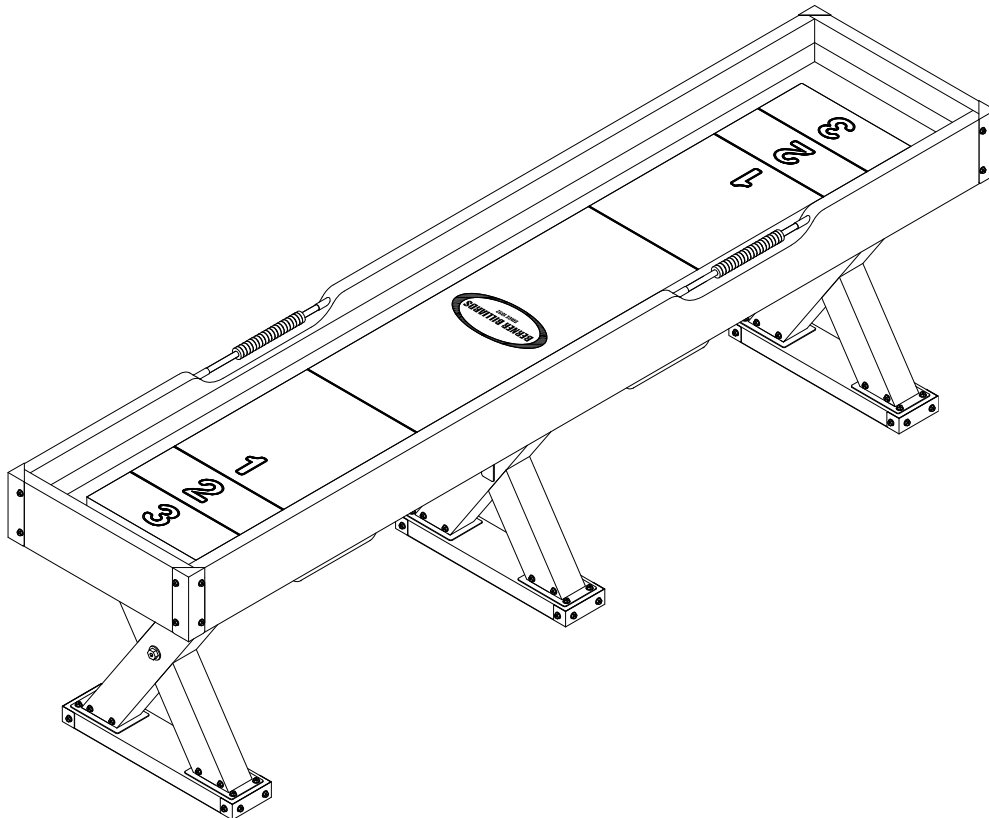




**MODEL NO. SWS221706-A027G-WAL**  
**SWS221706-A027G-BLK**  
**SWS221706-12-A027G-W**  
**SWS221706-12-A027G-B**

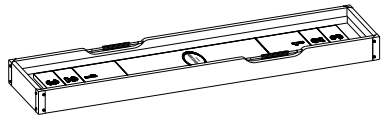
# SHUFFLEBOARD TABLE

Owner's Manual  
ASSEMBLY OPERATION & CARE INSTRUCTIONS

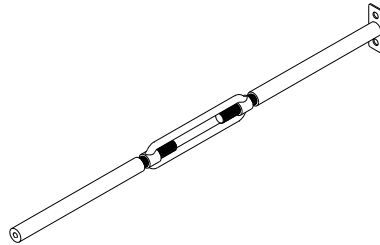


**PARTS / PIÈCES / PIEZAS**

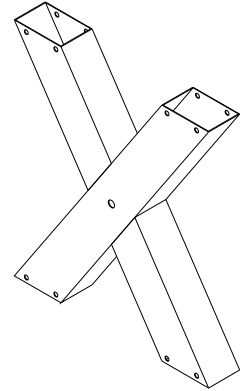
**1** 1 x



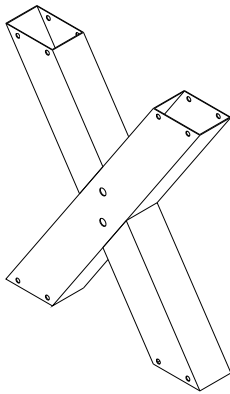
**2** 2 x



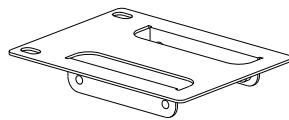
**3** 2 x



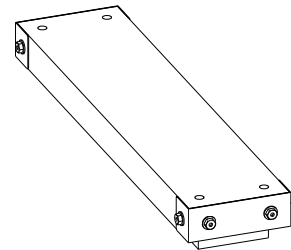
**4** 1 x



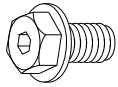
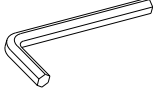
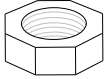
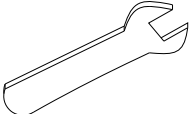
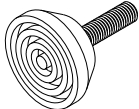
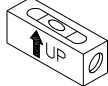
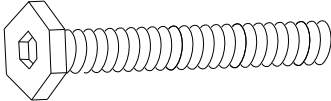

