

GLOSSARY

GLOSSARY of TERMS

<u>Alley</u>	The entire length of the court, between the St. Pete and the edge of the court.	<u>Delivery</u>	The act of shooting a disc.
<u>Apex</u>	The apex of the triangle, 10-area.	<u>Disc</u>	Discs used in the game of shuffleboard; 4-YELLOW/4-BLACK, 8 make a set.
<u>Backstop</u>	A disc that is placed that can serve to stop a cue disc for a score.	<u>Double</u>	A shot which scores both the cue disc and the liner of the same color.
<u>Bait</u>	Place a disc in the scoring area, kitchen bait .	<u>Drift</u>	Disc deviates from a straight line due to the slant of the court which may not be visible to the eye.
<u>Baseline</u>	The line which separates the minus 10 line from the player's standing line.	<u>End Game</u>	Last part of game with hammer and without hammer.
<u>Beads</u>	Fine sand/plastic beads sprinkled on a court to reduce the friction between the court surface and the moving discs.	<u>Fast Shot</u>	Shot with speed to clear the board.
<u>BLACK Court</u>	The direction of the drift favors BLACK .	<u>Fast Court</u>	Very fast court, the discs move freely without too much effort.
<u>Blast</u>	Shooting very hard, generally in tournaments to avoid sticking.	<u>Foot</u>	End of the court, opposite the scoreboard.
<u>Block</u>	A disc used to protect a scored disc.	<u>Foul Line</u>	The back line of the minus 10 area.
<u>Blocking Game</u>	Placing a Tampa block after a St. Pete has been placed by the opponent, in lieu of clearing the board.	<u>Frame</u>	Frame, shuffleboard game, that starts at the Head of the court, each player shoots four (4) discs.
<u>Board</u>	The court area between the lag line and the base line.	<u>Fun Game</u>	Same meaning as <u>Friendly Game</u> , this is not a tournament, some <u>win some lose!</u>
<u>Bump Shot</u>	Hitting a disc not on the scoring field into a scoring position.	<u>Game Point</u>	Scored disc making the total score 75; or any number of points determined by the players.
<u>Bunny</u>	A disc which is the winning score.	<u>Glance</u>	A shot by the cue disc, has impact with the target, changes course and stops in a favorable spot for a score.
<u>Carom</u>	The cue disc strikes the target disc, and moves on a different course to another target.	<u>Good Shot</u>	Any shot that does what is intended.
<u>Clear the Board</u>	Shot which removes both discs from the court.	<u>Guard</u>	A disc is placed to create protection for the next shot. Or a disc is placed to stop the play by the opponent.
<u>Close Disc</u>	A disc so close to the line it is difficult to determine whether it scores.	<u>Hammer</u>	Disc # 8; the last disc in the round of play.
<u>Color Lead</u>	The color, YELLOW/BLACK, of the first disc to be played in a frame.	<u>Handle</u>	A second disc beyond a guard which protrudes enough to be hit by your opponent's disc to spoil both scores with a combination shot.
<u>Combination</u>	A cue disc strikes a second disc to move it to strike a third disc.	<u>Head</u>	The score board at the end of the court.
<u>Court Officials</u>	Tournament manager/court referee/court umpire and court scorer.	<u>Hide</u>	A disc placed behind another disc which can serve as protection against a straight shot.
<u>Cross Guard</u>	Cross Guard the same as a St. Pete.	<u>High/Low</u>	High/Low refers to the position of the disc in the scoring area. High 10/ High 8/ High 7 refer to a disc that stops just over the line, leaving a space too small for the opponent to score while knocking away the disc. Deep 10/8/7 and deep (-10) refer to discs that are near the far side of these areas, allowing room for the opponent to score by using the discs as backstops.
<u>Court</u>	The playing area (see court diagram).		
<u>Cue Stick</u>	Stick to shoot a disc.		
<u>Dead Disc</u>	A disc that leaves the court or fails to reach the dead line is dead. If the disc stops on, or just touches it is a live disc. A disc over the edge of the court is not dead until it falls of its own weight into the gutter. A dead disc lying on the court, or against the court, must be removed before the next play.		
<u>Dead Line</u>	A line three (3) feet in front of the apex of the 10-area triangle.		
<u>Deep</u>	See High/Low.		

