

Shuffleboard Big Scoring for Doubles

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Problems with Small Scoring for Doubles

Problems exist when using the small scoring for doubles.

1. The numbers are small and difficult to see from the far end of the court and even smaller for spectators in seating areas behind the foot of the court.
2. The color bar may be difficult to see.
3. If letters *Y* and *B* are placed on the scoreboard, it becomes cluttered and confusing.

Big Scoring for Doubles

Big scoring for doubles helps to resolve these problems.

1. Numbers are bigger and easier to see.
2. There is a pattern which clearly indicates who should shoot first and who has the Hammer.
3. There is no need for a color bar or for letters *Y* and *B* on the scoreboard.

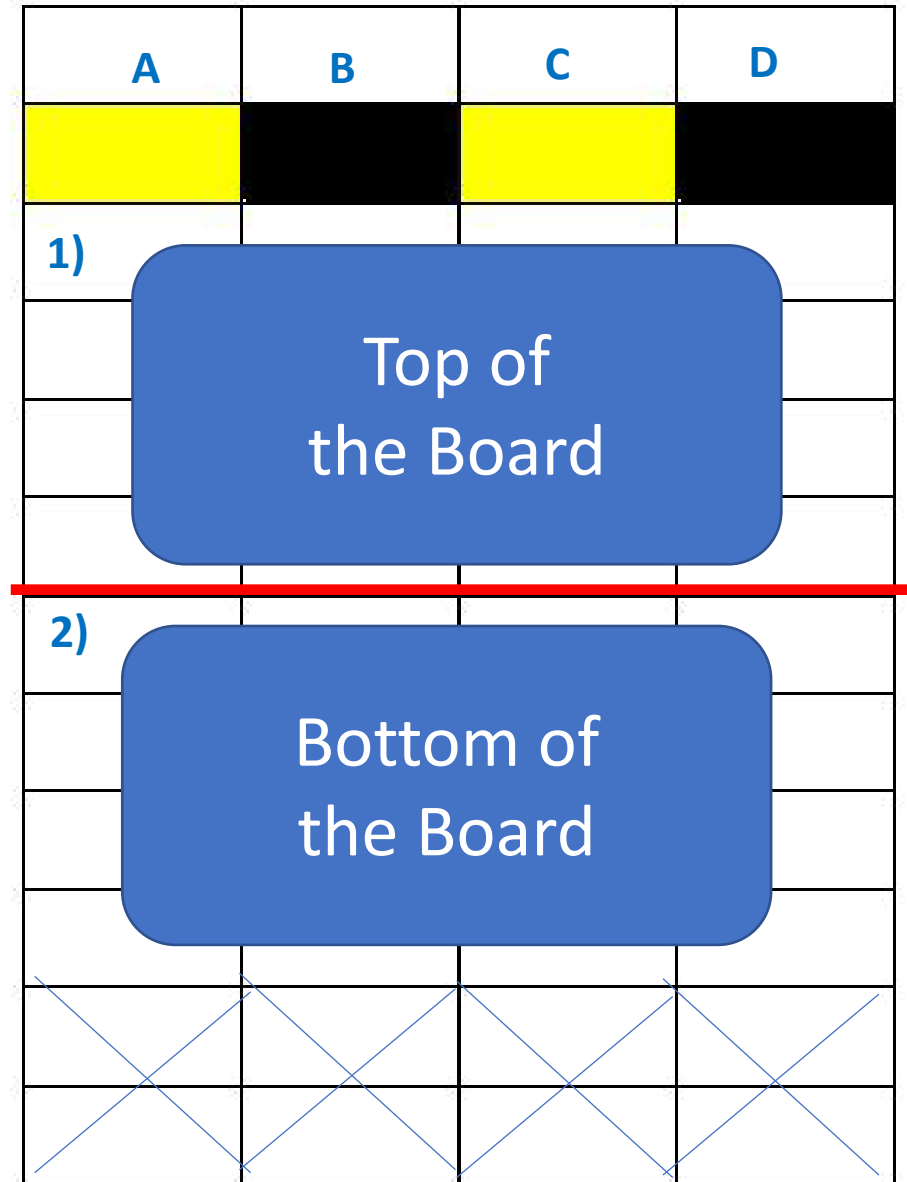
Scoreboard Setup

In Big scoring for doubles, columns **A** and **B** are used to display the Yellow scores and columns **C** and **D** are used to display the Black scores. Two rows are used to display each score and only 8 rows are needed. It is helpful to divide the 8 rows used with a heavy horizontal line shown in red. Any unused cells are crossed out.

A	B	C	D
Yellow	Black	Yellow	Black
			
			

