

# HOW TO PLAY

## Snap-Back Shuffleboard®

The object of the game is to reach 21 points before your opponent.

The first puck (Blue) is slid from the front of the table towards the back, so it bounces from the back bumper onto the other side of the playing surface.

Starting on the same side of the table, the opponent then slides their puck (Red) so that it bounces from the back bumper to try to knock off the blue puck or to place their puck beyond the blue.

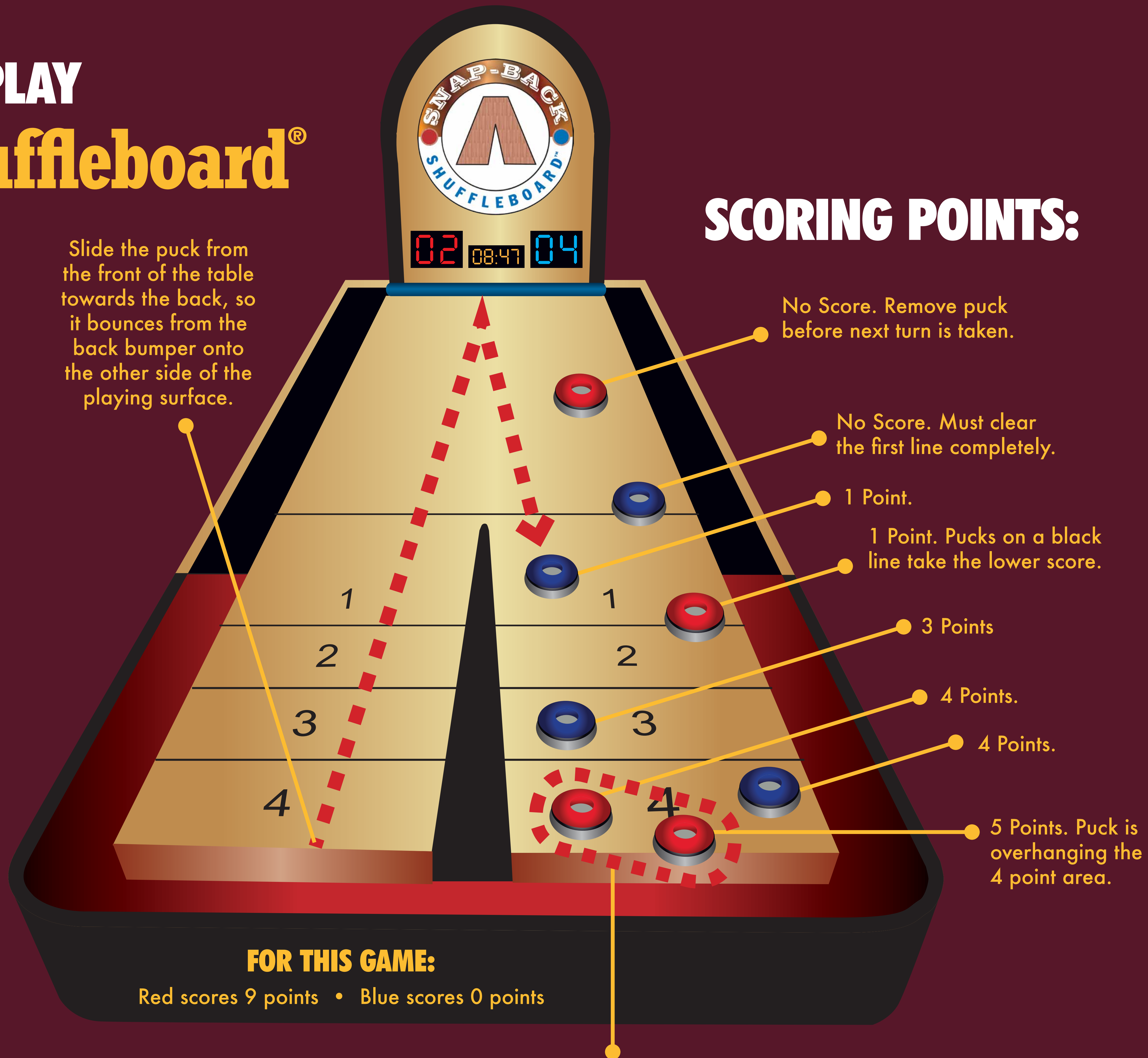
The players continue to take turns until all 8 pucks are played.

The next round continues from the other side, with the player who scored the last point starting the play.

Play continues by alternating sides until the total score of one of the opponents reaches 21 points or more.

### TWICE THE FUN IN HALF THE SPACE!

Slide the puck from the front of the table towards the back, so it bounces from the back bumper onto the other side of the playing surface.



## SCORING POINTS:

No Score. Remove puck before next turn is taken.

No Score. Must clear the first line completely.

1 Point.

1 Point. Pucks on a black line take the lower score.

3 Points

4 Points.

4 Points.

5 Points. Puck is overhanging the 4 point area.

### FOR THIS GAME:

Red scores 9 points • Blue scores 0 points

Total points for a round is the sum of all of the points for each puck that is closer to the front end of the playing surface than any of the opponent's pucks. Only one player can score points in a round.