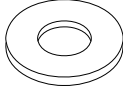
**5** 12 x



**6** 3 x

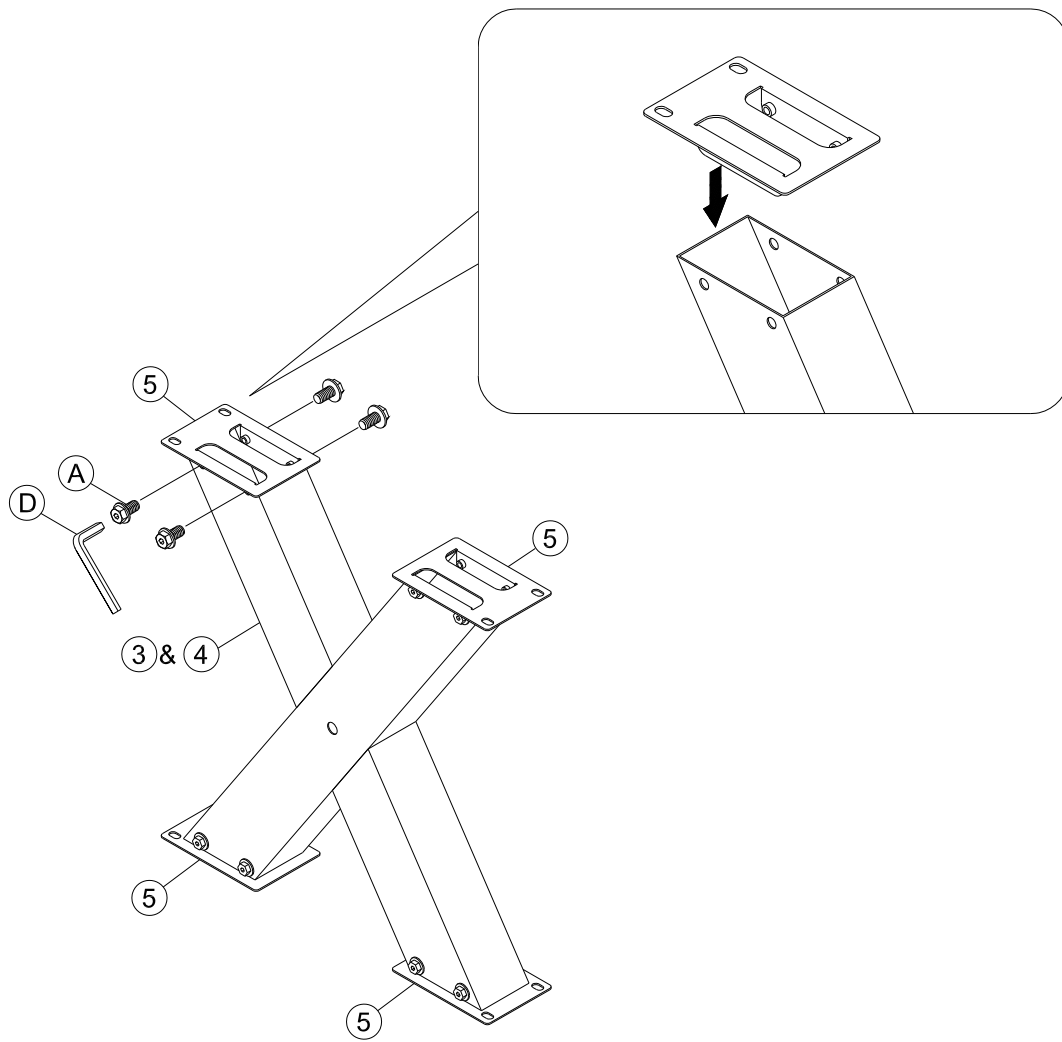


**PARTS LIST**

A		BOLT	72 pcs
B		HEX WRENCH	1 pc
C		HEX NUT	2 pcs
D		WRENCH	1 pc
E		LEG LEVELER	6 pcs
F		LEVEL	1 pc
G		LARGE BOLT	4 pcs
H		LARGE SPRING WASHER	4 pcs
I		LARGE FLAT WASHER	6 pcs

