

12' SHUFFLEBOARD WITH OVERHEAD ELECTRONIC SCORING



NG1302

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Thank you for your purchase of this Shuffleboard Table.

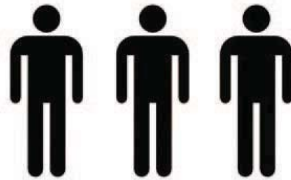
We work around the clock and around the globe to ensure that our products maintain the highest possible quality. However, in the rare instance that your product is defective or missing parts, contact your retailer to submit parts requests or warranty claims. Please read the warranty information at the back of this owner's manual for further details.

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The information contained in this manual is subject to change without notice.

ASSEMBLY TIPS & WARNINGS

- Before you begin, read all assembly instructions and safety warnings carefully.
- This shuffleboard is VERY heavy and requires at least 3 adults to complete assembly.



- Remove all of the contents from the boxes and verify that you have all of the parts shown on the Parts Identifier before you begin assembly. *Note: Some parts may be pre-installed or pre-assembled and some parts may not look exactly as pictured.*
- Consider the placement of your shuffleboard carefully before assembly. Your shuffleboard should only be assembled in the location where you intend to use it. Moving it after assembly may cause damage.
- The playfield of your new shuffleboard is made of high-quality, solid wood. Wood is a natural product that is affected by environmental conditions like humidity and temperature.
- Moisture is arguably the most important factor affecting the performance and service life of wood products. The location of your shuffleboard should not be too damp or too dry. A comfortable relative humidity between 30% and 50% is optimal for your shuffleboard.
- Your shuffleboard should be kept in a stable, room temperature environment. The shuffleboard should never be placed in direct sunlight or near a heat source. It is intended for INDOOR use only.
- The playfield may swell a little in more humid weather and contract slightly in drier conditions. This can affect the “trueness” of the playfield and should not necessarily be considered a defect. If used properly, the Climatic Adjusters should compensate for these natural occurrences. Refer to Care & Maintenance in this manual for further instructions on using the Climatic Adjusters.
- Be aware that your shuffleboard may react to temperature and humidity changes throughout the year. Further adjustments may be necessary to keep the playfield true.
- Electric screwdrivers may be helpful during assembly but should be set at a low torque and used with extreme caution. Screws and bolts may be stripped or damage may occur if the electric screwdriver’s torque is set too high.
- **CHOKER HAZARD - This table contains small parts. It is not suitable for children under 3 years of age.**
- Retain this owner’s manual for future reference.

Following these simple guidelines will ensure many years of enjoyment of your shuffleboard!

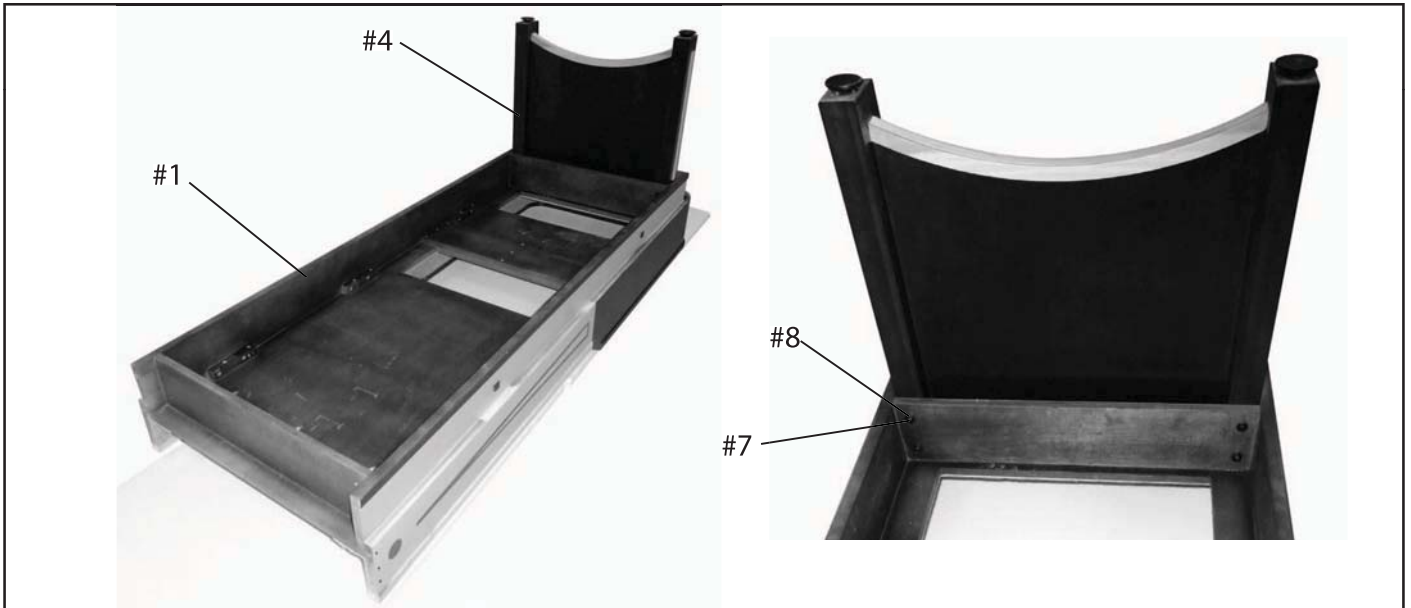
PARTS IDENTIFIER (NOT TO SCALE)

