

SHUFFLEBOARD

The game is played on a wooden shuffleboard with 30 matching wooden discs. At the end of the board there are four gates with a value compared to them. The value of the openings are 2,3, 4 and 1 in that order. These immediately indicate the number of points.

On the side of the thrower, the open side, a crossbar has been mounted where the thrower has to shuffle under. You can also use the crossbar to place all the discs that are still to be used per turn. The goal of the game is to score as many points as possible by throwing the stones into the different openings at the end of the shuffleboard. A player has 30 stones available and may throw them towards the openings in 3 turns. All the discs that not completely disappear into one of the gates will be used in the 2nd turn, and then in the 3rd.

SCORING

The basis of the scoring is that after the 3 turns you check how many stones (discs) there are in each of the gates. If there is 1 stone in each box you get 20 points, with two stones in each box 40 points, 3 discs 60, et cetera. If the number in the boxes is no longer complete (no longer an equal number of stones in each box), the individual points in the gate are added to the previously added twenties.

THE END OF THE GAME

The player with the most points is the winner!