# ASSEMBLY INSTRUCTION

## Step 1



A



X 48

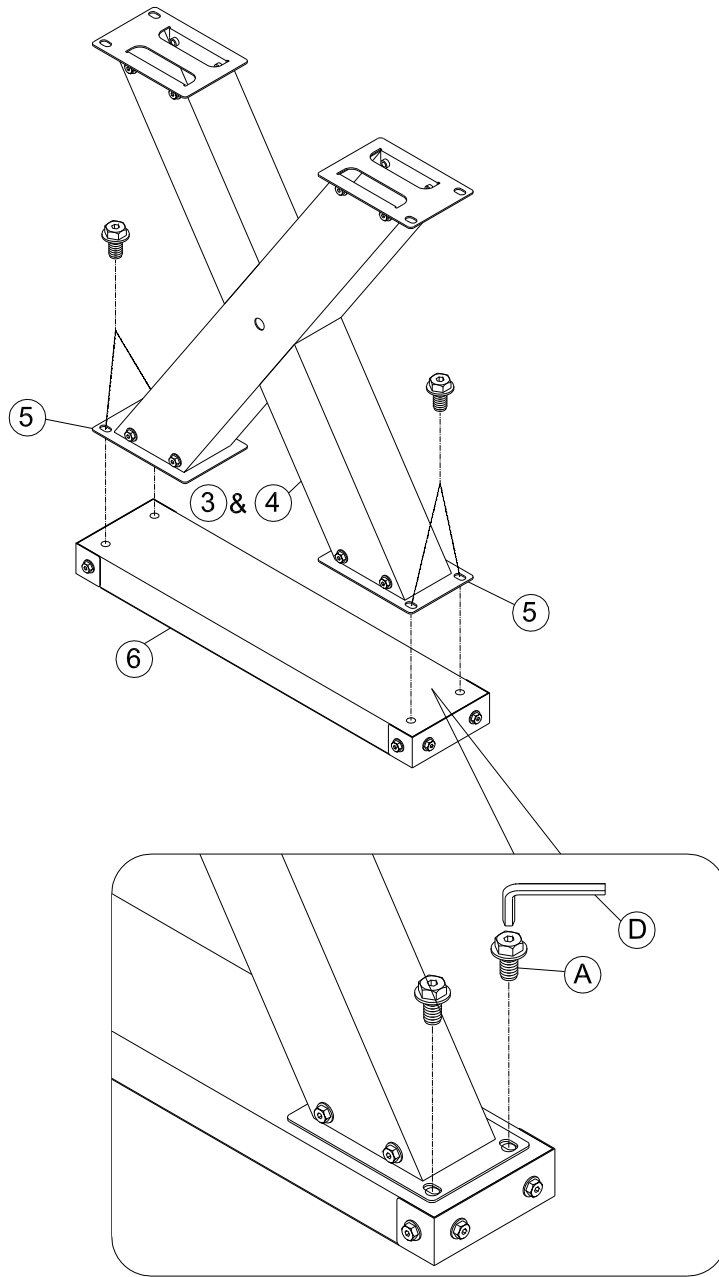
B



X 1

# ASSEMBLY INSTRUCTION

## Step 2



A



X 12

