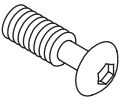




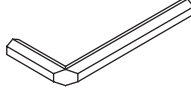


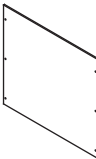

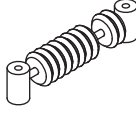
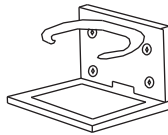





8' Shuffleboard Table

Assembly Instruction



PARTS IDENTIFIER (Not To Scale)

 <p>H1 - M8X32 mm Bolt(12)</p>	 <p>H2 - M8 Washer (12)</p>	 <p>H3 - 3.5x30 mm Washer Head Screw (24)</p>	 <p>H4 - 3.5x18 mm Flat Head Screw (4)</p>	 <p>H5 - 3.5x12 mm Flat Head Screw (8)</p>
 <p>H6 - M8 Allen Wrench(1)</p>	 <p>P1 - Left Leg (2)</p>	 <p>P2 - Right Leg (2)</p>	 <p>P3 - Leg Brace (4)</p>	 <p>P4 - Leg Leveler (4)</p>
 <p>P5 - Scorer (2)</p>	 <p>P6-Drink Holder (2)</p>	 <p>P7-Shuffleboard Dust (1)</p>	 <p>P8-Blue shuffleboard Puck (4)</p>	 <p>P9-Red shuffleboard Puck (4)</p>

⚠ WARNING: Choking Hazard--Table contains small balls and/or small parts.Not for children Under 6 years.

Step1

Place the Leg Leveler (P4) on a flat surface and connect the Right Leg (P2) as indicated in Figure 1. Repeat for the Left Leg (P1). Then place the two connected pieces opposite to each other. Next connect two pieces of Leg Braces (P3) to the legs by inserting 12 Washer Head Screws (H3) (6 on each piece of Leg Brace). Repeat for second leg of the shuffleboard table.

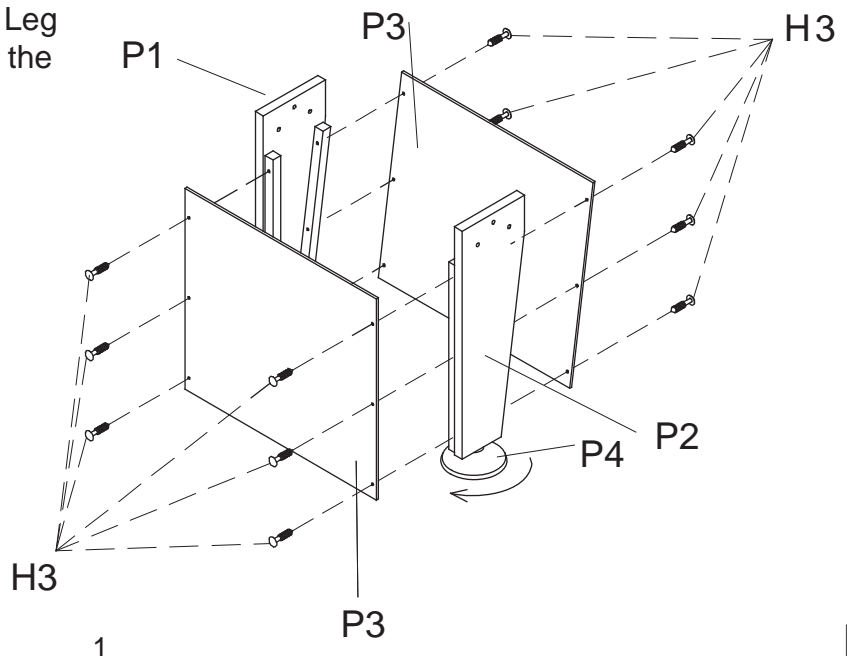


FIG 1

Step2

Place the game tabletop upside down on a flat surface. Connect the two leg pieces (previous constructed in Step 1) with 6 Washers (H2) and 6 Bolts (H1) by using the Allen Wrench (H6) as indicated in Figure 2. Repeat to attach the other leg.