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<u>Hook Shot</u>	A cue shot changes direction during delivery.		
<u>Kitchen</u>	The 10-Off area of the scoring area.		
<u>Kitchen Bait</u>	A disc placed deep in the 7-area, without protection, to get the opponent to shoot at the disc and put it into the kitchen.		
<u>Kitchen Player</u>	Player who tries at every opportunity to move the opponent's disc into the 10-Off area.		
<u>Kitchen Speed</u>	The speed required to put the opponent's disc into the kitchen.		
<u>Kitchen-speed(+)</u>	Speed of a cue disc faster than kitchen speed to carry opponent's disc off the scoring area for sure and into the kitchen if the shooter should error on the slow side.		
<u>Kiss Shot</u>	Touch a disc on a line into a score area.		
<u>Lag</u>	To shoot for choice of color before a tournament game begins.		
<u>Liner</u>	A live disc lying on a line.		
<u>Lose the Hammer</u>	Player with hammer fails to score during their round of play.		
<u>Magic Circle</u>	The scoring level of two (2) numbers (about 15 points) from game point. Game of 75, 60 is considered to be the lower limit of the magic circle.		
<u>Maintenance</u>	yearly and daily care of the shuffleboard playing surface. See Chapter 17.		
<u>Match Play</u>	In a tournament, one (1) player wins, one(1) player goes home. In league play, a complete number of games is played by team A versus team B.		
<u>Modular System</u>	The system, the brackets, "climb the stairs."		
<u>Module</u>	A range of scores used in the system, bracket.		
<u>Nick</u>	The cue disc unintentional striking another disc on the board.		
<u>Out</u>	Who shoots first? BLACK is out means BLACK shoots first.		
<u>Pigeon</u>	A disc on the 7and 10-Off line, a sitting duck.		
<u>Playing the Drift</u>	Compensating for the drift to make a shot the same as one which would have been made on a level court.		
<u>Play Dumb</u>	Fail to use good sense, fail to do what is proper.		
<u>Point Game</u>	A game with a predetermined score to win.		
<u>Round</u>	In doubles or walking singles , a round is 16 frames, 8 from the Head, 8 from the Foot. In non-walking singles, a round of 16 frames, all on the same end of the court, either the Head/or Foot. A <u>half round</u> of a		game in doubles/or singles in which 8 frames are played from either end of the court.
		<u>Rush the Game</u>	Take unnecessary risk near the end of the game by trying to get an extra score on the board to bring the game to a premature close.
		<u>St. Pete</u>	A disc placed in front of the opponent's side of the scoring triangle.
		<u>Separation Line</u>	All lines which divide the playing field into scoring areas.
		<u>Separate triangle</u>	In the center of the 10-Off area a wedge-shaped lines which separates the yellow and black discs at the beginning of each half frame.
		<u>Shot</u>	To propel a disc with a cue-stick.
		<u>Sighting</u>	Take aim at the target before shooting.
		<u>Sneak</u>	A disc shot into the scoring area behind a St. Pete or Tampa or a block for a hide.
		<u>Snuggle</u>	Place a scoring disc close behind one of the opponent's disc for protection.
		<u>Steal a Hammer</u>	when a player scores in a frame, the opponent has the hammer and <u>fails</u> to score.
		<u>Stick</u>	To stop on the board (cue disc) in almost the same spot as the disc which was knocked away.
		<u>Suicide Alley</u>	The entire length of the court lying between the St. Pete and the outer edge of the court.
		<u>Table</u>	The playing court scoring area, see (Board).
		<u>Tampa</u>	A guard placed close to the apex on the shooter's side of the court.
		<u>Target</u>	The disc at which the cue disc is aimed.
		<u>Up – Down Shot</u>	The player's disc hits the opponent's good 10, sticks for a good 10 and puts the other disc in the kitchen for a minus 10.
		<u>YELLOW Court</u>	A court on which the moving discs drift towards the BLACK side of the court. The direction of the drift favors the player of the YELLOW discs.

By John Mataya from "Shuffleboard, **Why Not?**"