

Shuffleboard : Small Scoring for Doubles

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Who keeps score?

If scoreboards are set up uniformly, Head Yellow is usually closest to the scoreboard and would keep score. If scoreboards are grouped between courts in pairs or Head Black is closest to the scoreboard, the person closest to the scoreboard would likely keep score. If one person is not able or prefers not to keep score, the other person may keep score by mutual agreement. The person not keeping score should always check the score after each end to ensure that no errors have been made. Mistakes should be identified immediately and corrected.

Typical Shuffleboard Scoreboard

A typical shuffleboard scoreboard consists of four columns and eight (8) or ten (10) rows for scores. The one shown at the right has 10 rows. I have labelled the columns A-D for reference. Often team or player names or initials are entered at the top. The black and yellow cells in row 2 show that yellow scores are recorded in columns A and C

A	B	C	D

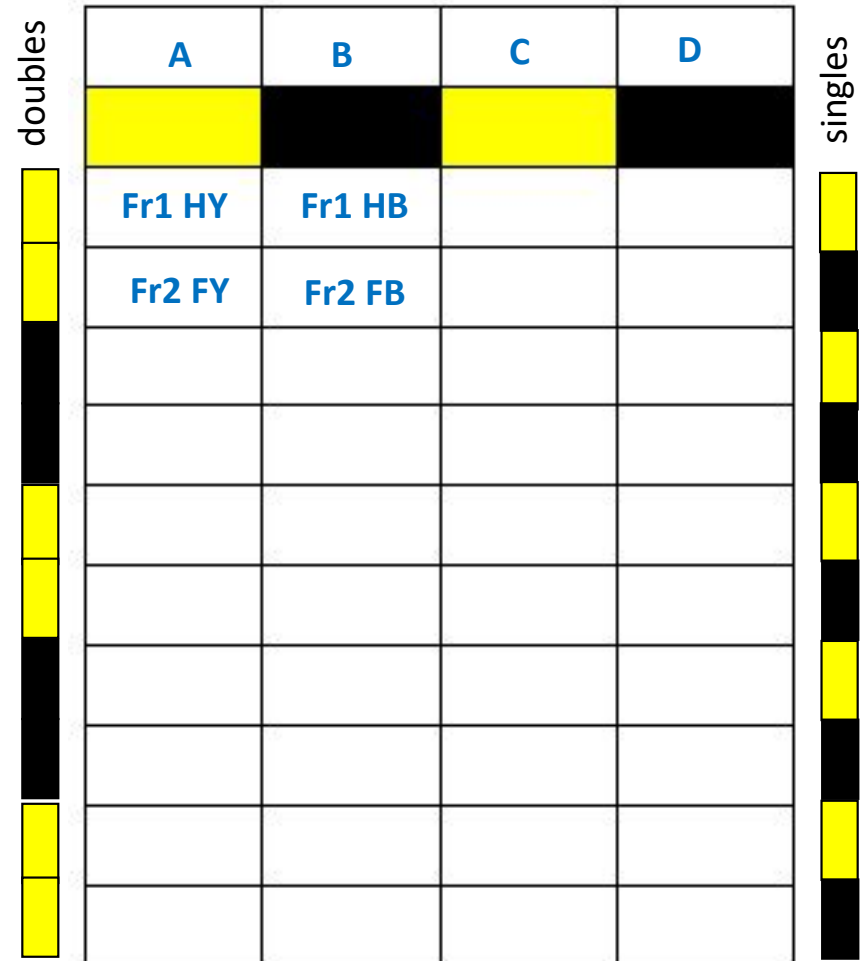
Columns, Frames and Rounds

In small scoring, columns **A** and **B** are filled in first, one row for each frame. The first row contains the scores for frame 1 with Head shooting, the second row contains the scores for frame 2 with Foot shooting, etc. Each pair of frames is called a Round. In Round 1 Yellow shoots first (is out) and Black has the Hammer.

A	B	C	D
Fr1 HY	Fr1 HB		
Fr2 FY	Fr2 FB		

Color Bars for Shooting Order

Many scoreboards have colored bars on one side to indicate the color that is shooting first (is out). The alternate color has the Hammer. The color bars may rotate when used for singles or doubles (see diagram). Often the color bars do not match up with the rows, do not rotate, and/or may be difficult to see.



Letters to Indicate Order (A)

The letters *Y* and *B* can be appended to each row to avoid confusion. While this is straight-forward, the amount of information on the score board is large, and the scores are going to be smaller. The information becomes more difficult to see from the foot of the court.

