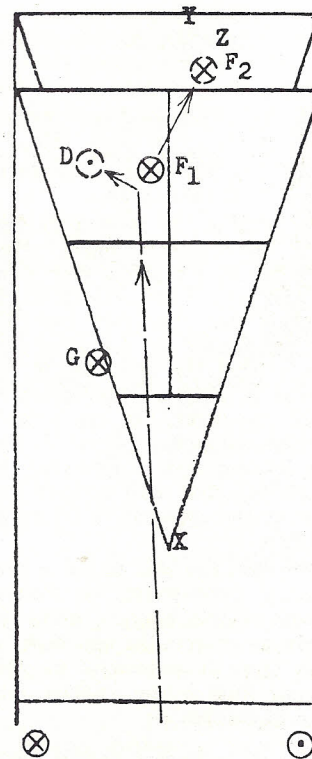


Figure 129

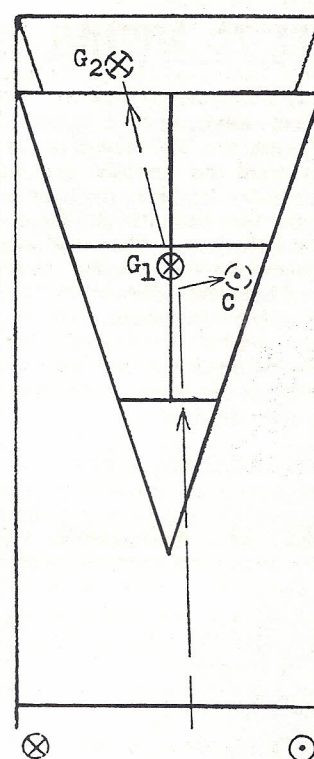


Figure 130

score, the situation in Figure 130 is suitable for such a shot. An enemy disk G-1 lying on the center line threatens a double. The double should be prevented, usual-

ly by knocking away the disk G-1.

In addition, G-1 can be put in the kitchen, and the shooting disk

can be glanced to the side, probably for a score.

It must be understood, as will be further discussed, that the se-

lection of any type of shot must depend upon the general situation, especially the score in the game.

PART 70: KITCHEN (D)

In connection with the question as to whether to use a full hit or an angle hit for a kitchen shot, the distance from the kitchen is important.

DISTANCE. As has been seen, if the enemy target disk is near the kitchen and is then put in the kitchen with a full hit, as in Figure 127 of Part 68, the situation can often be reversed by a combination, so that an angle shot would be safer, as in Figure 128 of Part 68.

On the other hand, if the distance is great, as when the target disk is at or near the 10-area, then after the enemy disk has been put in the kitchen, the reply of the opponent by means of a combination will be difficult whatever the angle, because a long combination is always difficult. (Actually combinations at this distance of eight or nine feet between disks are accom-

plished from time to time, but are successful in only about 25 per cent of attempts, or about one time in four attempts.)

Therefore, when the target disk is at or near the 10-area, as at F-1 in Figure 131, the straight kitchen shot is usually acceptable. In fact, there is not much room for angle shots.

For intermediate locations, as when the target disk E-1 in Figure 131 is initially in the 8-area, the straight or nearly straight shot is frequently played. However, an angle hit is usually preferred, but the size of the angle is again somewhat restricted.

SPOIL A 10. When there is an enemy disk in the 10-area, as at F-1 in Figure 131, it is almost invariably imperative to spoil it. In addition, to try to put it in the kitchen may be very desirable, with a gain of 20 or 30 points for the shot. However,

this choice depends upon the score and the skill of the shooter.

There is also involved the question as to the speed of the shot, for a shot hard enough to send the enemy disk to the kitchen may also be hard enough to glance the shooting disk to the side and out of the 10-area in case the hit is somewhat off center.

It may be preferable merely to push the enemy disk gently onto the center line, using only a soft shot with the shooting disk D, and with a surer chance of scoring with that disk.

On the other hand, if the enemy disk is in the position of the high-10, at X, the shooter cannot score with his shooting disk, and the shot for kitchen appears to be the only remaining chance for him to make anything of the play other than merely spoiling the 10.

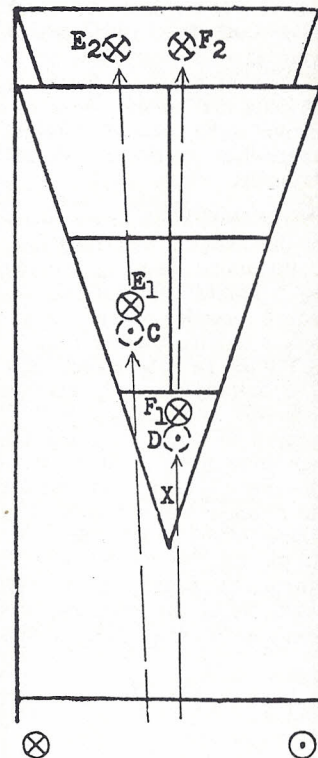


Figure 131

PART 71: KITCHEN (E)

When attempting a kitchen shot against a disk about as far away from the kitchen as the point of the triangle, the shot is not only long and difficult, Figure 132, but the target disk must also be driven through scoring areas larger than the kitchen. In this type of shot, the chances of giving a score to the opponent are not to be neglected, and may be as high as the chances of putting him in the kitchen.

LONG KITCHEN SHOTS. When attempting a kitchen shot against a disk which constitutes a Tampa guard E or a cross-guard F favorable to the opponent, the shooting disk B or C must be aimed fairly close to the center of the target disk in order to drive it toward the kitchen. The shot is not a fast shot, since it must be made at kitchen speed.

Therefore the shooting disk is liable to stick in place as it hits, and thus remain there as a guard to take the place of the guard

disk knocked toward the kitchen. Thus the shooter may leave a guard beyond which the opponent can hide at his next shot.

In addition, in such a kitchen shot, the shooter cannot score with his own shooting disk B or C. And even if he succeeds in his kitchen shot, the fact that the shooter has not left a scoring disk means that the opponent is not forced to play a combination to spoil two disks, but can usually employ the simpler direct shot at the kitchen disk. However, the stuck disk may well hamper any shot by the opponent to clear the kitchen.

Further, the shot to put a non-scoring cross-guard or Tampa guard in the kitchen takes no score away from the opponent, so that there is ordinarily no gain of any kind if the kitchen shot fails of success.

In case a kitchen shot is made in connection with knocking away a scoring disk of the opponent

and that disk happens to stop in a scoring area on the way to the kitchen, the shot has failed but the resulting situation is no worse as to score than just prior to the shot. Whereas if the shot is made against a non-scoring enemy disk which is then knocked inadvertently into scoring position, the result is to increase the opponent's score.

These possibilities must always be kept in mind in selecting shots. If an enemy disk is neither in scoring position nor threatening a double, and is not close to the kitchen, it is often a mistake to play it for the kitchen.

However, as for all rules, there are exceptional cases. If a player is in desperate need of a kitchen play, or if he is certain of his ability to avoid leaving the enemy disk in scoring position, such a shot may be desirable.

