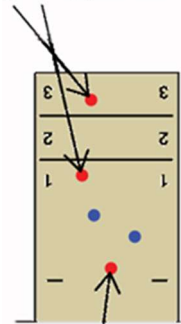


Shuffleboard and Curling Game Rules

SCORING DIAGRAM

Red wins this round.
Winning scorable
pucks total score
would be:
 $3+1=4$ points



NOTE:
This red puck
doesn't score
a point because
it is behind a
blue player

RULES FOR SHUFFLEBOARD

Each team begins with a total of 4 pucks (pucks are the blue and red sliding game pieces). Players take turns sliding the pucks down the length of the board aiming for their opponent's pucks or the scoring areas. The aim is to get the pucks into the highest scoring area on the board without having them fall off the side of the board. Pucks touching the table are considered off the board.

2-Players

- Players will slide 4 pucks each.
- Both players shoot from the same side.
- The game ends with the first player to reach a total of 15 points.

4-Players

- Players will slide 4 pucks each.
- Opposing team members will shoot side by side at both ends of the board (see diagram below).
- Players on each side will alternate rounds, clearing the board of all pucks before a new round is begun at the other side.
- The game ends with the first team to reach a total of 21 points.

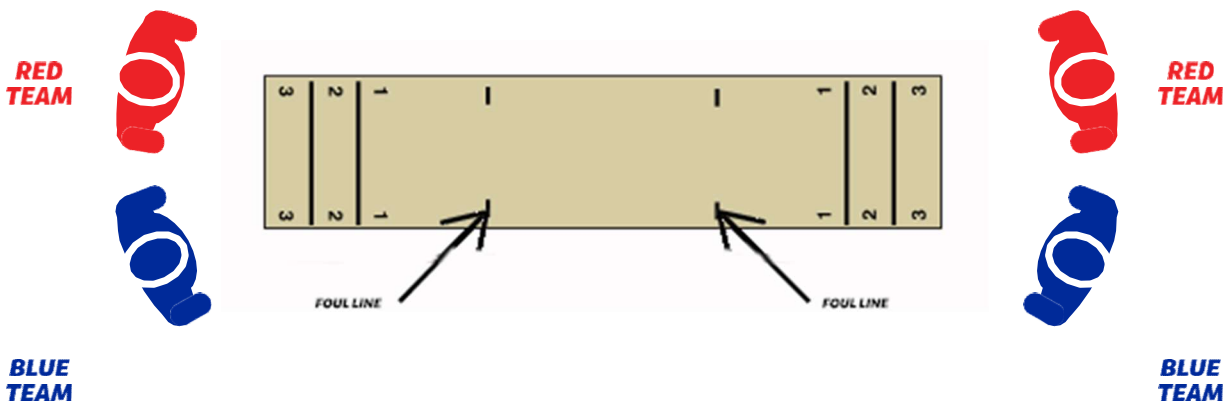
HOW TO PLAY:

- The first player slides their first puck toward the opposite end of the board aiming for the **scoring area**. Pucks that do not succeed in passing the **farthest foul line** are removed from the board before another puck is slid.
- The puck must be released from your hand before it passes the **first foul line**.
- The players continue shooting their pucks alternately, until all their pucks have been thrown. When this has been done, one round of play has been completed. The winner of a round shoots the first puck down the table on the next round.

SCORING:

- Only one player or team scores points per round.
- The player whose leading puck is farthest down the board (farthest away from the players) is the winner of the round. Only winning pucks beyond your opponent's pucks are counted. The winner's score is then totaled.
- To score points, the puck must be in the **1, 2 or 3 zone** that is between the **farthest foul line** and the far end of the board. Pucks sitting on a zone line count as the lesser value.
- A winning puck that extends over the far edge of the board is a 'hanger' and counts as 4 points.
- Pucks in the **gutter** and those knocked off are forfeited and count as zero points.
- If the leading pucks for each team are tied then no score is awarded.

Tip: Part of the strategy of table shuffleboard is to use one's pucks to knock the opponent's pucks off of the playing surface, outdistance them or use one's pucks to protect high-scoring pucks.



RULES FOR CURLING

Mini Curling provides you with the chance to play curling without the brooms and off the ice!

Each team begins with a total of 4 stones (stones are the blue and red rolling game pieces that travel on the board). The aim is to have more stones closer to the **button** (the red target) than your opponent after each round when all 8 stones have been thrown.

2-Players

- Players will slide 4 stones each.
- Both players shoot from the same side.

4-Players

- Players will slide 4 stones each.
- Opposing team members will shoot side by side at both ends of the board (see diagram below).
- Players on each side will alternate rounds, clearing the board of all stones before a new round is commenced at the other side.

HOW TO PLAY:

- Flip a coin to see who goes first.
- Players then alternate sliding stones, aiming for the **house** (circular target) so they come to rest past the **farthest hog line** - the area of the board with the **dotted line** (see diagram below).
- When sliding the stone to the opposite side of the board, your hand must not pass the **first hog line** (the line closest to the side you are shooting from).
- Every stone which falls off the mat or doesn't pass the **farthest hog line**, (the second hog line furthest from you) are removed from play.

SCORING:

- The team which manages to place a stone closest to the **button** (the red target) wins the round. The winning team gets one point for every stone closer to the **button** than the other team's closest stone.
- Only stones within or overlapping the house are scored. If a stone is touching the **outer blue ring** of the **house** this can still be counted as a point.
- It is also possible for no one to score points during a round if neither team gets any stones in the **house**. The game ends when the first team gets to a total of 21 points.