<p>#1</p>  <p>TABLE BODY A 1 pc</p>	<p>#2</p>  <p>TABLE BODY B 1 pc</p>	<p>#3</p>  <p>PLAYFIELD WITH CLIMATIC ADJUSTERS 1 pc</p>	<p>#4</p>  <p>END LEG WITH LEG LEVELERS 2 pcs</p>
<p>#5</p>  <p>CENTER LEG WITH LEG LEVELERS 1 pc</p>	<p>#6</p>  <p>WOOD DOWEL PIN 4 pcs</p>	<p>#7</p>  <p>1-1/2" PHILLIPS HEAD HEX FLANGE BOLT 16 pcs</p>	<p>#8</p>  <p>FLAT WASHER 5/16" ID x 3/4" OD 16 pcs</p>
<p>#9</p>  <p>3" ALL-THREAD STUD 1 pc</p>	<p>#10</p>  <p>1-3/4" PHILLIPS HEAD HEX FLANGE BOLT 6 pcs</p>	<p>#11</p>  <p>FLAT WASHER 1/4" ID x 5/8" OD 6 pcs</p>	<p>#12</p>  <p>ELECTRONIC SCOREBOARD WITH METAL ARM 1 pc</p>
<p>#13</p>  <p>AC POWER ADAPTER 1 pc</p>	<p>#14</p>  <p>3/4" PHILLIPS HEAD HEX FLANGE BOLT 6 pcs</p>	<p>#15</p>  <p>FLAT WASHER 1/4" ID x 3/4" OD 6 pcs</p>	<p>#16</p>  <p>SEAM COVER 2 pcs</p>
<p>#17</p>  <p>BLACK PUCK RED PUCK 4 pcs each</p>	<p>#18</p>  <p>PLAYFIELD BRUSH 1 pc</p>	<p>#19</p>  <p>FOAM BUMPER 2 pcs</p>	<p>ADDITIONAL EQUIPMENT REQUIRED:</p>  <p>PHILLIPS HEAD SCREWDRIVER</p>

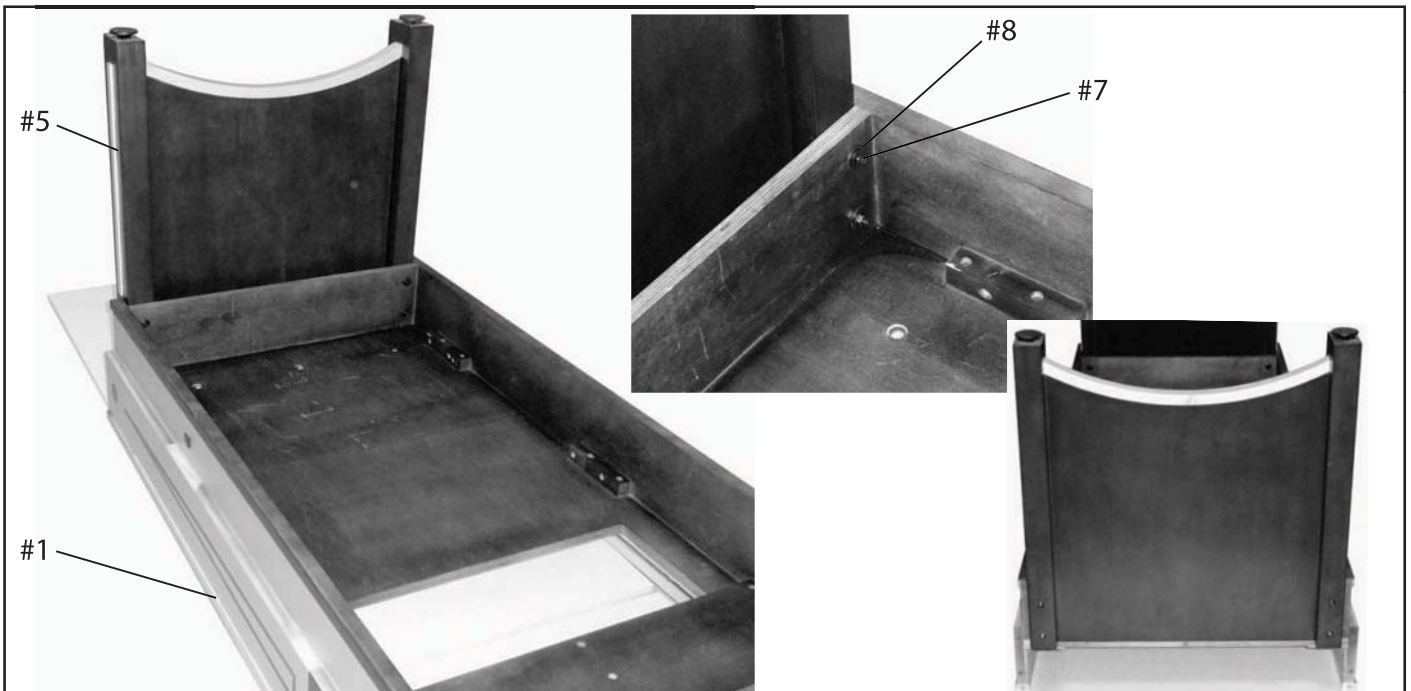
IMPORTANT! CAREFULLY OPEN AND RETAIN THE CARDBOARD SHIPPING CARTON AND PACKING MATERIALS. THEY WILL BE USED TO PROTECT THE TABLE BODY AND PLAYFIELD SURFACE DURING ASSEMBLY.

