

## DEALING WITH THE TERRIBLE TAMPA

You're behind. Your opponent leads with a Tampa. You are now facing one of shuffleboard's tyrants, the power Tampa, the invincible Tampa, the terrible Tampa. What do you do?

When behind, the Tampa lead is a problem, a big problem. Even the best shufflers aren't positive how to handle it.

Against a Tampa, the player that's behind shooting second usually wants to go on the board as kitchen bait. But if he does score a 7 or 8 on the open side of the board, the opponent with the Tampa can try to hit it on the side and roll behind the Tampa, clip it into the kitchen, clear it, or ignore it and hide. What's a poor defender to do?

Let's get more specific. The score is yellow 30 and black 45. It's a doubles match and play is at the foot. Court drift comes to the center an inch or two from each side. Black leads with a Tampa. Now what is yellow's response?

The diagram indicates six possibilities.

Number 1 in the diagram shows a 7 close to the 7/7 line. Being close to the line will likely keep black from rolling. Yet black can try to clip it into the 10-off or he can easily clear it. Further, if black wants to ignore it and score behind his Tampa, he can shoot an 8 and if it hangs out a bit, so what, the seven gives back door protection.

Number 2 is an 8 near the 8/8 line. This turns out about like the 7 in number 1, but does give yellow a handle to use if black gets two or three scores behind the Tampa.

Number 3 is a center 8. This does bait black to the board but offers a great chance to roll – black can hit the 8 on the right side and roll his shooter behind the Tampa. Of course, black will have to shoot close to the Tampa to do this and could clip it and go off the board, losing the Tampa.

Number 4 is clearing the Tampa. Many players elect to do this. This gets rid of the Terrible Tampa, but it offers no way to catch up. Also, this is a classic shot of trying to kitchen the Tampa while rolling to a St. Pete.

Number 5 is to score on the Tampa side of the board, but not sure what they expect to accomplish with this shot. Perhaps they are just trying to confuse the opponent.

Finally number 6 is to shoot for a deep 10, expecting the disc may well end up at the 8/8/10 junction. This can be a useful setup that can be used for a double or for a handle if opponent scores an 8. The problem is that black can end up scoring two or three discs before the end is over.

So there are six possible counters to the Terrible Tampa lead when you are behind.

Practice games are a good times to experiment with one or two of these and see what the outcome is.

What is your favorite way to deal with this situation?