WHAT EXPERTS DO. As concerns kitchen shots against non-scoring disks lying at or near the

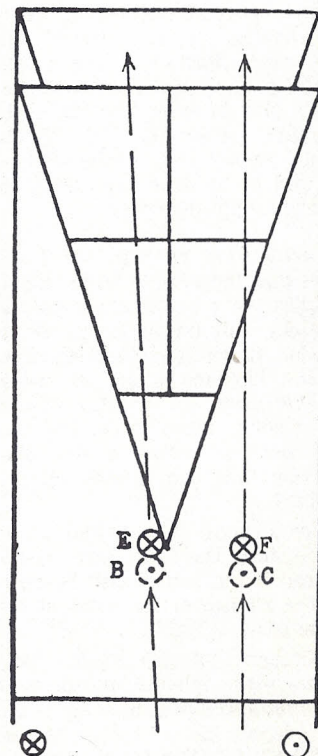


Figure 132

point of the triangle, the following is the result of observation in 11 games involving 12 experts in important tournaments of 1955.

Of the more than 900 shots recorded in those games, there were observed only six attempts at kitchen shots against non-scoring disks lying in positions of cross-guards, Tampa guards, and vicinity. Therefore these players evidently considered such shots

as undesirable.

Of the six attempts, two succeeded for a total gain of 20 points, one failed by giving the opponent seven points, and the remaining three were ineffective.

In contrast, in two other games of a match between two top-level experts in a statewide tournament, a very large number of such attempts were made: 28

tries in 160 recorded shots. One of the players appeared to be especially partial to kitchen shooting of this kind.

Of these 28 attempts, four succeeded for a total of 40 points taken from the opponent, three gave away a total of 21 points to the opponent, and four others stuck in place at impact and allowed the opponent to make 28 points by immediate hiding. Add-

ing these together, the long-range kitchen shooting lost a net of nine points in this match.

It can therefore be concluded that the use by experts of kitchen shots against non-scoring disks near the point of the triangle is usually considered as not worth the effort and possibly harmful. For non-experts, the expectations from such kitchen shots should be still lower.

PART 72: KITCHEN (F)

If the opponent is on the verge of winning the game, the urgent need to cut down the opponent's score is usually more important than for the shooter to add to his own score. This urgent need may even make it necessary to attempt long, difficult and risky kitchen shots in order to save the game.

For example, if the opponent has a score of 67 or 68 points and so needs only eight or seven points to win, and also will have the last-shot in the current frame, the use of kitchen shots is a forced act of desperation to save and prolong the game.

DIFFICULT PLAY. In a tournament game the shooter Red, at his last-shot of a half-round, faced the situation shown in Figure 133. Disks A, B, G and F were on the board, and would score a net of 3-off for the opponent if left in place.

The shooter's score was about 30, and his opponent, Henry Badum, three times national champion, had a score of 70 and needed only five points to win the game.

The shooter's choices included (1) a shot for simple score on the open left side of the board, which he could probably accomplish, and while this would raise his own score somewhat, the only loss to the opponent would be three points resulting from disks F and G, thus reducing his score to 67 points. The opponent would still be within a single disk's score of game, and he would have the last-shot in the next half-round.

Alternatively, the shooter could

(2) try to knock away the opponent's 7 at G, but in doing so he would risk also spoiling the opponent's kitchen disk F, although he might possibly leave G in F's place in the kitchen.

His greatest gain would be (3) to put G in the kitchen alongside F, thus cutting the opponent's over-all score by 20-off for the frame. In doing this he would not expect to score with his own shooting disk, for he would have to hit G at an angle on the outside, that is, on the side toward the edge of the court.

In his selection, the shooter evidently considered it most important to play to the score and to force the opponent's score down and away from the imminent victory, a sound conclusion. Therefore he elected to shoot at G, probably to put it in the kitchen. Incidentally, he missed the shot completely, hitting no disk at all.

DRIFT, which exists on the majority of courts, may have caused the miss in the foregoing case. The swerving of a disk, due to imperceptible sloping of the court surface toward one side, is greatest as a disk slows down near the end of a shot. Since a shot to dunk a disk that is lying near the kitchen must necessarily slow almost to a stop just before it hits, the swerving may be enough to cause the shooting disk to miss the target disk.

The cure is to know the direction and amount of drift to be expected and to aim the shot to compensate for the drift. For example, if the drift is three inches

to the right, the shot should be aimed three inches to the left of the point it is desired to hit.

ANOTHER CASE. In the semifinals of the Fun 'n Sun Doubles Tournament at Clearwater, March 15, 1955, Donald Dewart, the 1953 runner-up in national closed championship, was playing at one end of the court against Henry Badum.

At his last-shot of a frame, with the score at 68 to 39 against his

side, Dewart, the shooter Red, saw the situation as shown in Figure 134. Because the opponents' score was within seven points of game, Dewart needed to reduce their score by kitchen shooting.

Accordingly, even though he could (1) make 15 points for his side by a double on disk C with relative ease, it was of more importance to make the more difficult play (2) to put H in the kitchen. This he did successfully, making the score 39 to 58.

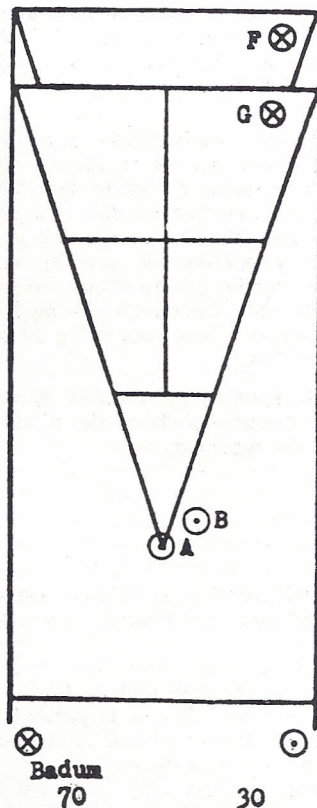


Figure 133

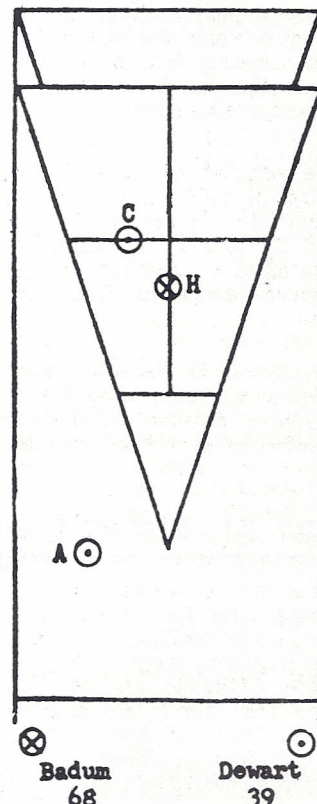


Figure 134

PART 73: KITCHEN (G)

The following tournament examples illustrate kitchen shots used as last resorts in desperate situations, when it appeared that such action was needed to save

game.

DESPERATION. In the quarter-finals of the Full Moon Singles Tournament at Lakeland on March 18, 1954, between two ex-

pert shufflers, the shooter Red at his last-shot faced the situation as shown in Figure 135 (less disk E-2).

The score was 72 to 56 against

him. He had disk C in the 8-area, and his opponent had a non-scoring disk E-1 on one of the diagonal side lines, at the edge of the 7-area.