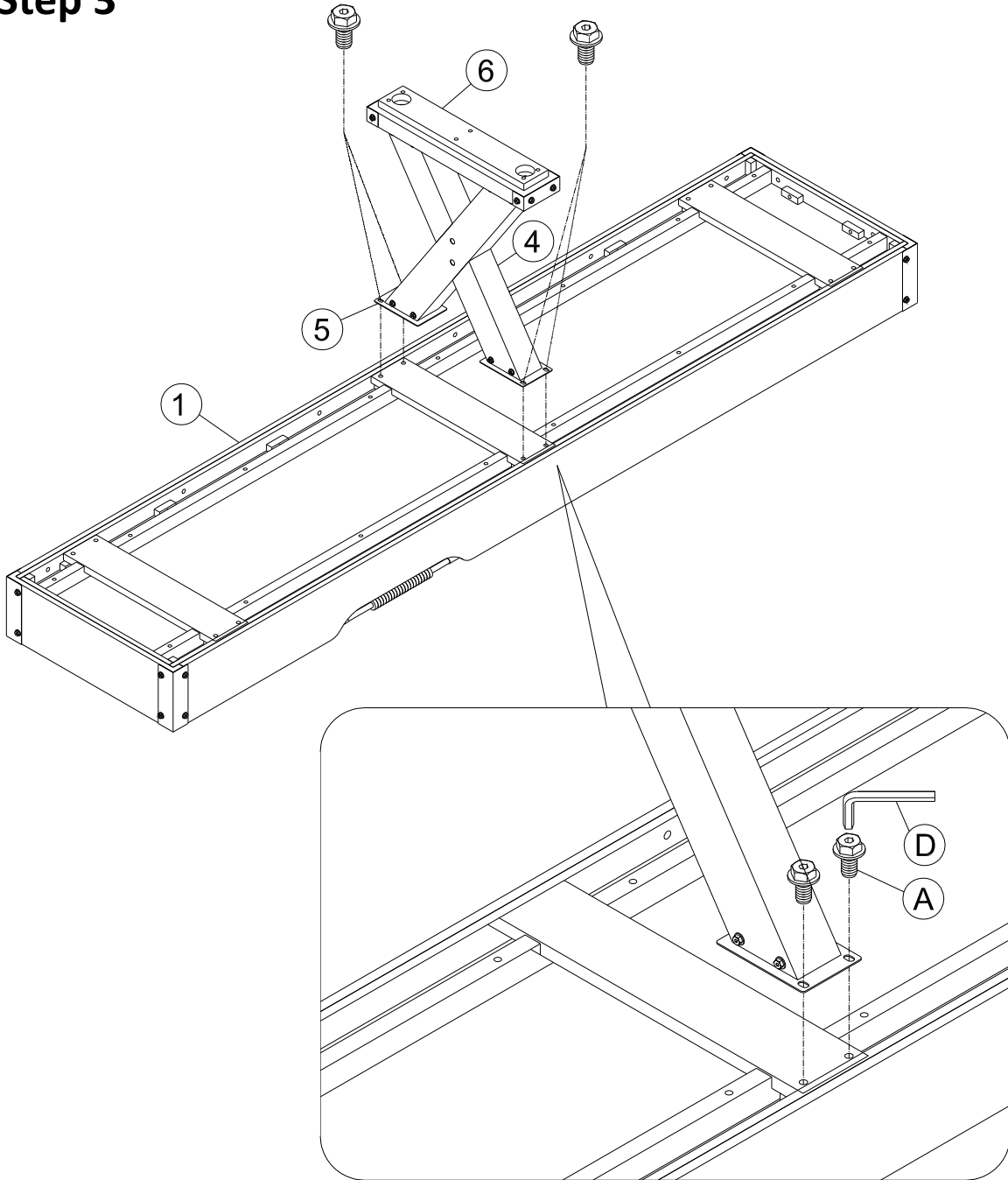
B



X 1

# ASSEMBLY INSTRUCTION

## Step 3



A



X 4

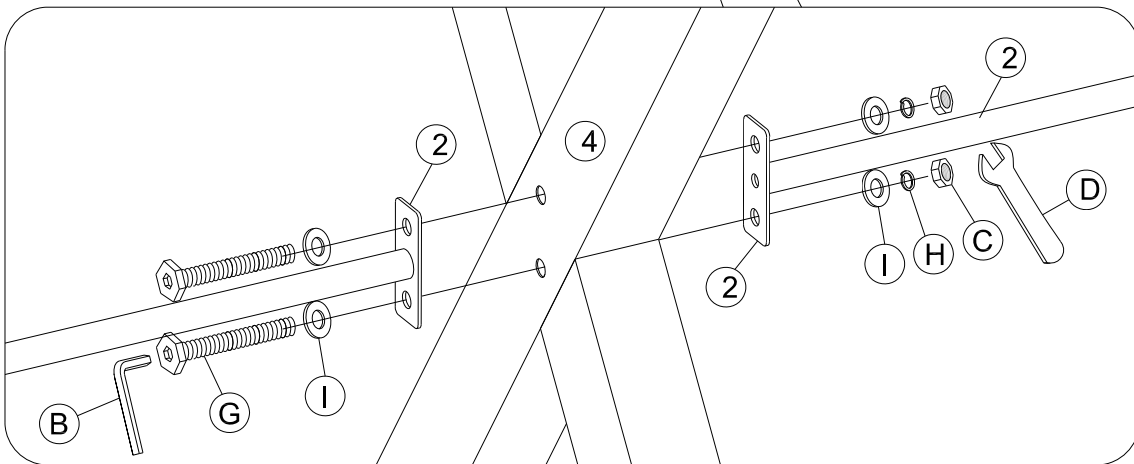
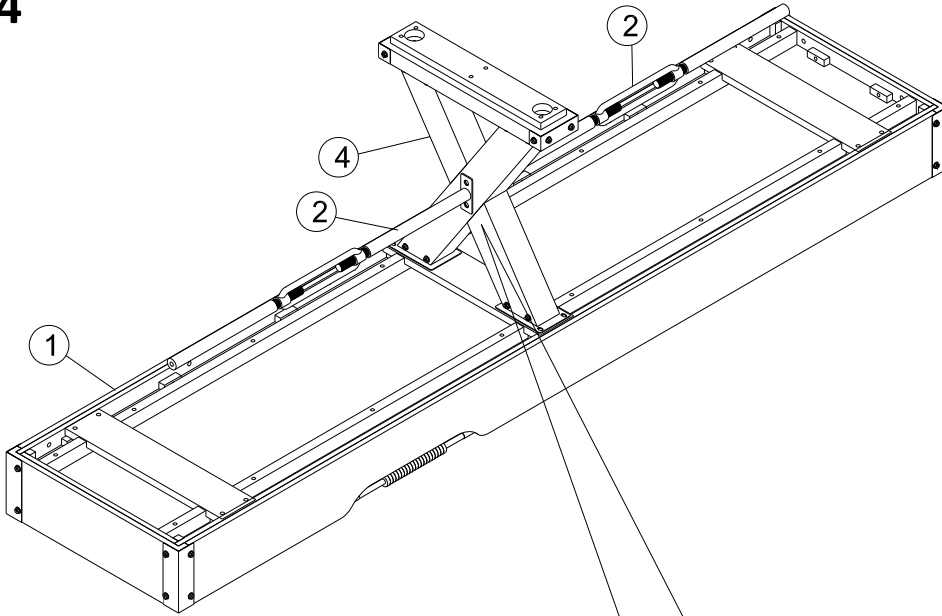
B