ASSEMBLY INSTRUCTIONS

1. Attach one END LEG #4 to the bottom of TABLE BODY A #1 with BOLT #7 and FLAT WASHER #8. *Note: The SCOREBOARD attaches to ONLY one side of the shuffleboard, as indicated by the threaded t-nuts installed in each TABLE BODY half. Make sure the TABLE BODY is in the correct orientation to accommodate the SCOREBOARD in your game space. Refer to STEP 11 for further clarification.*



2. Attach CENTER LEG #5 to TABLE BODY A #1 with BOLT #7 and FLAT WASHER #8. *Note: It is critical that ONLY the CENTER LEG be installed during this step. It contains threads on both sides which will be used to secure the TABLE BODY halves together during STEP 5.*

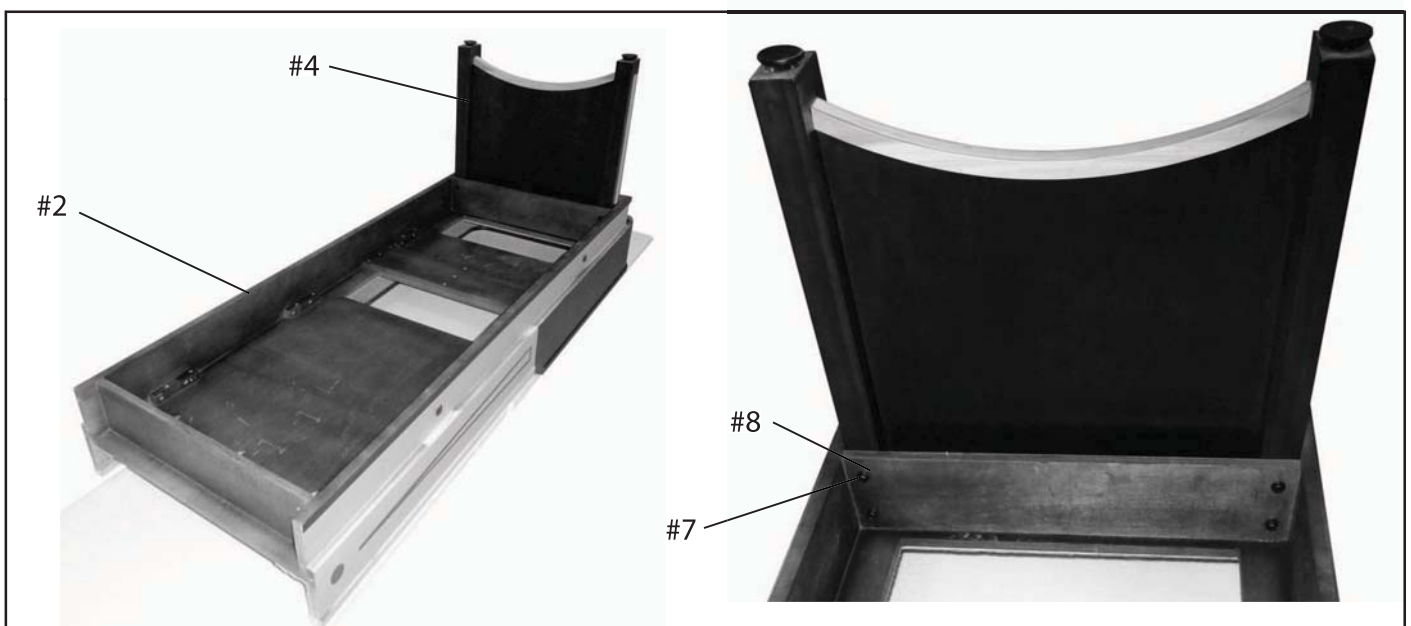


ASSEMBLY INSTRUCTIONS (CONT.)

