**Objective**

* **Slide, by hand, all four of one’s weights alternately against those of an opponent, so that they reach the highest scoring area without falling off the end of the board into the alley. A player’s weight(s) must be farther down the board than the opponent’s weight(s), in order to be in scoring position. This may be achieved either by knocking off the opponent’s weight(s), or by outdistancing them. Note: Shuffleboard weights are often called pucks but the common term is shuffleboard weights.**

**Points**

* **With 2 players, the game is played to 15. Both players shoot from the same end, alternating ends after each round**
* **With 4 players, each team has two players. The game is played to 21 points. One member from each team stands at opposite ends of the board.**

**Basic Game Knock Off Rules**

* **Toss a coin or otherwise choose who shall shoot the first weight, & what color weights each shall have.**
* **The first player slides the first weight toward the opposite end of the board, which becomes the scoring end. The opponent then shoots the first weight in a similar manner, attempting either to knock off the other player’s first weight, or to outdistance it. The players continue shooting their weights alternately, until all eight weights have been shuffled. When this has been done, one round of play has been completed.**
* **The player whose leading weight is farthest down the board (away from the players) is the winner of the round. The winner’s score is then totaled and registered on the scoreboard.**
* **A puck must be completely in a score zone to count. You have three zones 1, 2 or 3.**
* **A winning puck that extends over the far edge of the board is called a hanger and counts as 4 points.**
* **The winner of a round shoots the first puck down the table on the next round thus giving your opponent or the opposite team the hammer in that round (last weight of the round).**
* **The game continues until one team or player scores the winning point.**
* **Pucks in the gutter or knocked off are forfeited and count as zero points.**
* **If the leading pucks for each team are tied then no score is awarded.**
* **Any puck that crosses the foul line closest to the shooter is considered a legal shot and will remain on the board. Puck that does not clear the foul line is removed.**
* **To score one point the puck must be in the one zone that is between the furthest foul line and the 2 zone, generally any puck that crosses the foul line will still be awarded one point.**

**Scoring Shuffleboard Points**

* **After all weights in a round have been shuffled, the player whose leading weight is the farthest away from the playing end is the winner of the round. The winner’s score is then determined by adding the values of all the leading weights, which lie ahead of the loser’s leading weight. ONLY ONE PLAYER (THE WINNER) SCORES IN A ROUND.** 
  + **Example: If a RED weight is the most distant weight from the playing end at the completion of a round, RED becomes the winner of the round, and only RED can score. To determine Red’s score, total the value of each RED weight, which lies ahead of the leading BLUE weight. RED weights which are either cut off by or which lie behind the leading BLUE weight are not scored. If there are no BLUE weights remaining on the board, all remaining RED weights are scored.**