

## FEATURES

- Everything you need for either a laid back or competitive game
- Quick and easy to set up
- Can be played practically anywhere

## PARTS

QTY	PARTS
1	1 Storage/carry bag
2	2 Cue Sticks
1	1 One Red Chalk Stick
1	1 One Yellow Chalk Stick
4	4 Red Shuffleboard Pucks
4	4 Yellow Shuffleboard Pucks



## HOW TO PLAY

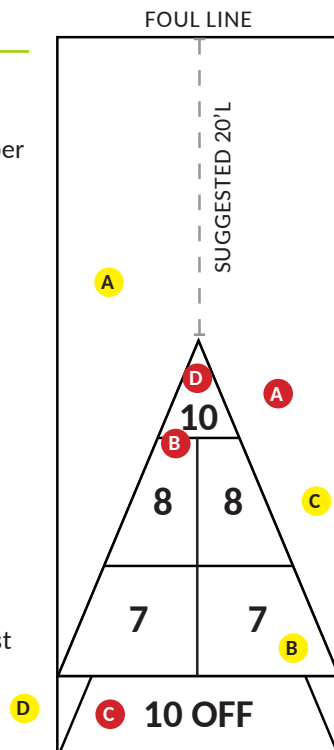
Slide all four of your team's pucks toward the scoring zones, competing to be the first team to score the required number of points.

1. Create a Red Team and a Yellow Team. Teams can consist of one single player or up to four rotating players.
2. With either the red or yellow chalk, draw the shuffleboard court of your choice on a dry solid ground surface (see below).
3. Decide which team will go first (i.e. flip a coin, team with the youngest player, etc).
4. The first team will step up to the Foul Line and slide their first puck with a cue stick. Pucks that don't land in any score zones are removed before another puck is played.
5. The second team will step up to the Foul Line and slide their first puck with a cue stick. Pucks that don't land in any score zones are removed before another puck is played.
6. This completes one round of play.
7. The winner of the round will play first on the next round.
8. Teams will continue alternating until all eight pucks have been played, for a total of four rounds of play.

## TRIANGLE COURT

### How to Score:

1. Pucks that land over a scoring zone line earn the lower number of points.
2. For a longer game, alternate teams to score per round.
  - Red Team: 8 points  
Puck A: 0 points, Puck B: +8 points, Puck C: -10 points, Puck D: +10 points
  - Yellow Team: 0 points
3. For a faster game, both teams can score points per round.
  - Red Team: 8 points  
Puck A: 0 points, Puck B: +8 points, Puck C: -10 points, Puck D: +10 point
  - Yellow Team: 7 points  
Puck A: 0 points, Puck B: +7 points, Puck C: 0 points, Puck D: 0 points
4. The team to earn 75 points first will win the game.



## RECTANGLE COURT

### How to Score:

1. Pucks that land over a scoring zone line earn the lower number of points.
2. For a longer game, only one team can score per round. Points go to the furthest puck(s) of the same color. Red Puck "D" does not earn points because it is behind the Yellow Team's puck(s).
  - Red Team: 5 points  
Puck A: +2 points, Puck B: 0 points, Puck C: +3 points, Puck D: 0 points
  - Yellow Team: 0 points
3. For a faster game, both teams can score points per round.
  - Red Team: 6 points  
Puck A: +2 points, Puck B: 0 points, Puck C: +3 points, Puck D: +1 points
  - Yellow Team: 3 points  
Puck A: 0 points, Puck B: +2 points, Puck C: +1 points, Puck D: 0 points
4. The team to earn 15 points first will win the game.

