

CASHING IN

One of the biggest problems in shuffleboard tactics is moving opportunities from the court to the scoreboard.

Here is a case in which the opponent shoots a mid-frame shot into the 10-off. How can that mistake be captured so that it ends up on the scoreboard at the end of the frame? The situation usually occurs when you are ahead and your opponent is shooting for a seven as kitchen bait. Many times the shot goes too far and winds up in the 10-off. Now, how do you use that error to put a gain on the scoreboard?

Here's an example. The score is 47 yellow and 55 black in a doubles match. It's black's hammer at the head. The diagram shows this. Yellow led with a deep seven and black promptly cleared it. Then yellow shot for another deep seven, shot too far, and wound up in the 10-off. This is shown in the diagram as just to the yellow side of center and about mid deep.

It could be it a game winner, but it has to go on the scoreboard first.

What is black's shot? Let's assume the court is running well with a minor general drift of about two inches toward yellow. Where does black shoot? What are the choices?

Let's look at three possibilities.

The first is for black to try to score a wide seven on either side (A) This makes it hard for a reversal. On the other hand, it may give yellow a chance to kitchen black. Also sometimes the attempt for a seven goes wide and nothing is gained. Over all though, it's not a bad choice.

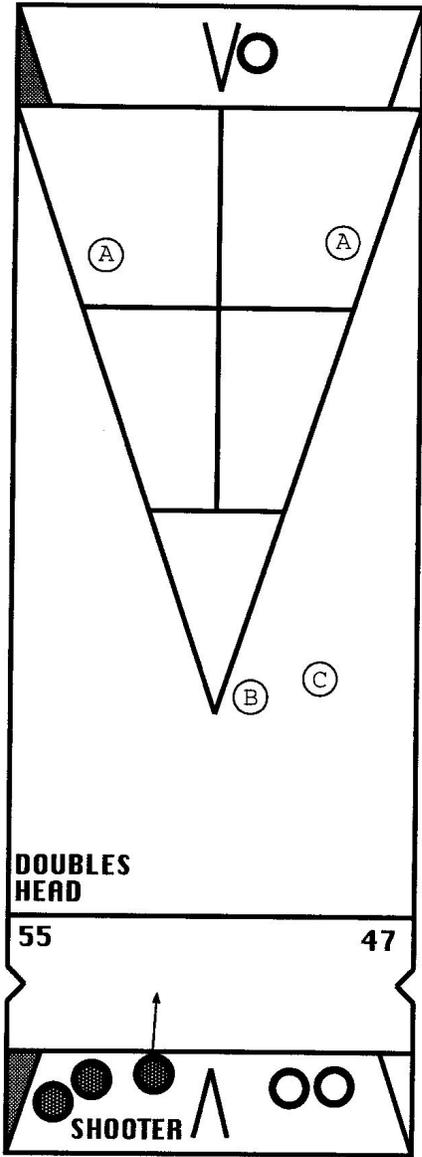
A second choice is to cover the 10-off (B). This is not a good choice, the cover disc probably won't protect both sides of the 10-off and the opponent will remove it. Secondly, the cover disc will be Tampa (albeit, a little wide) for yellow. Yellow may simply hide an eight or seven. And the Tampa is in the way somewhat for the hammer shot. Forget the cover shot.

A third choice is to simply shoot a St. Pete, setting up a hide for the next black shot. Against a St. Pete, yellow is in a bind. Yellow can remove the 10-off, but that leaves the hide. He could remove the St. Pete, but that leaves the 10-off. This is similar to shooting a seven and then covering the seven. It's simply the reverse, but by shooting the cover first, yellow doesn't have the seven to try to kitchen or use on a reverse. Black is making a play but staying off the board.

Of course, yellow can ignore both the St. Pete and the 10-off and shoot a seven. Black can clear that and yellow still has a 10-off. But it gets deeper here because now the black St. Pete is useless to black because he only has the hammer left. So then yellow ignores the St. Pete and removes the 10-off and gets out of trouble.

Maybe black should ignore the seven and go for the hide anyway? It does get complex.

What would you do?



WHAT IS BLACK'S SHOT ?