

# Glossary

**Alley.** 1. The official name of the gutter, the concrete area, two feet wide, between two adjacent courts. 2. Suicide alley.

**Apex.** The forward angle, or point, of the scoring diagram.

**Backstop.** A disc of either color lying on the scoring diagram so that it is capable of stopping the cue disc at a desired position.

**Bait.** Kitchen bait.

**Baseline.** The horizontal line that separates the 10-off area from the players' standing area.

**Baseline extension.** The extension of the baseline across the alley on each side of the court. This is an unmarked line.

**Beads.** Fine, glass globules that are often sprinkled on a court to lessen the friction between the court surface and the moving discs.

**Black court.** A court on which moving discs tend to drift toward the yellow side of the court. The direction of the drift favors the player of the black discs.

**Block.** 1. A disc that is placed so as to interfere with the opponent's next shot; a preventive guard. 2. A disc that happens to stop in a position that interferes with either player's shot. (The word block should not be used as a general name for disc.)

**Blocking game.** Repeatedly shooting a Tampa block after a St. Pete has been placed by the opponent, instead of clearing the board; also called filling in.

**Board.** 1. The scoring diagram, as in "Don't go on the board." 2. Any part of the court beyond the deadline, as in "Clear the board."

**Bunny.** A disc that represents the winning score.

**Bunt.** An attempt to move a disc that is already on the board to a more favorable position by striking it with the cue disc.

**Carom.** A shot in which the cue disc strikes a target disc, then moves on a different course to another target.

**Clear the board.** To make a shot that removes all discs, including the cue disc, from the court.

**Close disc.** A disc that stops so close to a line that it is difficult to determine whether it scores.

**Color lead.** The color of the first disc to be played in a half round or frame.

**Combination.** A shot in which the cue disc strikes a target that, in turn, becomes a moving disc and strikes another target.

**Court officials.** Tournament manager, divisional referee, court referee, court umpire, and court scorer (scorekeeper).

**Cover a disc.** To place a disc on the board as a protective guard for a scoring disc that is already on the board.

**Cross guard.** A disc that is placed about midway between the apex and the edge of the court on the opponent's side to provide protection for the next shot.

**Cross pilot.** Cross guard. This word is no longer used in shuffleboard parlance. See **Pilot**.

**Cue disc.** In any particular play, the disc that is being pushed by the cue as distinguished from the other discs on the court.

**Dead disc.** A disc that is out of play for the remainder of the half round. A disc that leaves the court or fails to reach the deadline is dead. A disc that stops on the deadline or just touches it is a live and playable disc. A disc projecting over the edge of the court is not dead until it tips of its own weight into the gutter. A dead disc lying on the court, or against the court, must be removed before the next play.

**Deadline.** The deadline is the second of the two crosslines near the center of the court over which the cue disc passes. The cue disc passes over two crosslines but over only one deadline. The first crossline is the deadline for the discs that come from the opposite direction.

**Deep.** See **High**.

**Delivery.** The act of shooting a disc.

**Disc.** The official name of the disks used in a game of shuffleboard.

**Double.** A shot that scores both the cue disc and

a liner of the same color. Before the shot, the liner is known as a potential double.

**Drift.** 1. The tendency of a freely moving disc to change its course. 2. The condition of a court that causes this tendency.

**Feel of the court.** A feeling that the speed of the court is just right for the player's style of play.

**Foot.** The end of a court opposite the scoreboard.

**Frame.** Undefined in the national shuffleboard rules. The author's definition: A frame is that portion of a game of shuffleboard, begun at the head of the court, in which each player shoots four discs.

**Friendly game.** See **Fun game.**

**Fun game.** A game in which sociability is more important to the players than excelling.

**Game point.** The scoring level that a player must attain to win a game.

**Glance.** A shot in which the cue disc, after its impact with a target, changes its course to stop in a more favorable position on the board.

**Go on the board.** To shoot a disc for a score.

**Guard.** 1. Protective guard: A disc that is placed for the purpose of providing protection for the next shot. 2. Preventive guard: A disc that is placed for the purpose of preventing a play by the opponent.

**Gutter.** Alley.

**Hammer.** Disc No. 8; the last disc to be shot at either end of the court.

**Handle.** A second disc placed beyond a guard that protrudes enough to enable the opponent to spoil both scores with a combination.

**Head.** The end of the court at which the scoreboard stands.

**Hesitation shot.** A shot in which the cue comes to a brief stop during the delivery.

**Hide.** 1. An area on the scoring diagram that is accessible to the player's disc and is protected from an attack by the opponent's cue disc. 2. A scoring disc that has been placed in that area.

