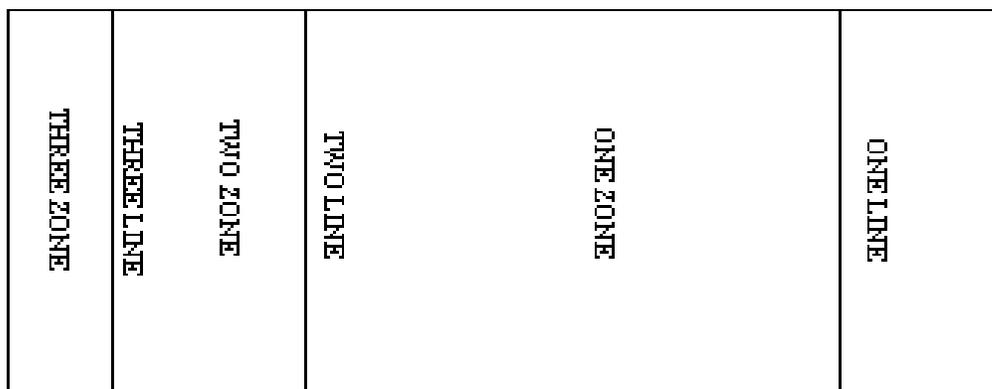


CANADIAN STANDARD TABLE SHUFFLEBOARD



1. Either 2 or 4 players may play. If 4 players, (two to a team) partners station themselves at the opposite ends of the table and remain in such position for the duration of the game. Team members and colour of rocks are selected as in curling. Players throw alternate rocks until all 8 have been thrown to complete the frame. The winner of each frame plays first in the next frame. In a tied or non-scoring frame, order of play shall be reversed in the following frame.
2. The rock may be delivered from any point across the width of the playing surface. In addition to draw shots, the rules allow the take-out or raise of any rock. To remain in play a rock must pass completely over the further Dead Line. A dead rock must be removed before play continues. Play continues regardless of the number of frames until a team or player has obtained the game winning number of points.

Scoring

1. Only the sum total points of all leading rocks furthest down the surface of one colour are scored in each frame. Score one point if the rock is in the One Zone but not touching the One Line. Score two points if the rock is in the Two Zone but not touching Two Line. (If touching the Two Line, score one point).
 2. Score three points if the rock is in the Three Zone but not touching the Three Line. If touching the Three Line, score two points).
 3. Any part of a rock that extends over the far edge of the playing surface is known as a 'Hanger' and scores four points. Whether or not a rock is touching a line is determined by sighting directly downwards.
 4. Winning game is 15 points for 2 players and 21 points for 4 players.
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