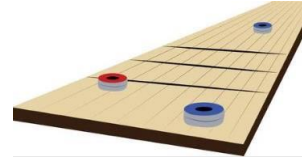


SHUFFLEBOARD



1. Two players from each club will compete.
2. A 15-point game will be played.
3. Only one person on each team will be eligible to advance the score.
4. All Referee calls are final.
5. Disks clear of the foul line are counted as 1 point. Disks in the 2 point zone are counted as 2 points. Disks in the 3 point zone are counted as 3 points.
6. Disks that are overhanging in the 3 point zone count as 4 points. Overhang is a referee call.
7. A disk that is closest to the table's end and other disks of the same color that are not surpassed by the opponent's disk will be tallied.
8. If a tie should occur, that round will be replayed.