3. Carefully turn TABLE BODY A over. Insert WOOD DOWEL PINS #6 into TABLE BODY A as shown.

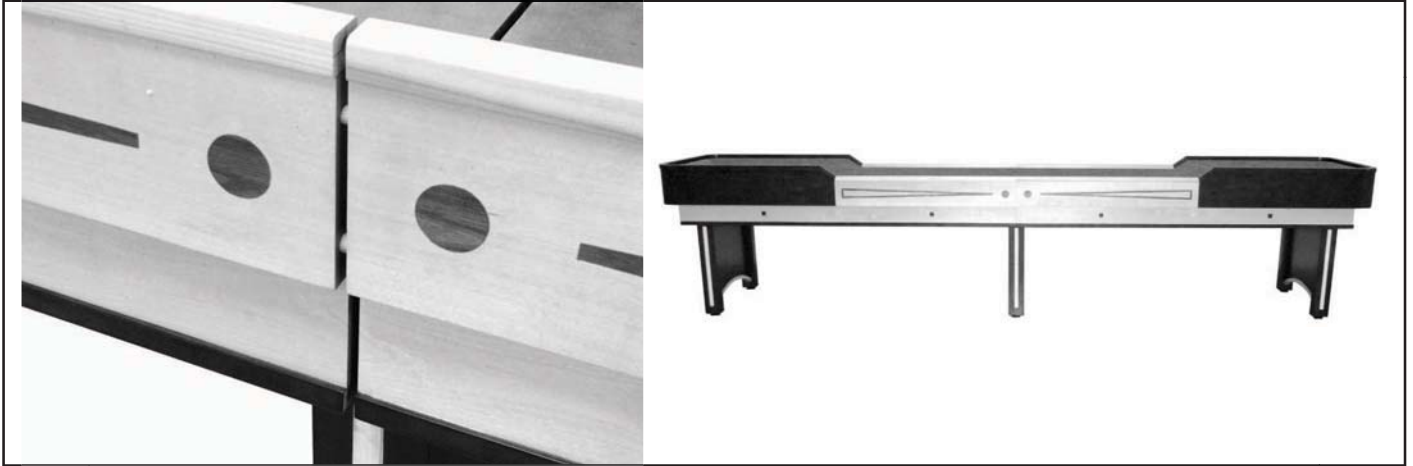


4. Attach the remaining END LEG #4 to the bottom of TABLE BODY B #2 with BOLT #7 and FLAT WASHER #8.

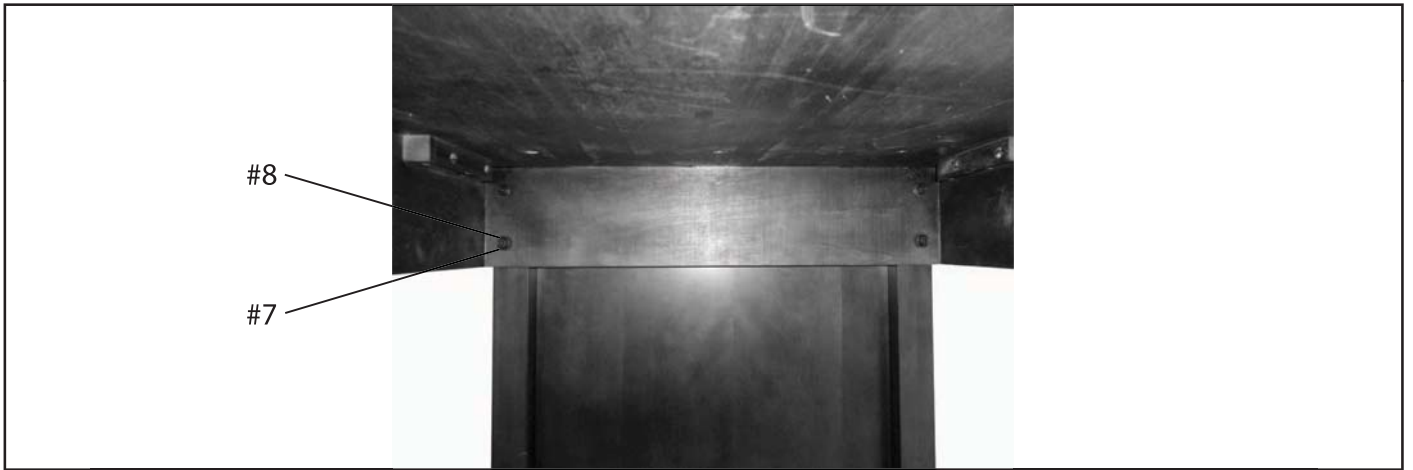


ASSEMBLY INSTRUCTIONS (CONT.)