	A	B	C	D
	<i>Y</i> Fr1 HY	Fr1 HB	<i>Y</i>	
	<i>Y</i> Fr2 FY	Fr2 FB	<i>Y</i>	
	<i>B</i>		<i>B</i>	
	<i>B</i>		<i>B</i>	
	<i>Y</i>			
	<i>Y</i>			
	<i>B</i>			
	<i>B</i>			

Letters to Indicate Order (B)

In this example, the *Y* and *B* are placed between the rows to which they apply. Yellow shoots first (is out) for frames 1 & 2, 5 & 6, and so on. Black shoots first for frames 3 & 4, 7 & 8, and so on. Never split a round with the head scores at the bottom of a column and the foot scores at the top of the next column.

	A	B	C	D
	Fr1 HY	Fr1 HB		
	Fr2 FY	Fr2 FB		

Eliminating Unused Cells

The rows at the bottom are not easy to see, and the scorer may choose to use the first 8 rows on the left, followed by the first four rows on the right. This is a game intended for six rounds or twelve frames. [It is good practice to cross out cells on the scoreboard which will not be used to improve awareness.]

	A	B	C	D
	Fr1 HY	Fr1 HB		
	Fr2 FY	Fr2 FB		
		B		B
		Y		Y
		B		Y
			X	X
			X	X
			X	X
			X	X

Alternate Format

This is also a game intended for six rounds or twelve frames. The scores for the first three rounds are in columns **A** and **B** and the scores for the last three rounds are in columns **C** and **D**.

	A	B	C	D
	Fr1 HY	Fr1 HB		
	Fr2 FY	Fr2 FB		

Scores after Frame 1 (Head)

This scoreboard shows the score after Head shoots all 8 discs. Head Yellow has no score and Head Black scores 8. The score for Yellow are always called first followed by the score for Black to avoid confusion.

	A	B	C	D
	0	8		
	Y			Y
	B			B
	Y			
	B			

Scores after Frame 2

This scoreboard shows the score after Foot shoots all 8 discs. Foot Yellow scores 7 and Foot Black scores 8. The scorer may enter these scores in small numbers at the bottom of the first-row scores, and then add them to get the cumulative scores in row 2. Round 1 is now complete and the score is 7 to 16.

	A	B	C	D
	0 ₇	8 ₈		
	7	16		

Vertical score bars on the left and right sides of the table are yellow for the top 7 rows and black for the bottom 5 rows. Red letters 'Y' and 'B' are placed in the bottom of the first row cells for columns A and B respectively.

Scores after Frame 3 (Head)

Round 2 begins with Black out and Yellow with the Hammer. Head Yellow scores 15 and Head Black scores 0. The score is now 22 to 16.

	A	B	C	D
	0 ₇	8 ₈		
	7 ₁₅	16 ₀		
	22	16		

Y (between 0₇ and 7₁₅)
Y (between 7₁₅ and 22)
B (between 22 and 0₇)
B (between 16₀ and 8₈)
B (between 16₀ and 16)

Scores after Frame 4 (Foot)

Round 2 is completed as Foot Yellow scores 0 and Foot Black scores -10. Negative scores are shown with a circle around them instead of a minus sign. The minus sign is difficult to see from the far end of the court. The score is now 22 to 6 and Round 2 is complete.

	A	B	C	D
	0 ₇ <i>Y</i>	8 ₈		<i>Y</i>
	7 ₁₅	16 ₀		
	22 ₀ <i>B</i>	16 ⁽¹⁰⁾		<i>B</i>
	22	6		
	<i>Y</i>			
	<i>B</i>			

Scores after Frame 5 (Head)

Round 3 starts as Head Yellow scores 10 and Head Black scores -10. The score is now 32 to -4.

This process continues until the last frame is complete. The team with the higher scores wins. If the scores are the same, some mechanism will usually be used to break the tie.

	A	B	C	D
	0 ₇	8 ₈		
	7 ₁₅	16 ₀		
	22 ₀	16 ⁽¹⁰⁾		
	22 ₁₀	6 ⁽¹⁰⁾		
	32	4 ⁽⁴⁾		

Games with 75 Point Limit

Often in tournament play a fixed-point limit of 75 points is used instead of a pre-set number of frames. For games with a 75-point limit, if any frame ends with one or both scores greater than or equal to 75, the team with the higher score wins. If the scores are the same, a mechanism will usually be used to break the tie.

	A	B	C	D
	0 ₇	8 ₈		
	7 ₁₅	16 ₀		
	22 ₀	16 ⁽¹⁰⁾		
	22 ₁₀	6 ⁽¹⁰⁾		
	32	4 ⁽⁴⁾		

Finishing Up

After the game is complete and both sides agree on the final score, record the winning team and the score on the form provided. If the game is part of formal league play or a tournament, it might be helpful to take a picture of the scoreboard before it is erased as a backup.