

Covering in shuffleboard means putting a disc in your opponent's shooting alley so that he can't hit your good score.

Covering is one of the most important aspects of shuffling, yet it is often ignored. While shufflers often talk about 10-off shots, doubling, hiding, clearing and scoring they seldom discuss the fine art of covering.

It deserves more of our attention.

A first consideration in covering a good score is how close to the good disc should the cover disc be.

If, for example, you have a good seven on the opposite side of the board, where do you put your cover? Do you put it close to the seven or out by the St. Pete area?

If you place your cover in the St. Pete area, you'll have a nice cover but you're bound to leave at least an edge of your good seven exposed. If you're off just a little to one side or the other, you'll leave more than just an edge exposed and you will probably lose the good disc.

On the other hand, if you place your cover closer to the good seven, say three or four feet in front of it, you'll open the door to a combination shot. While the closer cover will reduce the exposure of the edges, it opens the combinations and becomes a higher percentage shot.

What do you do?

Most shufflers split the difference. They cover sevens at a point six or seven feet above the good disc. They are deeper than a St. Pete, but not so close as to make the combination easy.

A second consideration in covering is to remember the court drift. A disc shot into the covering area will drift just as sure as one shot into the seven.

However, the covering disc will be slowing to a stop sooner therefore picking up the maximum court drift.

The drifting problem is multiplied because your opponent's route to the score will likely drift in the same location your cover did. That means your disc will be wide open if you forget the drift when covering.

When shooting your cover shot, move your disc to a spot close (#1) to the center triangle. (Do not shoot from the location of the yellow disc (#4) in the diagram.)

Shooting cover discs from near the triangle will line the shot up at an angle similar to the angle your opponent requires. Therefore, if you shoot a little too hard or a little too soft, you'll have an effective cover. Your shot isn't as sensitive to distance.

The diagram shows a properly covered seven. Your opponent will have problems getting to that score. Scores are hard to come by in shuffleboard.

When you get a good one, keep it.





