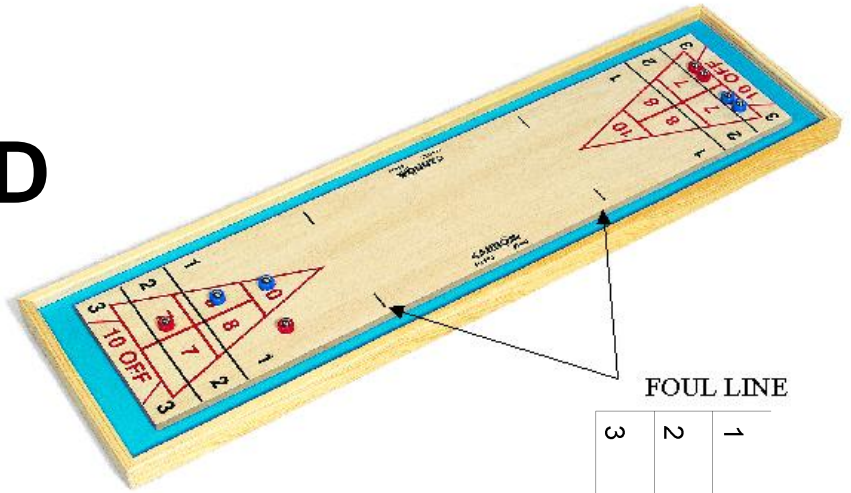


CARROM®

SHUFFLEBOARD

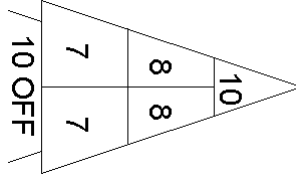
GAME

!/\ WARNING! CHOKING HAZARD - Item contains a small ball. Not for children under 3 years.



FOUL LINE		
3	2	1
3	2	1

COURT VERSION



Choice of color is determined by each player (if singles), or by one of each team (if doubles), playing ONE puck to farthest foul line. The player whose puck is nearest the line has choice of color. Pucks are to be left on the board. If second puck touches or moves first puck, color choice goes to opponent.

To start a game, the RED puck is shot first, with shooter's hand not to extend beyond nearest foul line. Play alternates- red, then blue- until all pucks are shot.

IN SINGLES- after all pucks are played, constituting a HALF ROUND, the players proceed to opposite end of board and start play, with the color lead changing to blue.

IN DOUBLES- after all pucks are played at HEAD of board, play starts at foot or opposite end- RED leading, blue following. Color lead does NOT change until both ends have played a ROUND. A ROUND consists of completed play at HEAD and FOOT of board- a HALF ROUND completed play at one end of board.

The object of the game is to place four (4) pucks within, but not touching lines of the highest scoring area. A puck, which stops in the area between farthest foul line and shooting area, is dead, and shall be removed before further play.

SCORING

Game is scored on 50, 75, 100 point basis. Match play shall be on the best of three games. After both players have shot their four (4) pucks, SCORE ALL pucks on diagram within and not touching lines. Play continues until all pucks have been shot even if game point has been reached. If a tie score results at game point or over, two complete rounds shall be played, in DOUBLES, score totaled. If score is tied again, play continues again as outlined above. In SINGLES- one round of play shall decide tie.

LONG BOARD VERSION

IN SINGLES- Choice of player color shall be determined as in the court version. The first player shoots his puck to the scoring end of the board, with his hand not extending beyond nearest foul line. Play alternates until all pucks are shot. At this point a half round of play has been completed and the score is tallied.

Both players then move to opposite end of the board where the pucks are resting. Play is continued, in the same manner at this end of the board, with the winner of the previous round shooting first and until one player has scored 15 points.

The object of the game is to shoot the puck so that it reaches the highest scoring area without falling off the end of the board. A player's puck must be ahead of his opponent's puck to be scored.

IN DOUBLES- One player from each team is positioned at each end of the board so that two opposing players are at the same end with their partners at the opposite end. Play begins as in singles with the first player and his opponent at the same end alternating play until all pucks are shot. At this point a half round of play has been completed and the score is tallied.

The partners at the opposite end now clear the board and continue the play with the partner of the winning team shooting first. Play continues until one team has scored 21 points to win the game.

SCORING

Pucks must clear the line to be scored in that area. Pucks hanging over far end of board are scored 4 points. After all pucks have been shot, the score is tallied, by counting only the leading pucks of the leading color. For example, if red is the most distant puck from the playing end, score only the red pucks ahead of the leading blue puck. ONLY ONE SIDE SCORES PER ROUND.

PRODUCT REGISTRATION

Visit www.carrom.com to register your product(s) to receive the latest updates, special offers and other product related information.