**High, deep, low.** These words refer to the position of a disc in a scoring area. High 10, high 8, high 7 refer to a disc that stops just over the line in these areas, leaving a space too small for the opponent to score while knocking away the disc. Deep 10, deep 8, deep 7, deep kitchen refer to discs that are near the far side of these areas, allowing room for the opponent to score by using the discs as backstops. Low is sometimes used instead of deep.

**High number.** A general name for a high 10, a high 8, or a high 7.

**Hit and run.** A clearing-of-the-board shot used on a scoring disc, usually a kitchen bait, rather than on a guard. Often other discs are left on the board after this shot has been made. The shot consists of knocking the bait off the board and glancing the cue disc off the board as well.

**Hook shot.** A shot in which the cue noticeably changes its direction during the delivery.

**Kitchen.** The part of the scoring diagram officially designated as the 10-off area.

**Kitchen bait.** A disc that is placed on the board, preferably in the deep 7, without a protective guard for the purpose of getting the opponent's cue disc into an area where it can be put into the kitchen.

**Kitchen player.** A player who, regardless of his score, relies heavily on kitchen shots to win his game.

**Kitchen speed.** The speed of a cue disc that will cause it to stop in the 10-off area if it continues to move freely down the court.

**Kitchen-speed-plus.** A speed of the cue disc slightly faster than kitchen speed. It is calculated to carry an opponent's disc off the scoring area for sure, and possibly into the kitchen if the player should err on the slow side.

**Lag.** To shoot for the choice of color before a tournament game begins.

**Leaner.** A disc leaning against the edge of the court.

**Liner.** A live disc lying on a line.

**Live disc.** A disc which is in play. See **Dead disc.**

**Lose one's hammer.** Refers to the hammer player failing to score during the half round of play.

**Low.** See **High.**

**Magic circle.** The scoring level of two numbers (about 15 points) from game point. In a 75-point game, 60 is considered to be the lower limit of the magic circle.

**Match.** 1. In a tournament, one or more games played by the same opponents to determine which one will continue to compete. 2. In league play, a complete set of games played by two member teams.

**Nick.** The unintentional striking of the cue disc against another disc on the board.

**Number.** The general name of the positive score values on the scoring diagram; a 7, an 8, or a 10.

**Open board.** The empty scoring diagram, or a large part of it, on which the cue disc is to be placed for a score.

**Out.** Shoots first. Black is out means Black shoots first.

**Pigeon.** A live disc lying on the line dividing the kitchen and the 7-area.

**Pilot.** A Tampa guard. (This word, no doubt, comes from the days when shuffleboard was played only on the deck of a ship. It is not used in modern shuffleboard parlance.)

**Playing the drift.** Compensating for the drift to produce a shot equivalent to the one which would have been made on a level court.

**Point.** 1. Score. 2. Apex.

**Point game.** A game in which the players must attain a predetermined score to win.

**Roll.** Sometimes used to mean glance.

**Round.** 1. In doubles or in walking singles, a round is the playing of sixteen discs, eight from the head and eight from the foot. 2. In nonwalking singles, a round is the playing of sixteen discs, all from the same end of the court, either the head or the foot. A **half round** is that part of a game in doubles or singles in which eight discs are played from either end of the court.

**Rush the game.** To take an unnecessary risk toward the end of a game for the purpose of getting an extra score on the board to bring the game to a premature close.

**St. Pete.** A cross guard.

**Separation triangle.** A wedge-shaped design, without a base, in the center of the 10-off

area that separates the yellow and the black discs at the beginning of a half round.

**Shufflegram.** This word, which is a contraction of the expression shuffleboard diagram, has been coined by the author. Since shuffleboard has undoubtedly come of age, it is felt that the scoring diagram should bear the dignity of a name.

**Sneak.** A score safely hidden by exploiting a weakness in the opponent's play.

**Snuggle.** To place a scoring disc close behind one of the opponent's discs for the purpose of protection.

**Steal one's hammer.** Refers to a player scoring in a half round while his opponent, the hammer player, fails to score.

**Stick.** To stop on the board (as in case of the cue disc) in almost the same place as the disc which was knocked away.

**Strategy.** A plan involving a series of plays that are directed toward a single objective.

**Suicide alley.** The entire length of the court lying between a cross guard and the nearer edge of the court.

**Tampa.** A guard placed close to the apex.

**Target.** The disc at which the cue disc is aimed.

**Up-and-down shot.** A shot at a disc in the 10-area that scores 10 for the player and 10 off for the opponent.

**Yellow court.** A court on which moving discs tend to drift toward the black side of the court. The direction of the drift favors the player of the yellow discs.

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