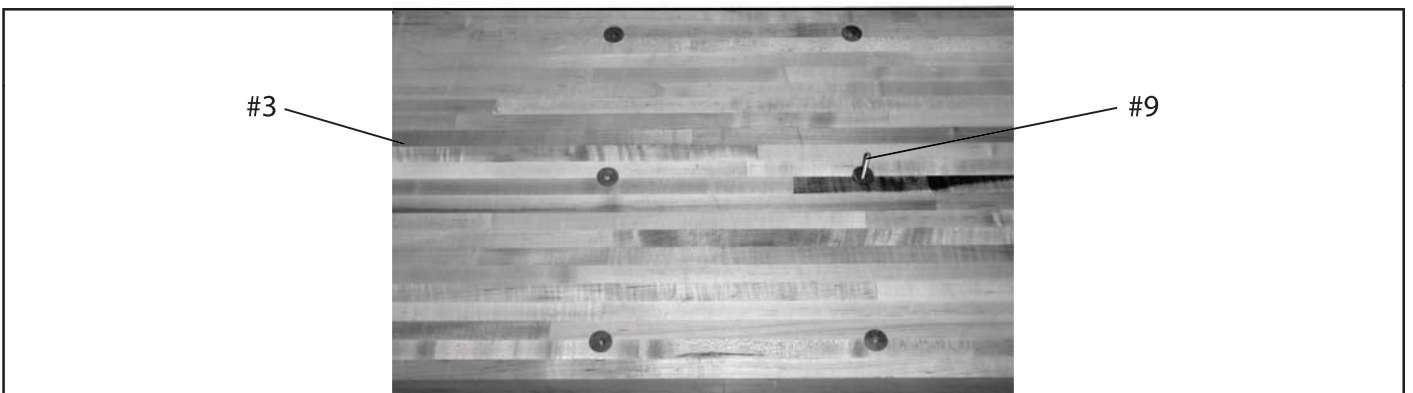
5. Carefully turn TABLE BODY B over. Align the WOOD DOWEL PINS in TABLE BODY A with the corresponding holes in TABLE BODY B and slide the TABLE BODY halves together.



6. Secure the CENTER LEG to TABLE BODY B with BOLT #7 and FLAT WASHER #8.



7. With PLAYFIELD #3 face down, thread the 3" ALL-THREAD STUD #9 into one hole on the PLAYFIELD.

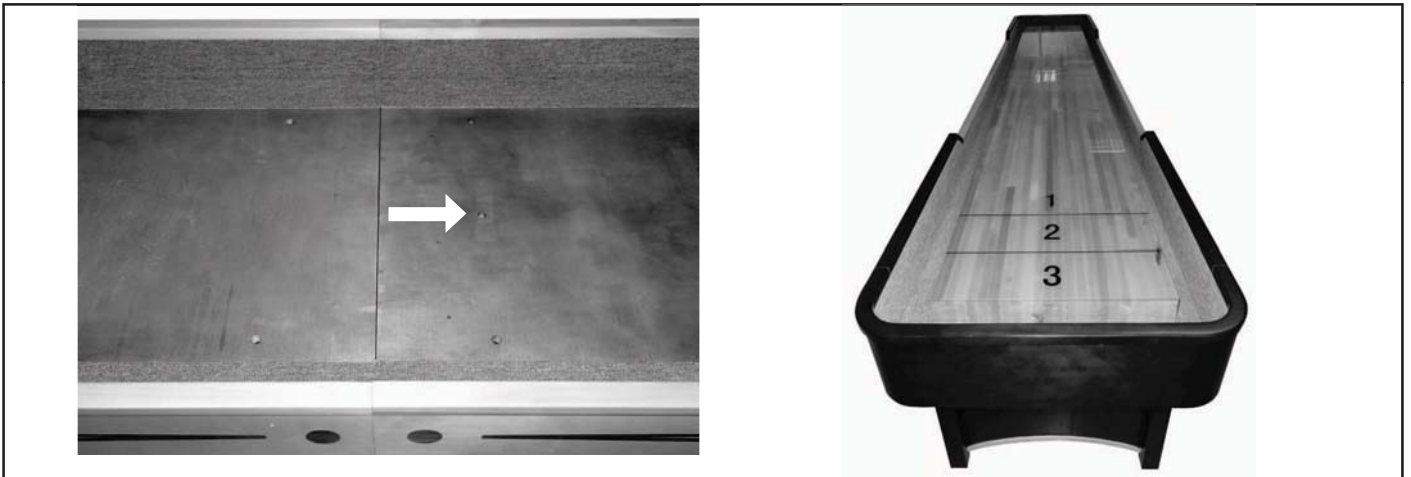


ASSEMBLY INSTRUCTIONS (CONT.)