The shooter might have played (1) for a score, and if he had made an additional eight it would have made the score 72 to 72. But in the next frame his opponent's last-shot would have had strong chances of winning the game, with only three points needed to make the required 75.

Or alternatively, the shooter might (2) have shot to put disk E in the kitchen, in order to cut down the opponent's score so that the latter could not win with a single scoring disk in the next frame. Also the shooter would of course score his eight at C.

He selected the kitchen shot against E and accomplished it successfully, knocking disk E from E-1 to E-2. This made the score 62 to 64, and reduced the imminent danger of losing the game.

This type of kitchen shot against a disk on a side line may also be a suitable shot for the sixth or seventh shot of a frame when the

shooter is reasonably sure of his accuracy and no better shot appears available. Such a shot has the advantage that the shooter's disk moves off the board or outside scoring area so as not to be a target for the opponent to put in the kitchen.

MORE DESPERATION. In the 1954 Gasparilla Tournament at Tampa, the shooter Red, a former national champion, was behind in the score by 68 to 42, with the opponent needing only one scoring disk to win the game.

There were two disks, A and E, on the board, as in Figure 136, neither being a scoring disk. The shooter tried to put disk E in the kitchen. The risks were high, and the possibility of success was low, for he had to knock the enemy disk through the scoring diagram in a long shot for a small target area.

Actually he put the disk E into the 7-area, to clinch the victory for his opponent.

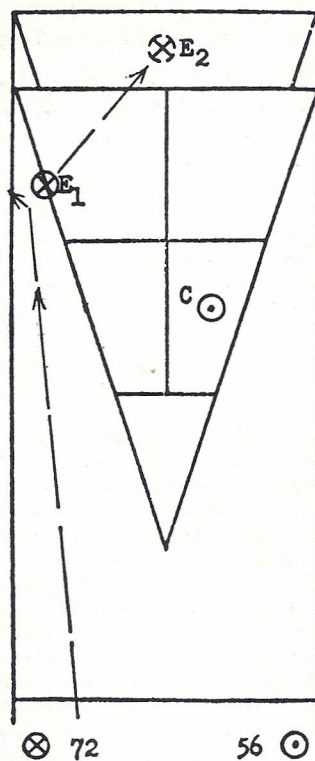


Figure 135

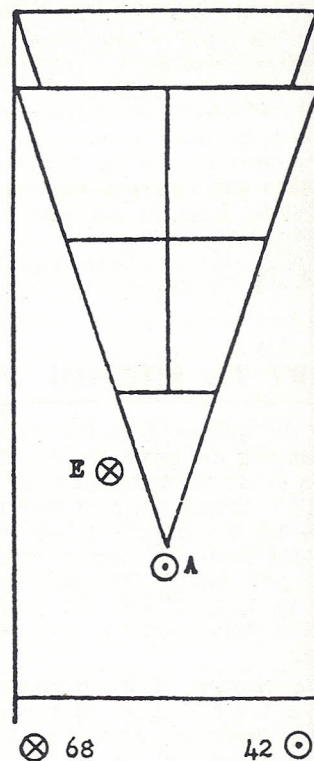


Figure 136

PART 74: KITCHEN (H)

Thus far discussions of kitchen shooting have been based upon shots made against disks that have happened more or less by chance to lie in the positions where they are to be used as targets. However, kitchen shooting is often prepared by the shooter, as described below.

KITCHEN-BAIT. A kitchen shot may be prepared by placing a disk as bait in the open, in the 7-area or 8-area, as at A or Z in Figure 137, but preferably in the 7-area. This is often called "going on the board," or "playing the board."

The opponent is then expected to knock away this disk, using an angle shot so as to clear the board and leave no target for a kitchen shot by the shooter. However, if the shooter repeats this kitchen-bait a number of times, it can be expected that eventually the opponent will make a full hit instead of an angle hit and will stick in place, leaving his own disk reasonably near the kitchen.

The shooter can then play to put the opponent's disk in the kitchen.

SEQUENCE. A typical development of the above sequence in

a half-round is as follows, and is illustrated in Figures 138 and 139.

Black is to shoot first in the half-round, and Red is to have the last-shot. Red is 15 points behind in the score and is anxious to put Black in the kitchen.

Black's first play is to put a cross-guard at E, Figure 138. Red then plays kitchen-bait to A. Black clears A from the board with an angle shot, glancing his own shooting disk off the board at the same time. Red puts another kitchen-bait disk at A. Black similarly clears this disk from the board.

Red again places a disk at A. Black again shoots to clear it away, but this time let it be supposed that his own disk sticks in place as it hits. It is shown at H-1 in Figure 139. Red then, with the last-shot, puts the Black disk in the kitchen at H-2, at the same time scoring a 7 at D.

The gain for the half-round is thus 17 points.

DETAILS. The closer the bait is placed to the kitchen, the surer is the eventual shot for the kitchen.

It is usually preferable for the bait to be placed on the open

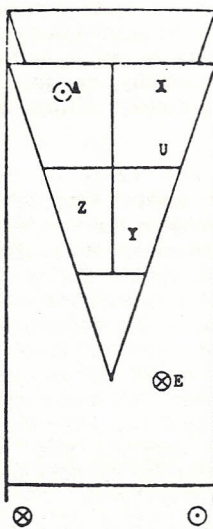


Figure 137

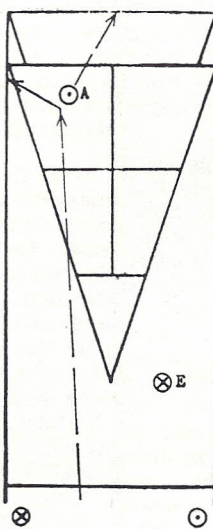


Figure 138

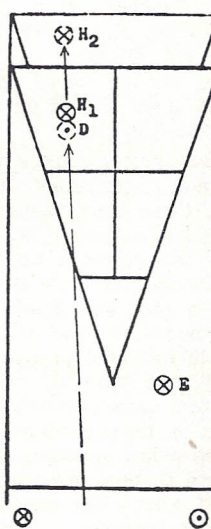


Figure 139

side of the board. This has the advantage of making it more difficult for the opponent, in clearing away the bait, to glance his own shooting disk to a hidden position at X (Figure 137) beyond disk E, which latter is already in place as a guard.

However, near the end of a game, when the opponent has a considerable lead, he may neglect the scoring disk A placed as

bait and instead he may shoot to hide a scoring disk beyond E, as at U or X. In order to prevent such an eventuality it is probably better in this case for the shooter to play the kitchen-bait to about point Y.

Of course, a little thought will show that a kitchen-bait shot should not be used for the seventh or eighth shot of a frame.

NORMAL PROCEDURE. The foregoing procedure is constantly and normally used by experts when they are about 10 or 15 points behind in the score and

therefore need kitchen shots to reduce the opposing score and lead.

When the opponent has a good lead and the shooter therefore

needs kitchen play, the opponent will logically avoid leaving his disks near the kitchen and in the open. Accordingly the bait sequence is standard practice and

is regularly used by practically all experts to lure the opponent to the vicinity of the kitchen, with the hope of then putting him in the "hoosegow."

PART 75: KITCHEN (I)

As was said in Part 74, it is usual for an experienced shuffler who is behind in the score by about 10 or 15 points to resort promptly to kitchen play in order to equalize the score.