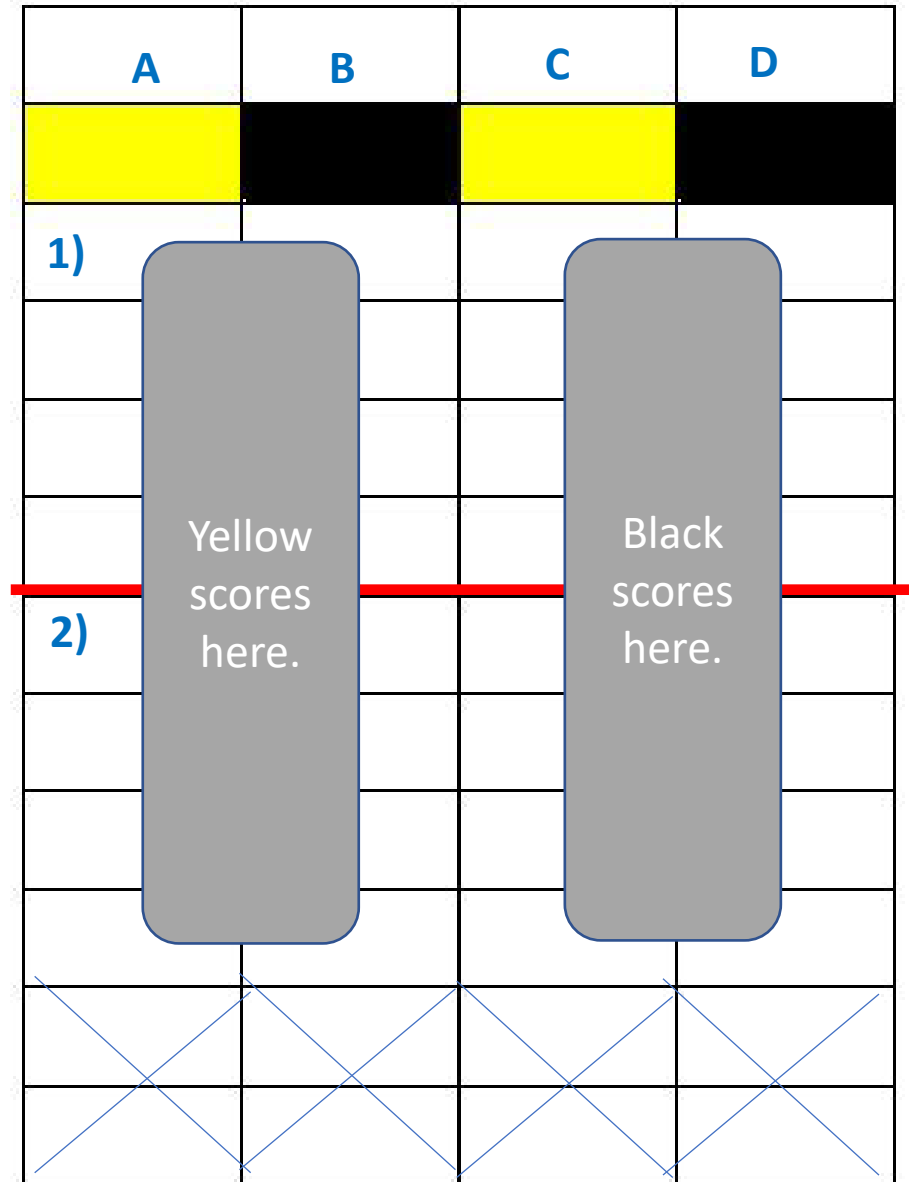
Top and Bottom of the Board

Cells above the red line define the top of the board and cells below the red line define the bottom of the board. Rounds are recorded in the upper left corner of the top and the bottom with a number followed by a parenthesis. An even number of rounds will result in each player getting the same number of Hammers.



Column Colors are Ignored

The colors of cells in row 2 are not used. Scores for Yellow are centered on the vertical line between columns **A** and **B**. Scores for Black are centered on the vertical line between columns **C** and **D**. The next few slides show how the scores look on the scoreboard.



Score after Frame 1

In the first frame, Head Yellow scores 0 and Head Black scores 8. The scores are recorded across cell boundaries as shown. When scores are being recorded in the top of the board, Yellow shoots first (is out) and Black has the Hammer.

	A	B	C	D
1)	0		8	

Scores after Frame 2

In the second frame, Foot Yellow scores 7 and Foot Black scores 8. These scores are added to the Frame 1 scores and cumulative scores are recorded in the next two rows as shown. Round 1 is now complete. When recording scores in the bottom of the board, Black shoots first (is out) and Yellow has the Hammer.