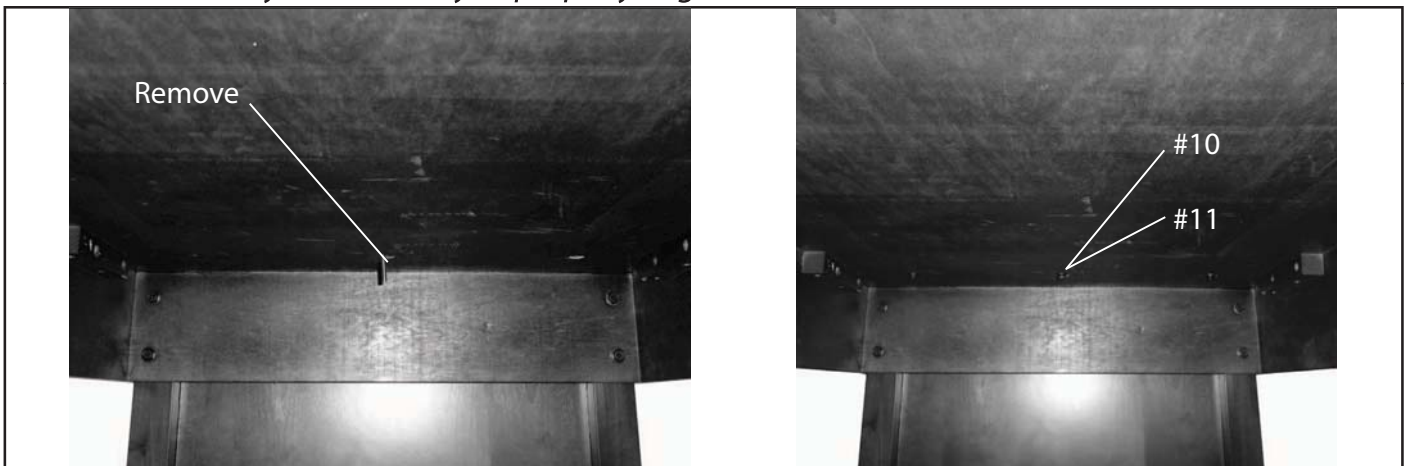
8. Use the foam packing material to protect the top edge of the TABLE BODY during the installation of the PLAYFIELD.



9. Turn the PLAYFIELD over and align the 3" ALL-THREAD STUD with the corresponding hole in the assembled TABLE BODY.

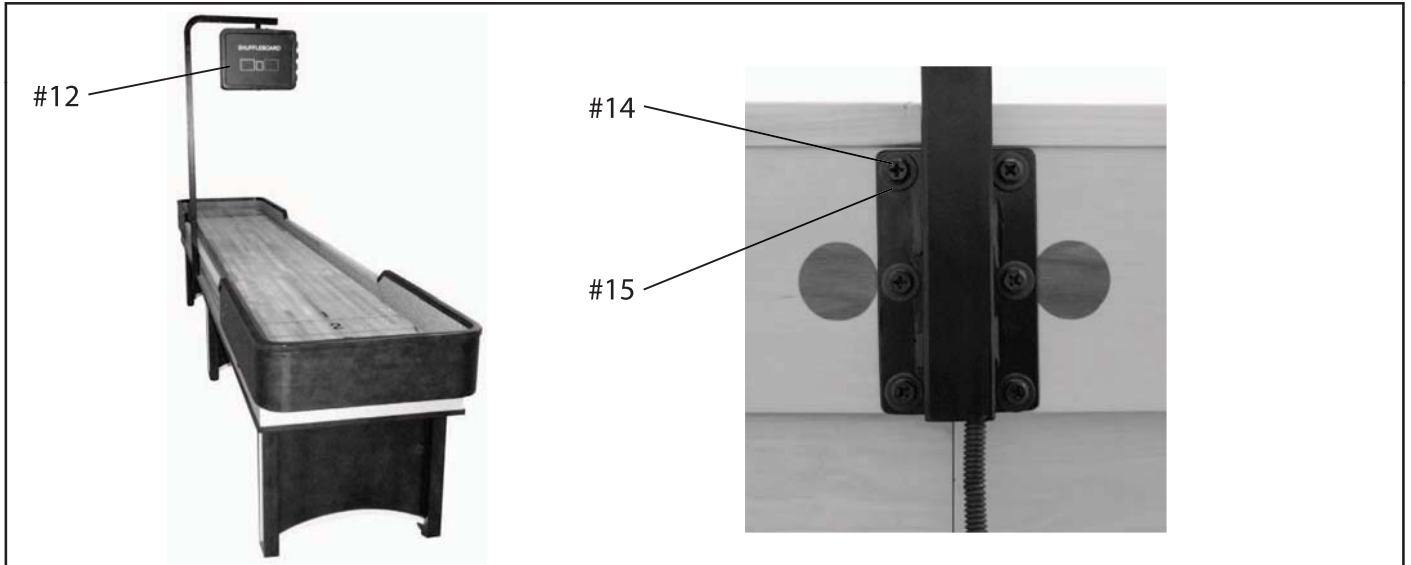


10. Remove the 3" ALL-THREAD STUD. Secure the PLAYFIELD to the TABLE BODY on both sides on the CENTER LEG with BOLT #10 and FLAT WASHER #11. *Note: Minor adjustments of the PLAYFIELD may be necessary to properly align all 6 holes.*