However, very wide variations from the above figures do occur in the play of experts, since cases of kitchen baiting have been observed with a lag in score of only 6 or 7 points. On the other hand, kitchen baiting is sometimes not started until the opponent has reached a lead of 25 or more points.

Once a shuffler is definitely behind in the score, it is usual for him to keep on playing for the kitchen unless and until he equalizes or practically equalizes the score. This may result in a player shooting kitchen-bait and kitchen shots throughout most of a game in case he remains constantly behind.

BAIT BY EXPERTS. In 18 tournament games involving 21 experts, for 419 half-rounds of play, there were recorded 408 kitchen-bait shots and 258 kitchen shots, for a total of 666 shots with kitchen objectives, that were played by the shufflers behind in score. They constituted about 45 per cent of the shots played by the shufflers who were behind in the score at the mo-

ments of playing these shots, and amounted to about 20 per cent of all shots played in the matches.

LAST-SHOT. There is a difference in kitchen play depending upon whether the shooter is to have the last-shot in a particular frame. If he is about 10 or 15 points behind, he will usually play kitchen-bait when he is to have the last-shot, but not when the opponent is to have the last-shot. But if he is behind by 20 to 25 points or more, he will usually play kitchen-bait in all frames whether he is to have the last-shot or not; his situation is getting desperate and demands strong measures.

AHEAD IN SCORE. On the other hand, if a player has a lead in the score, he should ordinarily make little or no effort for kitchen shots, but should keep the board clear in order to prevent the opponent from making scores or making kitchen shots. At the same time he should endeavor to increase his own score steadily, if slowly, mainly by last-shots, in order to finish the game while holding his lead.

In this type of situation, we have several times lost our lead when, instead of clearing the



ENEMY DISK



FRIENDLY DISK

board, we accepted some enticing chance at a kitchen shot which did not succeed and which resulted in leaving an exposed target which the opponent then put in the kitchen.

With the foregoing danger in mind, and with due caution, there may still be occasional advantageous opportunities to put the opponent in the kitchen, provided this does not detract from the effort to score and above all does not expose the shooter's disks to kitchen shooting by the opponent. In such a case an enemy disk in the kitchen may both increase the lead and distract the opponent's attention from knocking away the shooter's scoring disks.

Also as an exception, it is advantageous to accomplish a kitchen shot with the last-shot, at which time it can often be done while also making a positive score for the shooter.

OPPONENT'S STYLE. The ab-

ility of the opponent in the line of kitchen shooting is an important consideration throughout the play. For example, if the opponent is a skilled kitchen shooter, it is well never to leave an exposed disk, except when playing kitchen-bait.

Again, if the opponent is a much better kitchen player than the shooter, the latter may find it desirable to restrict his own kitchen attempts that might leave kitchen targets for the opponent to those half-rounds in which he will have the last-shot, or perhaps in an extreme case he may avoid using kitchen-bait at all.

Finally, if the opponent is a far better kitchen shot than the shooter, any duel of kitchen-shooting with him should be avoided. However, the tendency of inexperienced shufflers is to exaggerate this consideration and therefore to act with undue timidity.

PART 76: KITCHEN (J)

The process of playing for the kitchen by use of the kitchen-bait sequence is repeatedly and constantly observed in important tournaments.

TOURNAMENT EXAMPLE. For example, in the Sunshine Skyway Tournament at St. Petersburg Shuffleboard Club in August, 1954, two former national champions were playing against each other.

Red was continually behind in the score throughout one game, with Black leading him by about 30 to 50 points. Red was therefore constantly playing to cut down Black's lead with kitchen shots.

Whenever the board was clear or had only a cross-guard of his opponent, Red regularly shot a 7 or 8 as bait (except at his final shots). Red's bait was normally placed on the open (opponent's) side of the board. In reply to the bait, Black steadily shot to clear the board.

It happened that Red's kitchen play did not succeed in cutting down the opponent's lead, for no procedure can be expected to succeed uniformly. But Red consistently continued with that procedure as being still the best hope he had for success.

OTHER EXAMPLES. Again, in the semifinals and finals of

the State Gold Medal Tournament at St. Petersburg on March 11, 1954, all four players involved used this bait sequence at one time or another when they were behind in the score, and some used it a considerable number of times.

In the quarterfinals of the same State Gold Medal Tournament, Janet Smith, three times Florida State champion, the shooter Red, was playing against Amy Close, five times Florida State champion and eventual winner of the tournament, the opponent Black. These are two of the best in the state.

Toward the end of one of the

games, the score was 60 to 69, respectively. It was Janet's turn, the sixth shot of the frame, and the board was clear with the exception of disk E, as shown in Figure 140.

With the opponent's score within one scoring disk of the winning 75 and with the opponent's last-shot to come up in the next frame, the shooter needed a kitchen shot to save the game. She accordingly played a disk to C as kitchen-bait.

Her opponent then knocked C away, but unfortunately for the opponent the shooting disk stuck in place at H-1, Figures 140 and 141. Thereupon the shooter with

her last-shot, knocked H-1 into the kitchen at H-2, Figure 141, and also scored a disk D for a 7 against H-1 as a backstop.

Gain for the shot: 24 points. The score was reversed to become 67 to 59, and in effect the game was saved for the moment.

PART 77: KITCHEN (K)

When one player in a tournament has a lead in score over his opponent, he usually keeps the board clear as much as practicable, along the lines illustrated in Part 5, scoring with his last-shots as far as possible, and at the same time trying to restrict his opponent's scoring also to the last-shots.

When that procedure is successful, each of the players scores about one disk per frame, and both players progress about equally toward the final score of the game. In this way the leading player expects to remain constantly in the lead.

CUT DOWN LEAD. The best method of overcoming an opponent's lead is for the shuffler that is behind in the score to use the kitchen-bait play described in the last three articles (Parts 74, 75 and 76).

This procedure is more effective than attempting kitchen shots against disks the opponent may happen to leave just anywhere on the court, often badly placed for kitchen shots.

It is not to be expected that this procedure will be regularly successful, for there are always two sides to each game, and each player endeavors to counteract the plays of the other.

As a measure of the success of kitchen-bait in producing targets for later kitchen shots, 10 games of experts were observed in two important tournaments (Fun 'n Sun and Gold Medal).

There were noted 192 kitchen-bait shots, which were followed by 51 kitchen shots of the same player, that is, about 26 per cent of the kitchen-bait shots or about one in four, were suc-

ficiently successful to permit kitchen shots afterward.

LEARNING. It is true that kitchen-bait played by the shooter may be put in the kitchen by the opponent, and this sometimes occurs. To the shuffler who is just beginning to learn this general bait-sequence, the fear of this action by the opponent frequently deters him from attempting the sequence.

However, observation of the play of experts shows that their normal reply is to clear the board, because they are more concerned with retaining their lead and keeping out of the kitchen. When the less-experienced player observes that this is so, he tends to lose his timidity in playing bait.

VARIATIONS. On the other hand, suppose that the opponent does actually reply to the kitchen-bait by knocking the bait into the kitchen. When he does so, his shot must be a gentle one, he usually leaves his shooting disk in scoring area, and this is what the shooter wants.

