

TABLETOP SHUFFLEBOARD

Bowling

In Compact Bowling you can play by the original Bowling rules, but you can also play by the "compact rules" for a quicker and easier game.

Team or single play

Divide yourselves into two teams or play as individual players and choose your balls. Attach the ball at the far end of the lane to the inside of box, as in the picture to the right.

A round in Compact Bowling, aka "a frame"

Choose who starts (see Tips! below if you need help). A player (or team) gets to make two rolls in each turn/frame. The aim is to knock as many of the pins down as possible during your frame, preferably on the first roll.

After the first roll, remove any fallen pins from the lane. After the second roll, count the number of pins that has fallen which is the number of points you receive for that turn, write it down, and replace all pins to the set up position and let the other player/team play his/her/their frame.

A strike (getting all ten pins down in the first roll) allows you/your team to perform a second roll, giving you the possibility to earn up to another ten points. The maximum points you can get in a frame is thus 20 points.

A ball must be released before it passes the first line on the track (Foul line). If a ball moves off the lane it is still counted as a roll.

Winning

A match in Compact Bowling is ten frames per player/team. The player or team who has the most points after ten frames wins the match!

Tips!

To determine who starts, let each player/team roll one ball. The player/team who manages to knock over the FEWEST pins, but still knocks over at least one, gets to start.

Shuffleboard

The kickoff player rolls his first ball to the other end of the table, and the second player rolls his first ball in the same manner and tries to knock down or pass his opponent's ball. The two sides alternate until all three balls are released, at which point, the round is over.

The ball that passes the first scoring line of the slide and stays on the slide is a valid ball, and only the side that pushes the furthest ball can be counted as the winning team, and the negative points will not be counted.

There is no limit to the number of rounds. When one has accumulated 15 points, the game is over.

Curling

The idea of Compact Curling is to get your stones as close to the centre of the house as possible, or "Button" as it is called in curling.

The Teams

Divide yourself into two teams and choose colours. Each team may consist of one to four players. Teams do not need to have an equal number of players.

An "End" in Compact Curling

Choose which team starts (see Tips! below if you need help). The teams play alternate shot (all 6 stones are played in an end). The team that scores, plays the first stone in the following end. If neither team scores, the team that started that end, starts again.

Playing a Stone

A stone must be released before it passes the first line on the sheet (AKA the Hog line). The stone must cross the next line, the second Hog line, to be in play. If not, remove it from the game for this end, it has become "Hogged". Stones that are on or behind the Back line, or outside the sides are also taken out of the game for the end.

Scoring

Only stones that are in the house can score. A team will receive a point for each stone closer to the centre of the house than the other team's best stone. If a stone touches the blue outer ring of the House when seen from above, it is considered to be in the house.

A Full Game

The team with the most points after a game wins. A typical game consists of eight ends. Alternatively you can decide how many ends you wish to play or choose to play a "first to 10 points" game or similar. If the game ends in a draw, play another end until a winner is crowned.

Free Guard

Want to go pro? Play with "Guard" stones like real curlers. Each of the teams' first two stones in an end can be played as a guard. They are laying between the second hog line and the tee line but not inside the house. These stones cannot be knocked out of the game by the opposing team until they play their third stone. If one of these guards is knocked out before the third stone is in play, they are replaced where they were while the stone that struck it is taken out of the game!

Tips!

To determine who start, let each player/team throw a member of the curling. The player/team who is far from the house, gets to start.