X 1

# ASSEMBLY INSTRUCTION

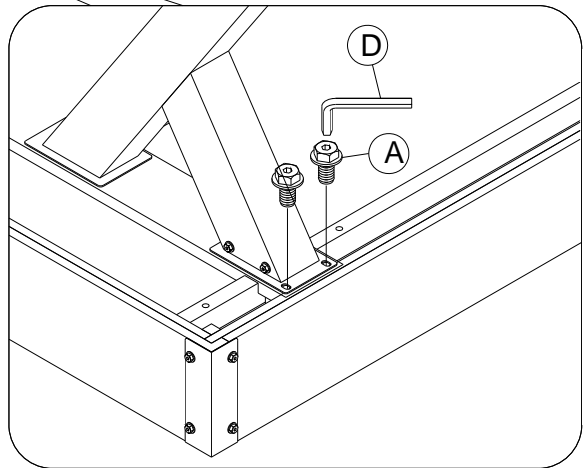
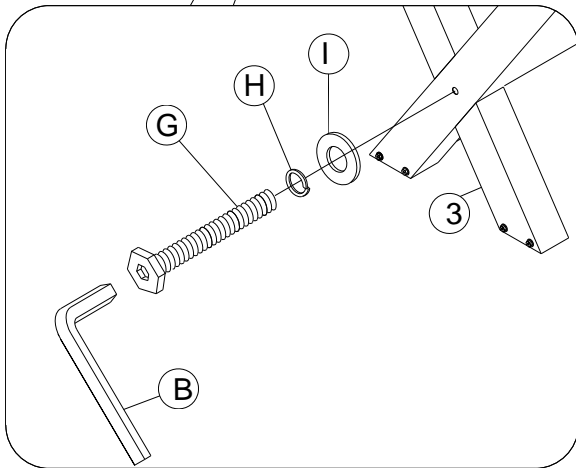
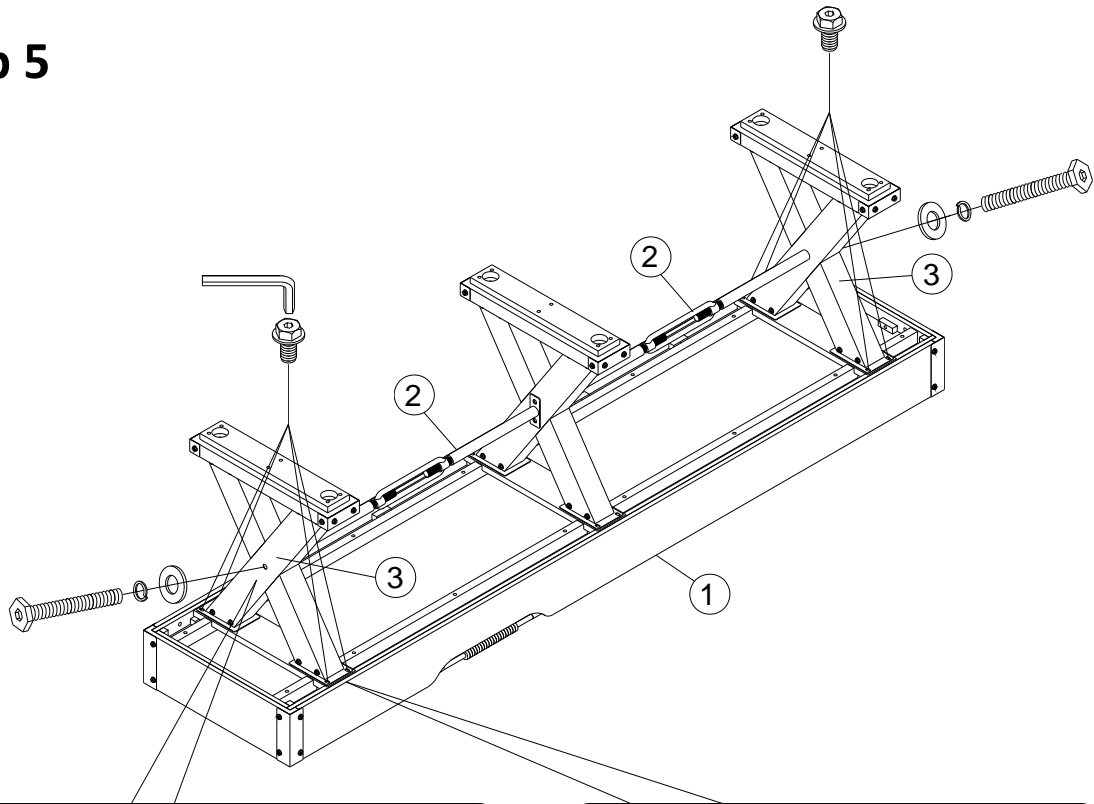
## Step 4