The shooter then plays to put the opponent in the kitchen, preferably by knocking it against his own kitchen disk as a backstop and knocking his own disk from the kitchen.

If it should happen that both sides reach the end of a half-round with a 10-off for each, the scores of both sides are then farther from the finish of the game. This is an advantage to the player with the lower score, for it gives him more time and opportunity to catch up.

IN GENERAL, when a shuffler

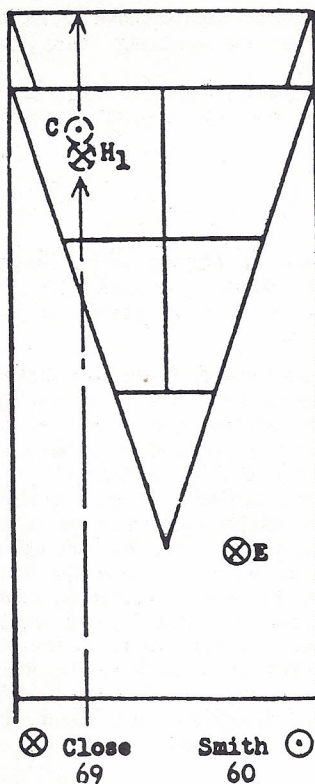


Figure 140

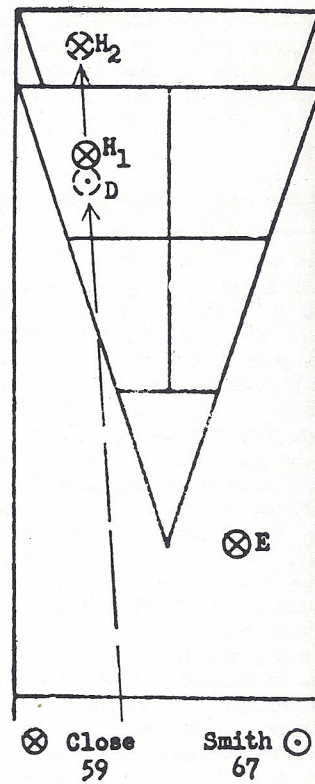


Figure 141

PART 78: KITCHEN (L)

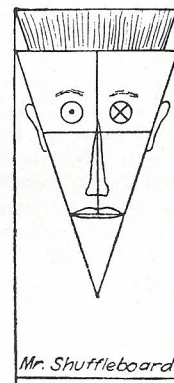
If, during the process of playing for the kitchen, a good opportunity occurs to hide a scoring disk, that opportunity should usually be taken. For example, in Figure 142, if it happens that, at

the shooter's turn, the only disk on the board is a Tampa guard F favorable to the shooter, then instead of playing kitchen-bait he may well hide a scoring disk at C.

is behind in the score by 10 or 15 or more points, he should try to "dunk" his opponent, while accepting the risk of being "dunked" himself, and while trying to make that risk small by making it hard for the opponent to reverse the situation.

The general sequence is not easy, and requires practice to attain both skill and confidence in its use.

TOURNAMENT CASES showing what can be accomplished in overcoming leads in score held by opponents, largely with the aid of kitchen shooting, are outlined below. The scores recorded from time to time are cited, showing wide fluctuations in the lead.



One game: 5 to 33; 50 to -7; 106 to 17.

Another game: 15 to 5; 2 to 55; 47 to 39; 22 to 85.

Another game: -33 to 50; 82 to 26.

Another game: -24 to -8; -1 to -44.

BAIT MISSED. If, during the procedure of playing for the kitchen, the opponent misses a shot at a kitchen-bait disk and leaves it in scoring position, as at A in Figure 143, the shooter

has the choice of two lines of action, depending largely upon the score.

If the shooter is only a few points behind, it will probably be

well to protect that scoring disk with a guard, as at X.

On the other hand, if the shooter is well behind in the score, he should remember that the bait was put there in the first place for the definite purpose of luring the opponent into an exposed position. Therefore, he may well leave it in the open to continue its purpose, and place another disk in another part of the board, as at B or even better at Y.

The last placed disk should be so located as to make it difficult for the opponent to spoil both disks with a single shot. Thus either disk may serve as bait, and may result in a dunking for the opponent, while the other disk may have some chance of scoring.

When the opponent has a disk in the kitchen, the normal play is to cover it by a guard, as described in Part 26, although there are exceptions.

SELF TO KITCHEN. Everybody puts himself in the kitchen occasionally. Perhaps he then



kicks himself mentally, as in the sketch, or perhaps he merely grins ruefully, or sits down talking to himself.

Even the expert does it. In a match of an important statewide tournament, with 32 clubs participating, a top-level expert had won one game and had a score of 71 to 46 in his favor, with only four points needed to win the game and the match. He had the last-shot and a clear board, and had therefore only to make a simple score. He shot to make a score, and made the kitchen.

In the semifinals of another important tournament, a former national champion put himself in the kitchen with the first shot of the game.

Another variation is to shoot to hit another disk, but to miss or graze it and stop in the kitchen.

We have also seen a number of

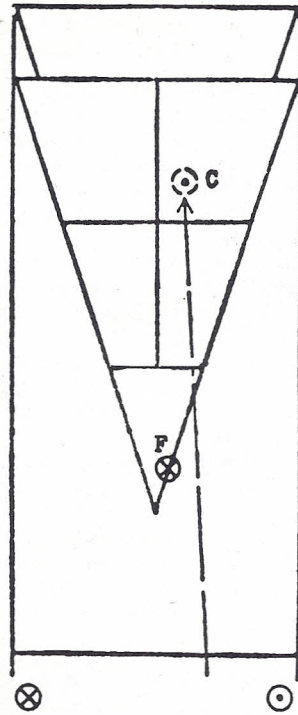


Figure 142

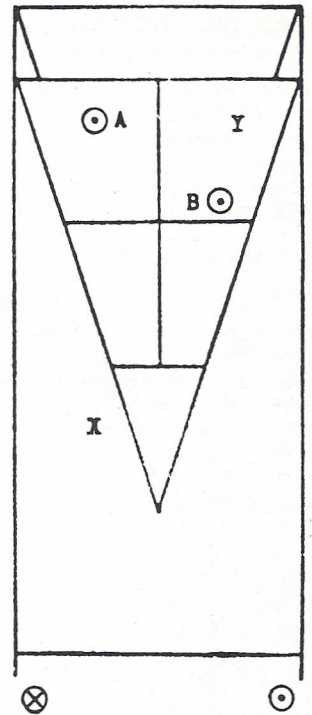


Figure 143

other former national champions shoot their disks into the kitchen.

PART 79: KITCHEN (M)

A frequent situation is shown in Figure 144, with an enemy disk F lying as a "cripple" on the near edge of the kitchen. Another such cripple is at G-1. It should usually be practicable to knock one of the opponent's disks, as G-1, into the kitchen at G-2, leaving the shooting disk D for a score of 7.

CRIPPLE TO KITCHEN. This hit should be full, because an angle hit would cause the shooting disk to glance diagonally to the side, and might cause it to stop on the kitchen line for no score, or might send it into the kitchen.

Since the disks D and G-2 must necessarily be close together after the above shot, it will be easy for an opponent to reverse the situation by a combination shot to knock D against G-2, as described in Part 68. Hence a shot against a cripple should usually be avoided when the opponent still has another turn to play, especially if he is to have the last-shot, unless it happens that the shot can be made under cover of a guard, such as one lying at point X.