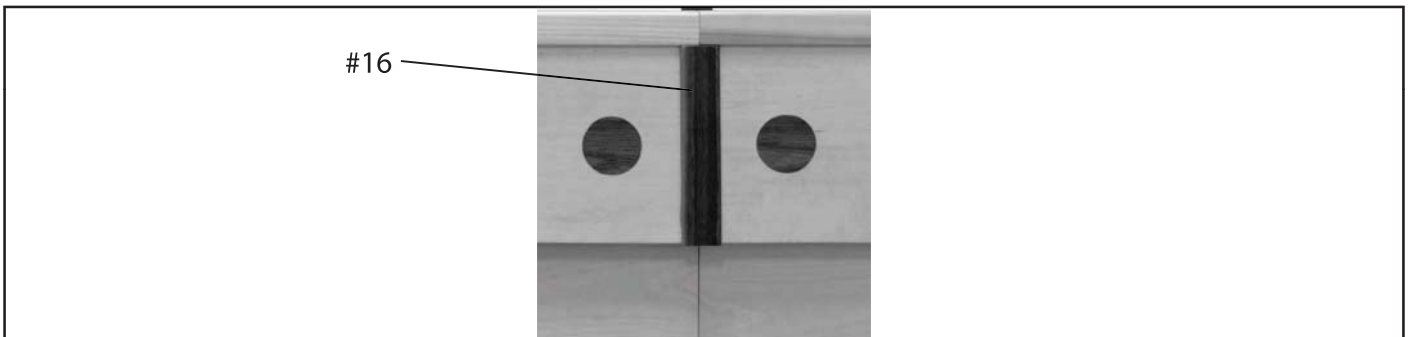


ASSEMBLY INSTRUCTIONS (CONT.)

11. Attach SCOREBOARD #12 to the TABLE BODY with BOLT #14 and FLAT WASHER #15.



12. Remove the paper backing from the adhesive of one SEAM COVER #16. Adhere SEAM COVER to the TABLE BODY where the halves join together, on the side opposite the SCOREBOARD.



13. Attach AC POWER ADAPTER #13 to the SCOREBOARD power cord.

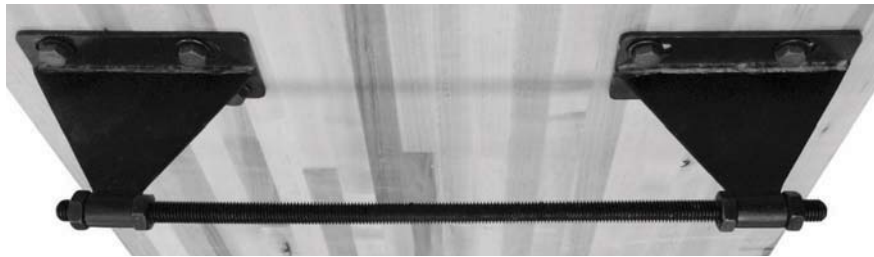


14. Plug the AC POWER ADAPTER into a wall outlet, keeping the power cord clear of all walking areas.

Congratulations! The assembly of your shuffleboard is now complete. To ensure years of trouble-free use, follow the Care & Maintenance guidelines carefully.

CARE & MAINTENANCE

- Never sit, climb or stand on your shuffleboard.
- Choose a powdered shuffleboard wax appropriate to the table size and the desired style of gameplay.
- A regular light coating of silicone spray before gameplay may be used to increase the “speed” of the table and reduce the amount of powdered wax necessary. Only a silicone spray specifically designed for shuffleboard tables should be used.
- The shuffleboard can be cleaned with a non-abrasive, multi-purpose cleaner. Clean your shuffleboard regularly to remove old powdered wax and silicone spray buildup.
- This shuffleboard is equipped with Climatic Adjusters underneath the table to level the playfield. Each Climatic Adjuster consists of a threaded metal rod anchored to the underside of the playfield. Adjustments will be made by tightening the nuts on the threaded metal rod against the metal brackets attached to the playfield.



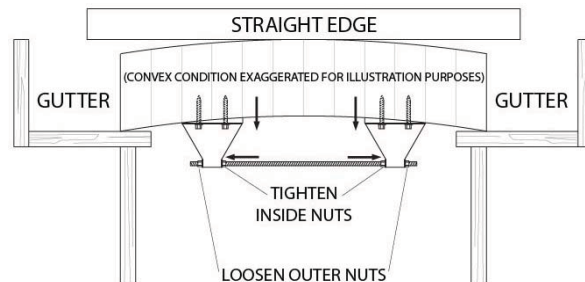
- Begin the adjustment process by placing a straight edge across the playfield directly above the first Climatic Adjuster at either end of the table. This will determine if the playfield is concave or convex. The shuffleboard surface should be slightly concave to prevent the pucks from falling off the sides of the playfield. A single sheet of paper should easily slide under the straight edge at the center of the playfield.



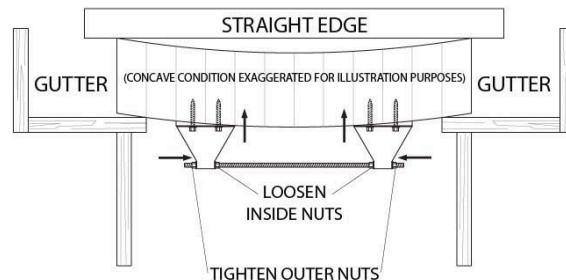
- **Adjustments should be made slowly.** Depending on environmental conditions, the playfield may require days or weeks to completely settle. Making adjustments too quickly or over-correcting a condition may cause the playfield to crack, permanently damaging your shuffleboard.