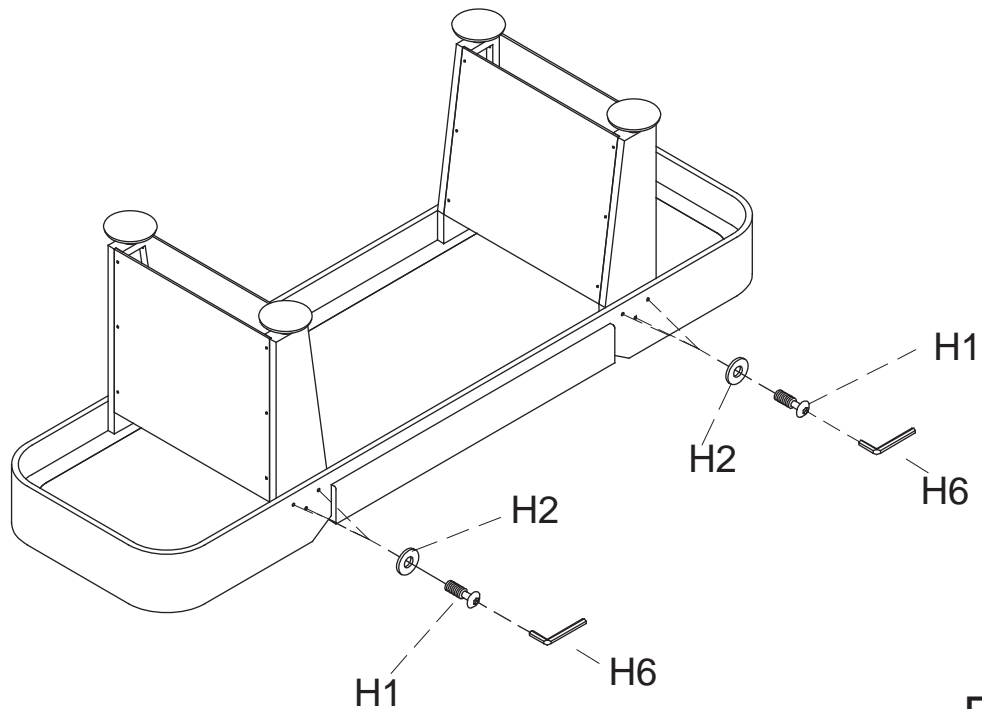


FIG 2

Step3

With the help of a second person, turn the table right side up. Fasten the Scorer (P5) on one corner of the table with 3.5x18 mm Flat Head Screws (H4). Repeat on the opposing corner as indicated in Figure 3

Step 4

Fasten the Drink Holder (P6) on one corner of the table with 4 pieces of 3.5x12 mm Flat Head Screws (H5). Repeat on the opposing corner as indicated in Figure 3.

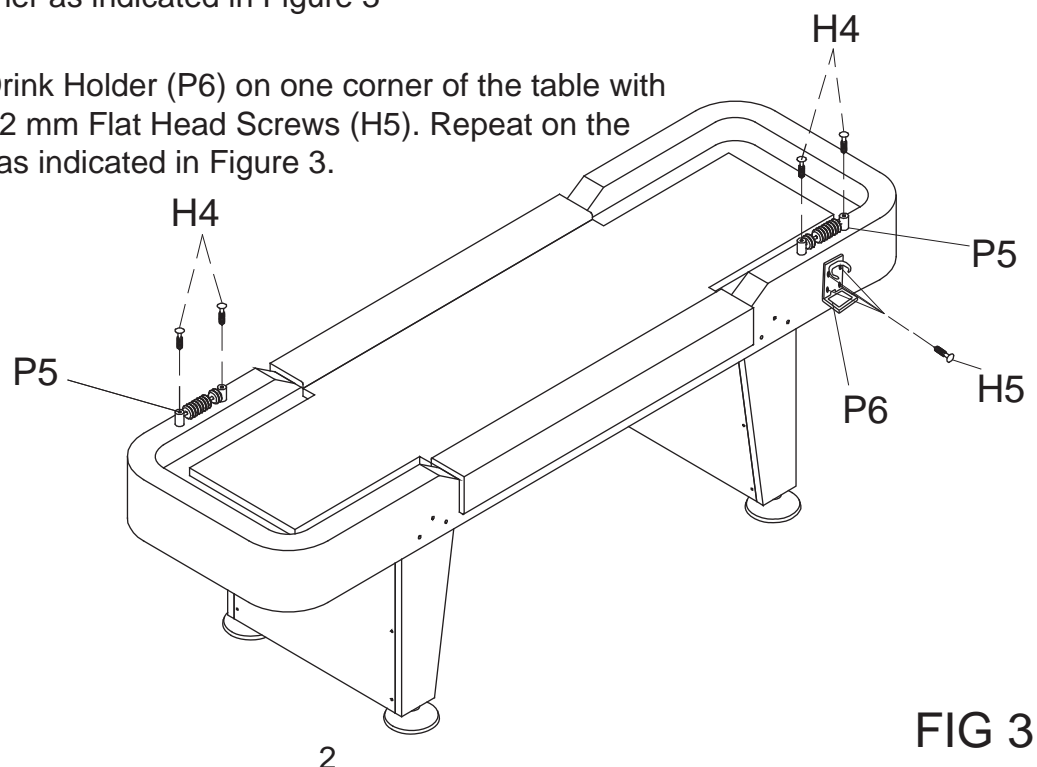


FIG 3

OFFICIAL SHUFFLEBOARD TOURNAMENT RULES

Shuffle consists of sliding or "shuffling" eight metal weights over a highly polished playing field. Four of the weights are red and the other four are blue to distinguish the teams or opponents. The object of Shuffleboard is to outscore your opponent by sliding your weights further into the scoring area, this is accomplished either by knocking the opposing weights out of the scoring area or passing them.

The most basic Shuffleboard game is the basic two-handed game, where both players stand at the same end of the shuffleboard. They then select their weight color (red or blue) and decide who shall slide the first weight. This is often decided by a coin toss.

The first player slides the weight from the playing end of the shuffleboard toward the scoring zones at the opposite end. The opponent then shoots his/her first weight in a similar manner. The two players continue shooting by alternating turns until all eight weights have been thrown.

After all 8 weights have been shuffled, a round of play has been completed and the score is tallied. The Official Method of Scoring is below.

Both players then walk to the opposite end of the shuffleboard where their weights are now sitting. The board is then cleared and play is resumed in exactly the same manner from that end, with the winner of the previous round shooting first.

The first player to score 16 points wins the match. If more than 3 players are playing, the first player to reach 21 points wins the match.

METHOD OF SCORING

After all weights in a round have been shuffled, the score is calculated by counting only the advanced or leading weights of the color farthest away from the end where the players are shuffling. For example, if red is the farthest colored weight from the playing end, score the total of all red weights ahead of the farthest blue weight. Any red weight behind the farthest blue weight is not eligible for scoring.

Only one side is allowed to score in a round. Scoring is calculated as below:

1. Weights touching or in front of the deuce line score one point.
2. Weights between the deuce line and trey line, or touching the trey line, score two points.
3. Weights between the trey line and the end of board, but not hanging over the far end, score three points.
4. Weights hanging over the end of the shuffleboard table are called "hangers" and score four points.