However, the best solution in most cases is to save the kitchen shot until the last-shot of the frame, and then accomplish it. For example, this has been done

in tournament play by Carl Spillman, several times national champion.

PROTECT CRIPPLE. In view of the foregoing, in case the opponent is to have the last-shot, it is frequently well for the player whose disk lies a cripple on the near line of the kitchen to knock it away, as did Spillman in another example.

Another alternative would be to cover it with a guard, as in the final match of the Yuletide Tournament, Dec. 28, 1957, when Bess Henderson had a lead of 52 to -5 over Mae Hall, and the latter was of course trying to equalize the score by kitchen shooting. These two players are among the top-flight women shufflers.

As shown in Figure 145, Bess Henderson, the shooter Red, had a cripple C on the near line of the kitchen. There were other disks, E, F, G and B, on the board. H and D were put on the board later.

Although Red could hide a disk in the protected area beyond F and E, yet the cripple C offered Black an opportunity for a kitchen shot to gain 17 points. Accordingly Bess evidently considered it more important to prevent the kitchen shot and so preserve her score of 52 which was so close to game. She accordingly

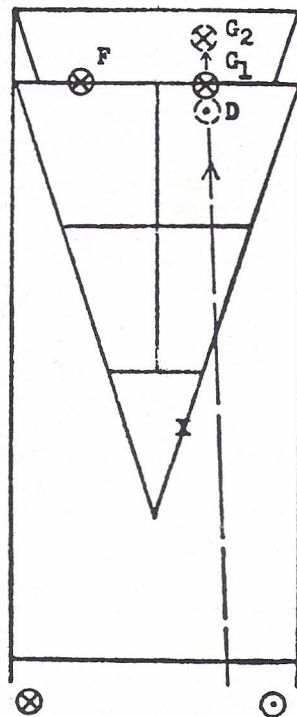


Figure 144

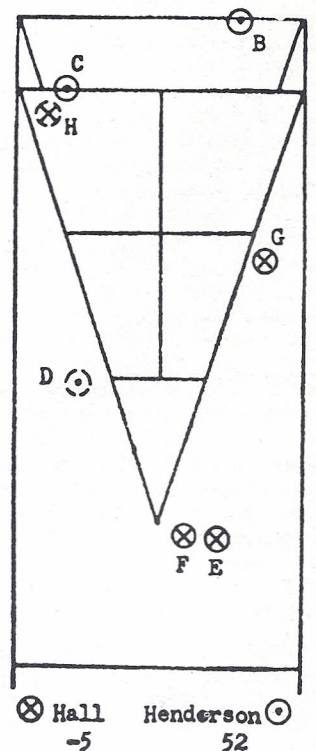


Figure 145

ly played a disk to D to protect the cripple.

Mae Hall could still see a little of the cripple C and played her last-shot to kitchen it, but her

disk H stopped just short of doing so, although she did make a 7 at H in the extreme corner of the scoring area.

PART 80: KITCHEN (N)

Much has been said in the various articles about defending against kitchen shooting by the opponent. It may be well to gather these ideas together and summarize them.

KITCHEN DEFENSE. In general, the defense consists in neither placing nor leaving on the board a disk that the opponent can readily put in the kitchen.

When the opponent plays kitchen-bait, the shooter should keep the board clear (Parts 74 to 77 and later).

A friendly scoring disk on the board should be under cover of a guard.

If the opponent happens to knock a friendly disk into scoring area, it should be promptly covered by a guard.

Snuggling can be used as a defense, and will be covered later, but it is difficult to accomplish.

Of course, if a friendly disk is put in the kitchen, the shooter should promptly knock it away (Part 81).

For the shooter to reply to kitchen shooting with kitchen play of his own when he has the lead in score is to play into the hands of the opponent. That is what the opponent wants.

When a friendly non-scoring disk on the board, for example a cripple, forms a good target for a kitchen shot by the opponent, the shooter may well clear it away or cover it by a guard.

GUARDING BAIT. If the opponent plays kitchen-bait on an open board and the disk happens to stop on a cross-line, as at E or F in Figure 146, the shooter may occasionally cover it by a guard A or B.

Since the disk E or F is a non-scoring disk, the shooter is not obliged to clear it from the board. Blocking such a disk with a guard not only spoils the effect of the bait, but prevents the opponents from doubling with E or F. The action also denies the opponent the use of much of the area of the board.

As an example, such a play was made to B in order to guard F by Clayton Hagenstad, one of the all-time top shufflers, in the 1955 Full Moon Doubles Tournament.

WASTING SHOT. When no other play appears preferable, the shooter may waste his shot in order to prevent the opponent from putting it in the kitchen.

For example, in the finals of the 1954 State Gold Medal Tournament between Amy Close and Gerald Anderson, both top-level experts, the score was 68 to 43, with Amy Close, the shooter Red, within one score of game.

Her opponent was therefore anxious to put her in the kitchen in order to save the game, and of course she knew this.

At the seventh shot there were two non-scoring disks on the

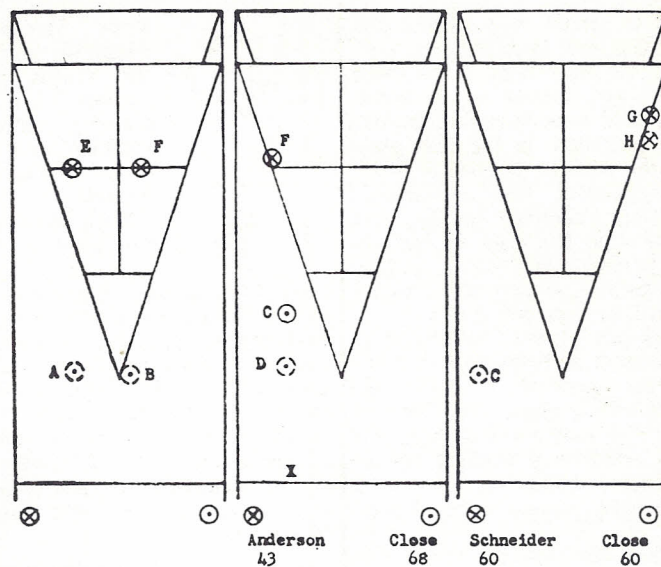


Figure 146

Figure 147

Figure 148

board, F and C, Figure 147.

The shooter wasted her shot to D, off to the side and snuggled near C, in order to prevent the opponent from putting D in the kitchen. The shot was not entirely a wasted shot, because it also formed a guard protecting C against a kitchen shot, while C prevented D from being put in the kitchen.

A similar effect could have been obtained by clearing C from the board.

In another case in the 1955 Florida State Championship Tour-

namment, Mary Scalise, three times national champion, with a commanding lead and the board essentially clear, wasted her sixth shot to point X, Figure 147.

A remarkable case in which both players wasted their shots in successive turns in order to avoid being put in the kitchen was described in Notable Shuffle Shots for April 17, 1958, and is shown in Figure 148. Disk C was wasted first, then H immediately afterward.

PART 81: KITCHEN (O)

When one of his own disks lies in the kitchen, the shooter must usually knock it away at the first opportunity.