CARE & MAINTENANCE (CONT.)

- To correct a convex playfield, loosen the outer nuts and tighten the inside nuts against the metal brackets in order to pull the center of the playfield down.



- To correct a concave playfield, loosen the inside nuts and tighten the outer nuts against the metal brackets in order to push the center of the playfield up.



- Once the desired adjustment has been made, hand-tighten the opposite nuts so they are not loose. Continue to the next Climatic Adjuster and repeat the process. Please note that the shuffleboard will react to the adjustments for several days. Check the playfield again after a few days to determine if further adjustments are needed.

- Foam Bumpers may be used for additional protection at each end of the table while you get accustomed to the “speed” of the playfield or during more “aggressive” gameplay.



- The power cord can create a tripping hazard and may be damaged if you walk on it. Keep the power cord clear of all walking areas to avoid serious injury or damage to your shuffleboard.

- Unplug the game after use. Always grasp the power adapter at the outlet. Never pull the cord to remove the plug from the wall outlet.

PLAYING THE GAME

To use the Overhead Electronic Scoring, press the switch underneath the Scoreboard to turn the power ON. The score is kept manually by pressing the appropriate button to increase player points.



HOW TO PLAY TABLE SHUFFLEBOARD

Object of the Game:

The object of the game is to push one's weighted pucks down a shuffleboard table into the scoring area at the opposite end of the table. In table shuffleboard games, shooting is performed with one's hands as opposed to deck shuffleboard's use of cue sticks. In order to score, a player's pucks must be farther down the board than the pucks of his opponent. This may be achieved either by knocking off the opponent's pucks or by outdistancing them. The game ends when a player or team reaches 15 points.

Glossary

Free Hand: Puck is thrown from middle of board, the rail is not used to help guide the release of the shot.

Score Zone: Area in which points can be earned.

Foul Line: Line closest to the shooter

Frame: Refers to all eight pucks being shot and scored

Go Around: Puck curves around another puck.

Hammer: Player or team who has the last shot.

Hanger: A puck that is hanging over end of board which awards the player one extra point.

Corner: A puck that is hanging partially off the end and partially off the side

PLAYING THE GAME (CONT.)

How to Play with 2 Players or Teams

To start a game, both players stand at the same end of the shuffleboard table. A coin toss determines who shoots first and who gets the hammer. The hammer, or the team/player with the last shot has the advantage in that round. The winner of the coin toss normally takes the hammer and loser picks the color of pucks he will shoot. Game play begins when Player A shoots one of his colored pucks toward the opposite end of the board. Player B then shoots the other colored puck, attempting either to outdistance or knock off the other player's first puck. The two players continue shooting their pucks alternately, until all eight pucks have been shuffled. If a puck doesn't cross the foul line, it must be removed and the shot forfeited. When this has been done, one round of play has been completed.

The players determine who scored by counting only the pucks closest to the end of the table and of the same color. Only one color can score per frame. A puck must be completely inside the score zone to receive points. The player whose leading puck is farthest down the board (away from the players) is the winner of the round.

The players then proceed to the opposite end of the shuffleboard, where the pucks are now resting. Another round of play is begun in exactly the same manner as described above. The winner of the previous round shoots the first puck from this end of the board. The game continues for as many rounds as are necessary, until one player has scored 15 points (or some still play to 21 points) to win the game.

Scoring:

Only the team that has their pucks closest to the end of the board scores in a round. All of their pucks ahead of their opponent's deepest puck (closest to the end of the board) are added together for the score for that round. A puck located between the foul line and the "2" line earns a player one point. Pucks completely across the "2" or "3" line count as two or three points respectively. If any portion of the puck is hanging over the end of the board (not the side) it is called a "hanger" and counts as four points. Scoring occurs after each frame until a player reaches 15 points.

Shuffleboard Horse Collar Rules:

Games are played one-on-one or with two or more teams of two people. Team members play on same end of the board each player using one set of pucks (red or blue/black). Pucks are considered in play if they are on the board and past the foul line furthest from the shooter.

How to Play:

If playing singles one player will throw all eight weights. If playing teams (2 players), Player A will throw four weights of the same color, then Player B will throw the remaining four weights. The objective is to get at least one puck into the 3 zone (or if lucky a hanger) to get the scoring started. You may bump or tap pucks to accomplish this or simply lag one in. All pucks must be past the foul line or off the board, if a puck remains on the board that is not past the foul line no points can be awarded.

Scoring

Games are played in frames until one team scores 51 points, however scoring 51 points first does not necessarily make that team the winner. If the team that scores 51 or more has the hammer (the last team to play), they are declared the winners immediately. If not, they have to wait for the other team to shoot to see if they have won.

In order to score a team must have at least one puck worth three points or more. Hangers are worth thirteen points and corners are worth twenty-six points.