	A	B	C	D
1)	0	7	8	8
	7		16	
2)				

Scores after Frame 3

In the third frame, Head Yellow scores 15 and Head Black scores 0. These scores are added to Frame 2 scores and the results recorded in the next two rows as shown.



	A	B	C	D
1)	0	7	8	8
	7	15	16	0
2)	22		16	

Scores after Frame 4

In the fourth frame, Foot Yellow scores 0 and Foot Black scores -10. Cumulative scores are recorded in the next two rows as shown.

Once the bottom of the board is full, the top of the board can be erased. Always erase an entire set of scores for a Round and never just one line.



	A	B	C	D
1)	0	7	8	8
	7	15	16	0
2)	22	0	16	10
	22		6	
	X	X	X	X
	X	X	X	X

Moving to Round 3 (Frames 5 & 6)

The Round number is changed from 1 to 3. When scores are being entered at the top of the board Yellow is out again and Black has the Hammer.



A	B	C	D
3)			
2)			
22	0	16	10
22		6	

Scores after Frame 5

In Frame 5 Head Yellow scores 10 and Head Black scores -10. The score is now Yellow 32 and Black -4 or 4-off.



	A	B	C	D
3)	32		④	
2)	22		16	
		0		⑩
	22		6	
		10		⑩
	X	X	X	X
	X	X	X	X

Scores after Frame 6

In Frame 6 Foot Yellow scores 0 and Foot Black scores 21. The score is now Yellow 32 and Black 17.

Round 3 is now complete. The scorer will erase the bottom of the board and replace the round number with 4.