The obvious method, and usually the surest, is to shoot directly at the kitchen disk.

CLEARING KITCHEN. In knocking away a kitchen disk by direct hit, the shooter must guard against the danger that his shooting disk, although it knocks away the kitchen disk, may itself remain in the kitchen, as so frequently happens.

In Figure 149 there are shown three positions, A, B and C, for a friendly disk in the kitchen.

Disk B lies close to the near edge of the kitchen, within two or three inches of that edge. A straight shot for a full hit on the

kitchen disk B should knock it away and leave the shooting disk D on the line and therefore safe.

In this shot, it is necessary to guard against an error in direction which might cause the shooting disk to glance to the side and into the kitchen. The speed should be sufficient to knock the kitchen disk entirely through the kitchen, yet the shot should be made rather gently so as to minimize sideward movement and thus avoid a possible glancing into the kitchen.

DEEP IN KITCHEN. On the other hand, the kitchen disk A lies deep in the kitchen, six inches or more from the near edge of the area, and there is room for the shooting disk to stop in the

kitchen; therefore a full hit should be avoided.

The hit should usually be made at an angle of about 30 degrees, with aiming point at one edge of the kitchen disk.

The shot should have considerable speed, enough and more to send both disks surely out of the kitchen, even if one of them might have to travel almost the full width of the kitchen to do so. If a gentle hit were made, even at an angle, there would be danger that one or both disks might remain in the kitchen.

The same considerations would apply if disk A were only about four or five inches from the near line of the kitchen. If a full hit were made, the edging forward of the shooting disk at impact especially if the shot were slight-

ly off center (Part 9), might be just enough to cause the shooting disk to be left in the kitchen. Therefore the type of shot should be the same as if the kitchen disk were six inches or more beyond the line.

When a kitchen disk is near the side of the kitchen, as at C, the shooting disk should normally be aimed at the outer edge of the kitchen disk, and thus itself more surely glance outside the kitchen.

SHOT FOR SCORE. Sometimes a direct shot to clear the kitchen appears to the shooter to be doubtful of success at the time of the last-shot, for example if the kitchen disk lies deep and the shooter is reluctant to risk the sticking of his shooting disk in the kitchen, or for some other

reason.

It may then be better to use the last-shot to play for a simple score instead of trying to clear the kitchen. The shooter thus selects the play in which he considers he is more likely to succeed.

PART 82: COMBINATION (A)

The combination is one of the most interesting shots in shuffleboard, and is frequently spectacular. A combination is a shot in which, as in Figure 150, the shooting disk C hits one disk E-1 and knocks it against a second disk F. The purpose is usually to spoil the second disk, and frequently also includes the intention of spoiling the first disk.

SPOIL HIDDEN DISK. When, as in Figure 150, an enemy disk F in scoring position is so protected by another disk E-1 that the shooter cannot hit F by a direct shot except with a very thin hit that involves little promise of success, the best shot is usually a combination, especially if the two disks are fairly close together.

Another situation inviting a combination is shown in Figure 152, with two enemy scoring disks G and H on the board. By knocking G against H it may be possible for the shooter to spoil both with a single shot.

In combination shots one of the first and most important considerations is to hit the first disk of the combination at such a striking angle as to drive it against the second disk. The determination of this angle and the corresponding aiming point have been discussed in Parts 53 to 60, and will be still further considered in this and succeeding articles.

LINE UP. In order to have the highest certainty of hitting the

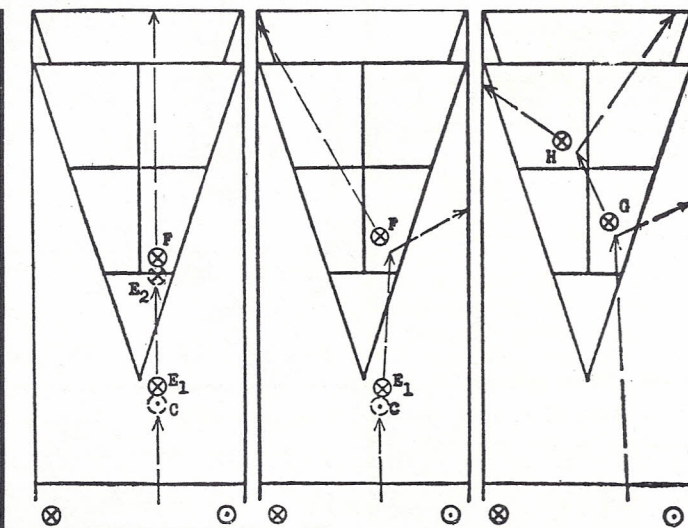


Figure 150

Figure 151

Figure 152

far disk F in Figure 150 with a combination, it is best to line up the shooting disk in the starting area with the two target disks on the board in a straight line as practicable.

If the hit is exactly in the center of the first target disk, it will be driven at the center of the second disk and will probably backstop against it to remain in place at E-2. This frequently happens. In Figure 150, the place of stopping would be on the 8-10 cross-line.

ANGLE. However, if F were deeper in the 8-area, as in Figure 151, to stop E-2 against F would obviously be undesirable.

There are several ways of avoiding this latter occurrence.

If the disks are close together, the shot can be aimed slightly to left of center of E-1 (by about three-eighths inch for this case) so that the first disk E-1, instead of being pointed at the center of the second disk F, will be pointed at one side of it. This obviously requires great accuracy in shooting, as will be discussed later.

Another way is to aim for the first disk to hit the center of the second disk, expecting that the shot will involve some inaccuracy so as to hit the second disk to right or left of center and

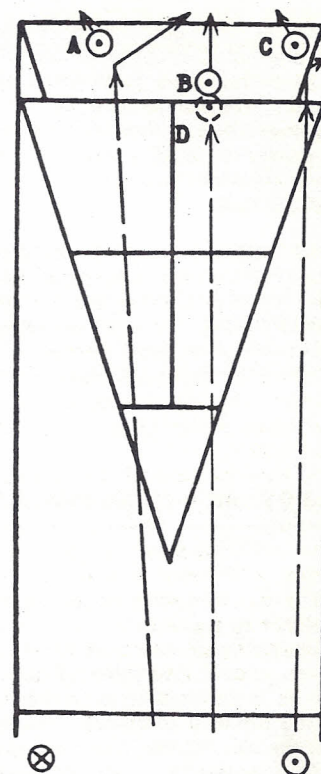


Figure 149

glance off to one side. This is applicable especially to cases in which the disks are separated by longer distances, such as six feet or more. When the shot is also made at considerable speed, the distance of glancing off to the side will be greater.

When the two target disks of a combination are close together, at about two or three feet distance, the combination is usually a reliable shot if carefully played. Conversely, when they are far apart, as at nine feet distance, it is quite difficult to hit the far disk

PART 83: COMBINATION (B)

In the attempt at a combination shown in Figure 153, the main objective was to spoil the black scoring disk F, but the shot failed to spoil F, as often occurs. Even though a combination may fail in hitting the second disk F, it will still probably remove the near disk E, and this should open the way to a direct shot at F in case the opponent fails to replace E by another effective guard.

FORCE USED. The force to be used in a combination will vary

considerably with the situation. Sometimes a fairly fast shot will be used in order to get one or both disks surely off the board. Sometimes kitchen speed will be used to put one or both target disks in the kitchen.

