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Let's Play
SHUFFLEBOARD

CRAZY EIGHT: How to Play and Rules

Summary

Crazy Eight is a single game played with 2 or more players and is played in frames allowing all players to have an equal chance. Players alternate ends of the board between frames, each player using all eight weights (red & blue). The game is played until one player scores some agreed upon number of points (i.e. 3 points, 15 points, 30 points, etc.). Frames are continued until a winner is determined. Being the first to score the agreed upon points does not necessarily make that player the winner. Every player gets to finish that frame and the highest score that is equal to or greater than the agreed upon game point (i.e. 3 points, 15 points, 30 points, etc.) is declared the winner. If the player that scores equal to or greater than the agreed min mum required points has the hammer (the last player to play), then he/she is declared the winner. If the last player ties with a prior player, then another round must be played to determine the winner.

Before a player can score, the first 4 weights (same color) must be thrown simultaneously with one hand and all 4 weights must stay on the board and be past the foul line. If all 4 weights do not stay on the board, then the player gets no points for that round and the next player is up to play. If all 4 weights do stay on the board past the foul line, then the player must shoot all 4 weights (in four shots) of the opposite color and must knock off those first four weights thrown past the foul line before any points can be scored for that frame. After all 4 original weights are knocked off, the remaining weights left on the table are scored. For instance, if a player does not get all four of their first 4 weights past the foul line, no points are scored; if a player does get all 4 weights past the foul line on the first throw, but does not knock them off and keeps at least one of the final 4 weights on the board, no points are scored; if a player gets all 4 first weights past the foul line, knocks them all off and has at least one of the final 4 weights left on the board, points are added and count.

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SHUFFLEBOARD – Crazy Eight Rules – cont'd

How to Play

Take 4 weights (of the same color), group them together, and throw them with one hand.

If all 4 weights do not pass the foul line and stay on the board, no points are scored for that round, and the next player is up on the opposite end of the board for their turn.

If all 4 weights of the same color group did pass the foul line and stay on the board, then the player shoots the remaining 4 weights (of opposite color) one at a time. The player should attempt to knock off the first 4 weights and keep at least one of the first 4 weights of the opposite color on the board to score points. (This is great practice for “Knock Off”, making combination shots to remove more than one of the 4 weights with one shot. This will allow you to either stick a final shot or lag with the weights you have left after you’ve knocked off all 4 weights of the original color group). If all of the first color group weights are knocked off and you still have at least one of the second color weights on the board and past the foul line, this is your score; otherwise, no point is scored. In either case, the next player is up on the opposite end of the board for their turn.

How to Count Player's Score

Scoring (i.e., 1 point, 2 points, 3 points, or 4 points) is similar to “Knock Off” with the exceptions noted above where the first 4 weights of the same color must remain on the board and past the

foul line. Then, they must all be knocked off with the remaining 4 weights of the opposite color while keeping one or more of these weights on the board. A weight scores 1 point if it is located between the foul line and the “2” line. Weights completely across the “2” line count as 2 points; weights across the “3” line count as 3 points, a weight hanging over the end of the board (also known as “a hanger”) counts as 4 points. To judge if a weight is completely over a line it should be viewed from above (i.e., look down over the top of the weight and position your nose approximately to the center of weight). Do not lean over too far or you get an inaccurate view. The entire weight must be over the line for it to count as the next higher point value. You should be able to see some wood between the line and the weight for it to count as the next higher point. If any portion of the weight is hanging over the end of the board (not the side) it is called a “hanger” and counts as 4 points. Close calls can be checked by holding a weight so that the top of the weight is along the back end of the board. The weight is then slid along the back end of the board. If it hits the disputed hanger, the weight is indeed hanging and is worth 4 points.

Miscellaneous Rules

- Before a player shoots, the player can dust the board if dry spots are showing.
- Shooter must have one foot behind the playing surface while they are shooting.
- Hitting or shaking the table is never allowed.