	A	B	C	D
3)	32	0	4	21
	32		17	
2)	22	0	16	(10)
	22	10	6	(10)
	X	X	X	X
	X	X	X	X

Scores at the start of Frame 7

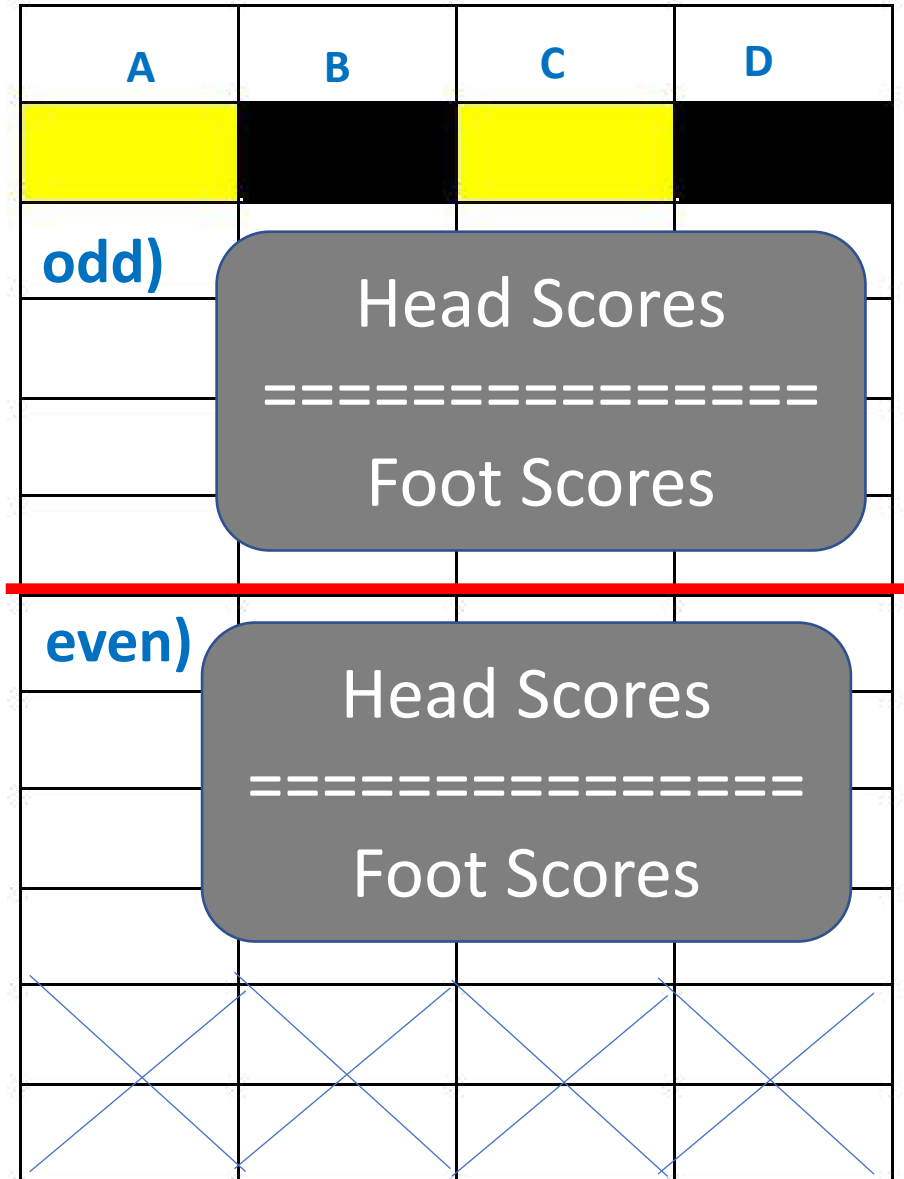
At the start of Round 4 (Frames 7 & 8) the bottom of the board is empty. Black shoots first and Yellow has the Hammer.

The scores at either the top or the bottom of the board show the scores after Head shoots above and after Foot shoots below.

	A	B	C	D
3)	32	0	4	21
	32		17	
4)				

General Rules for Round Numbers

Round numbers at the top of the board are always odd numbers and Round numbers at the bottom of the board are always even numbers. An even number of rounds gives all players an equal number of Hammers. The game will end with scores on the bottom of the board when the pre-set number of frames has been completed.



Games with Fixed Point Limits

Games may end when a set point limit is reached (usually 75 points). For such games there is no need to record Round numbers. Scores continue to be recorded as before until one team reaches or exceeds 75 points.

Sometimes games have 75-point limits or fixed frame limits. The game is over when the score after a frame is equal to or greater than 75. If the 75-point limit is not reached after the frame limit, the game ends after the last frame.