In the often - seen situation shown in Figure 154, there are initially only two disks on the board, E-1 in the 8-area and A in the kitchen.

Although there are possibilities of shooting directly at E-1 or A

with the purpose of spoiling just one disk, the obvious best shot in practically every case like this is to play a combination to knock E-1 against A with the quadruple purpose of spoiling E-1 (which is almost certain), scoring against E-1 for an 8 with the shooting disk C, knocking E-1 against A and into the kitchen at E-2, and knocking A out of the kitchen. The total possible gain amounts to 36 for the shot.

One particular element of the

shot is that the speed should be such as will put E-1 in the kitchen even if it fails to hit A.

HIGH GAINS. A related situation that is not infrequently seen is shown in Figure 155, with a red disk B in the kitchen and a black disk F in the 10-area. With the 7½-foot distance separating the two disks, the probability of a successful combination shot is about one in three, as will be shown in a later article.

However, there is no question

but that the combination should be attempted because of the almost certain gain of 10 points in spoiling the enemy disk F. Also there are possibilities of additional gains, up to 40 points for the shot. Success with this type of play gives great satisfaction.

An example of such shooting by experts occurred in one of the matches of the 1954 Florida State Championship Tournament. Black had just put Red's disk B in the kitchen, at the same time

scoring a 10 at F, Figure 155.

The shooter Red then made a successful combination leaving his shooting disk in the 10-area, spoiling his own kitchen disk and leaving the opponent's disk in the kitchen. He thus completely reversed the situation, with a gain of 40 points for the shot.

On the next shot, the opponent repeated the same feat and reversed the situation in his turn, for a gain of 40 points for himself. These two successive shots constitute an example of high accuracy.

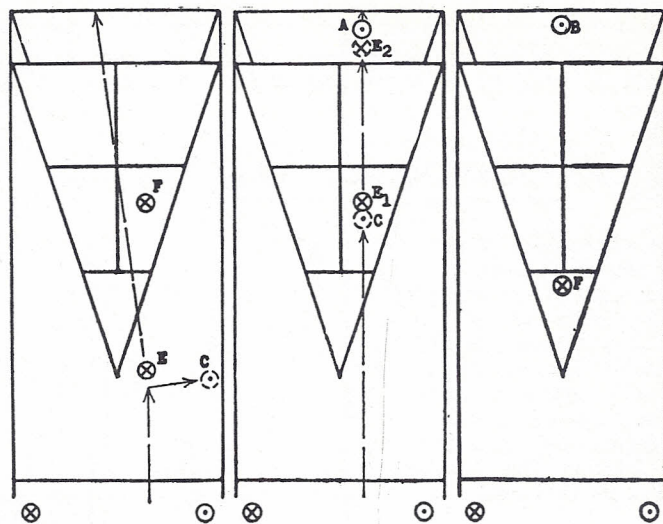


Figure 153

Figure 154

Figure 155

PART 84: COMBINATION (C)

The question often arises as to whether to use a direct shot or a combination in order to knock a friendly disk from the kitchen. We have shown several examples of the use of a combination when an enemy scoring disk can not only be spoiled but can be knocked against the kitchen disk; in such a case the use of the combination is normal.

In another typical case there may be no enemy scoring disk, but there may be an enemy disk that threatens a double and needs to be knocked away, as shown at F in Figure 156.

SELECTION. In deciding which shot to use in this case, there are a number of considerations to be weighed, including the score in the game, the number of later shots each player is to have and who is to have the last-shot, how deep the disk A lies in the kitchen and whether it is near to one edge, the distance and angle from the disk F to the kitchen disk A, the possibility of leaving the enemy disk or the friendly disk in the kitchen, the probable score that may result if the opponent is allowed to make his double and whether the shooter may be able later to spoil it, the result if the combination fails, the skill and accuracy of each player, and the degree of accuracy required for a combination shot as compared with a direct hit.

ACCURACY. With all of the foregoing considerations, it is difficult to reach a conclusion without discussing various complex groupings of these elements. However, the last-named of these considerations, that of the relative accuracy of the two plays,

deserves study at this time.

In the particular case shown in Figure 156, the two disks F and A are about six feet apart. As will be shown in the next article, in order to drive one disk against another at this distance, the shooting line must be accurate to within one-half inch.

In other words, if the shooting line diverges more than one-half inch to right or left from the line required for an accurate combination to hit the center of the second target, the first struck disk will miss the second.

On the other hand, far less accuracy is required for a direct hit. Assume that the shooting disk is aimed at the right edge of the kitchen disk A, Figure 156.

The shooting line can diverge about 2¼ inches to the right and still knock away the kitchen disk. Also the shooting line can diverge about 1½ inches to the left toward the center of the kitchen disk and the shot can still succeed. These two acceptable divergences allow a total of at least 4¼ inches as compared with one inch for the combination.

If the error to the left is more than 1½ inches, in other words if the shooting disk hits near center, it is liable to stick in place and may stop in the kitchen.

But it sometimes happens that the player shoots even beyond the center of the disk (to the left in this case), hitting the other side of the kitchen disk, and clearing the disk from the kitchen. Hence an additional allowance for divergence can be added to the 4¼ inches already counted.

It is thus seen that the accuracy required for the six-foot combination is much greater than for the direct hit. The direct shot

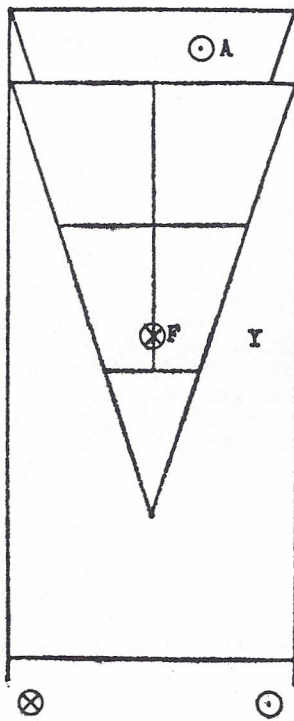


Figure 156

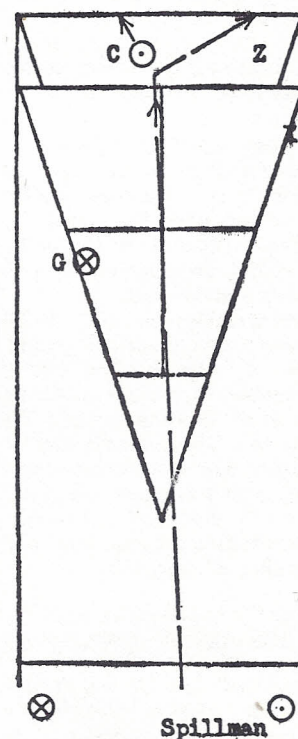


Figure 157

is therefore surer.

NON-SCORING DISK. There are some cases in which a non-scoring disk has been utilized, such as one at G, Figure 157, to knock against a kitchen disk C. But it is usually not so good as the direct shot at the kitchen disk that was played by Carl Spillman in the case shown in the

figure.

On the other hand, if the two disks are very close together, as at X and Z, and if the chances of leaving the enemy disk in the kitchen appear to be good, such a shot appears justifiable, but in most other cases such a shot seems undesirable as compared with the direct shot.