<b>B</b>		X 1
<b>C</b>		X 2
<b>D</b>		X 1
<b>G</b>		X 2
<b>H</b>		X 2
<b>I</b>		X 4

# ASSEMBLY INSTRUCTION

## Step 5

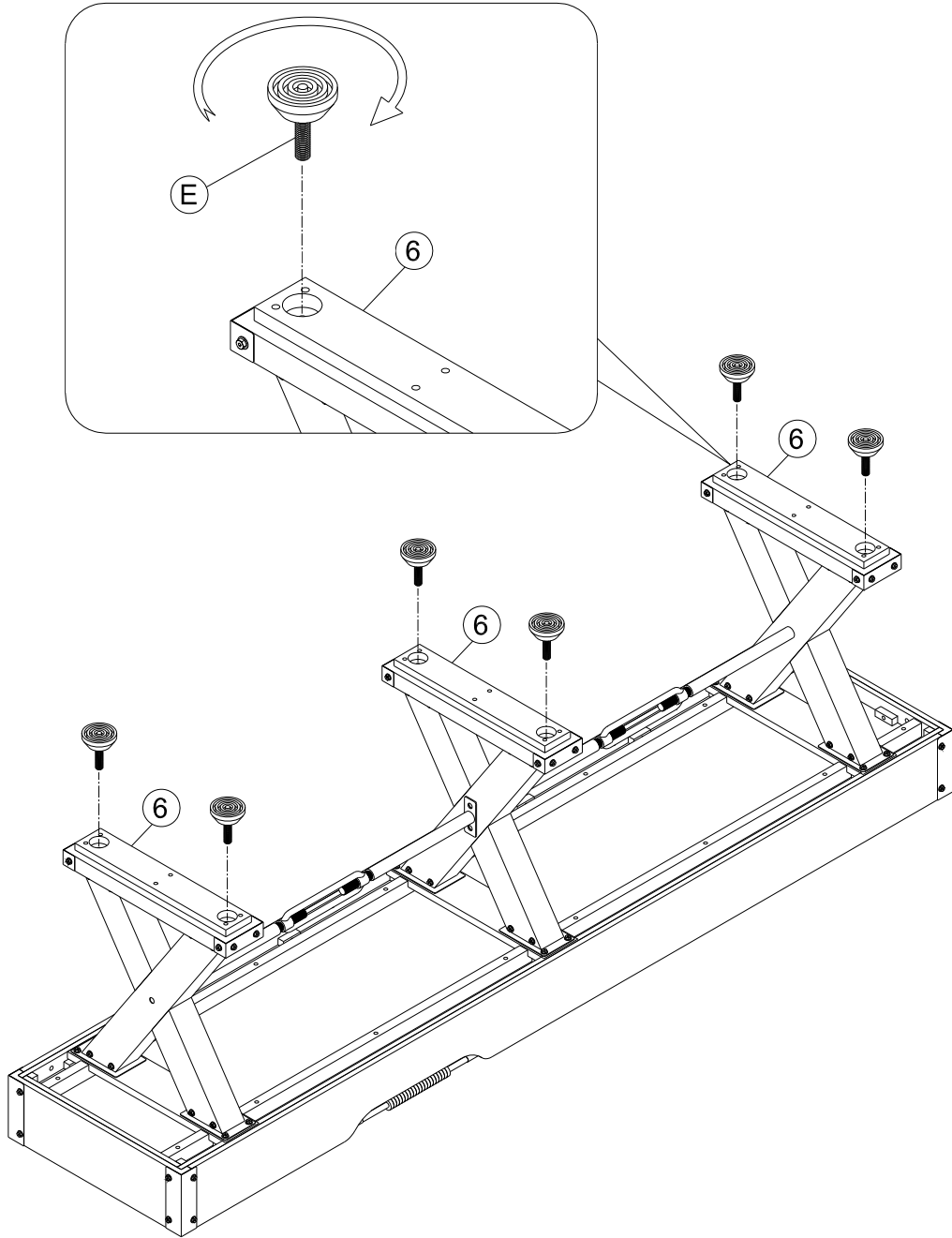


<b>A</b>		X 8
<b>B</b>		X 1
<b>G</b>		X 2
<b>H</b>		X 2
<b>I</b>		X 2

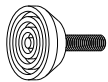


# ASSEMBLY INSTRUCTION

## Step 6



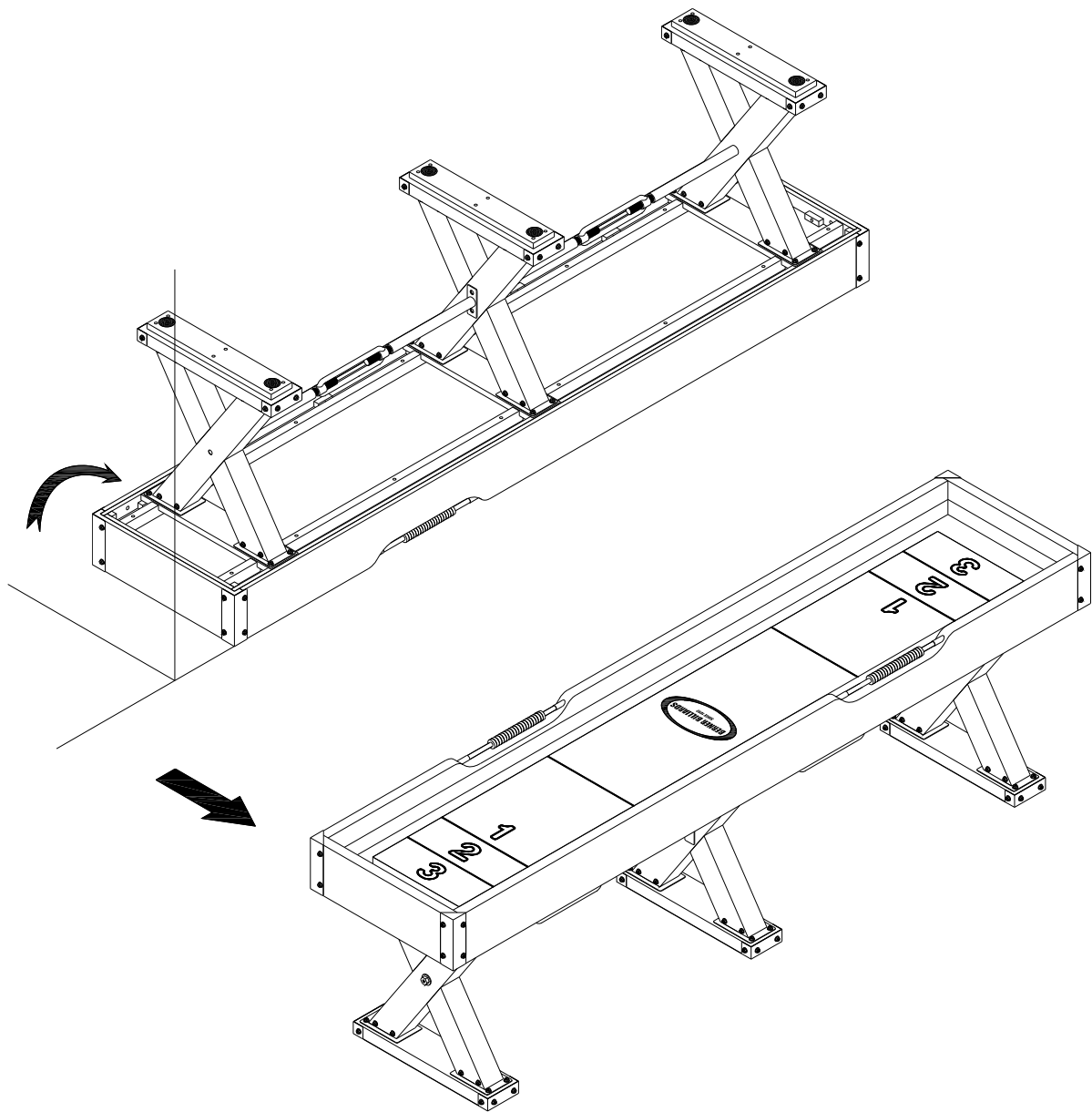
E



X 6

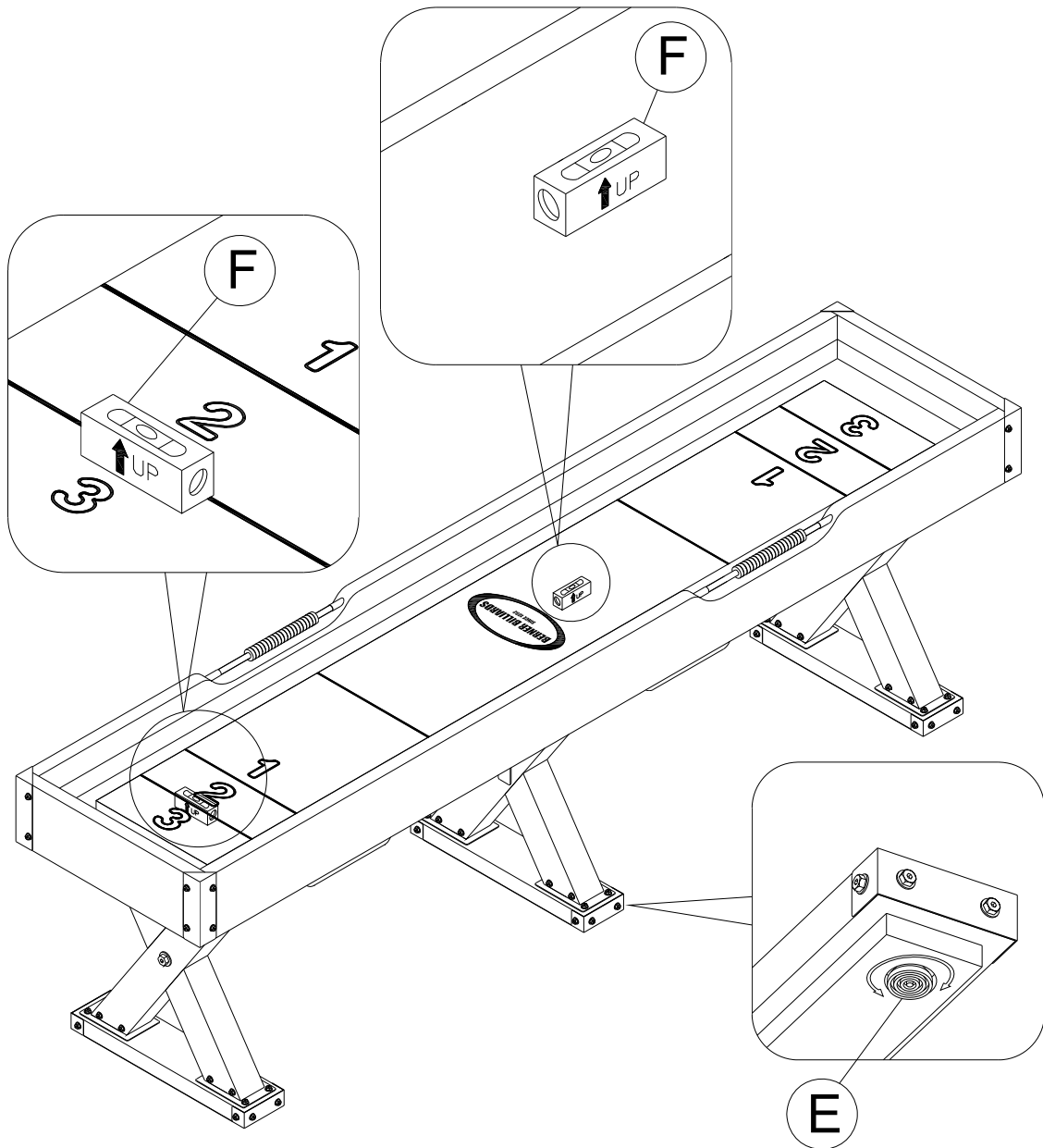
# ASSEMBLY INSTRUCTION

## Step 7

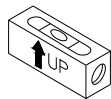


# ASSEMBLY INSTRUCTION

## Step 8



F



X 1

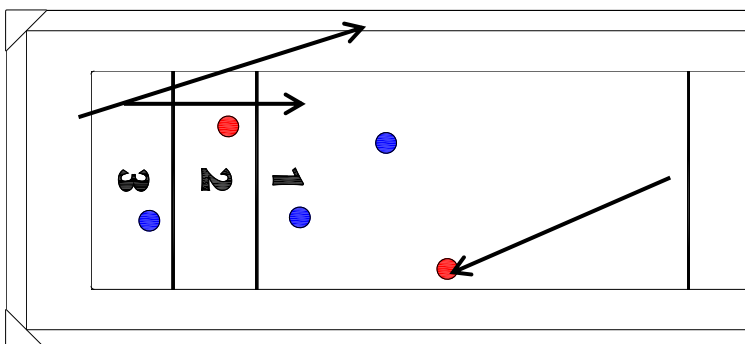
**GAME RULES:**

1. Game can be played with two players or in teams of two. Flip a coin or choose another method to determine which player or team will begin play. Note: It is an advantage to be the last player/team to play (this is called being the "Hammer").
2. Players/Teams alternate shuffling (sliding) their weights from one end of the table toward the scoring area at the other end of the table.
3. Once all weights have been shuffled to the scoring end of the table, the round is over.
4. Only one player/team scores per round. The player/team whose weight is closest to the end of the table wins that round and is awarded the point(s) for the scoring area in which this weight came to rest. The other player/team scores no points in this round.
5. The weight must be COMPLETELY past the line dividing each scoring area in order for the winning player/team to be awarded the higher point value. If any part of the weight is touching the line, the winning player/team is awarded the LOWER point value.
6. If the winning player/teams weight is hanging off the end of the table (this is called a "hanger"), one additional point is awarded.
7. The losing player/team (the player/team that did not score) from the previous round becomes the "Hammer" for the next round.
8. Games are typically played with the first player/team scoring 15 points being the winner. However, the winning score can be any score mutually agreed upon by both players/teams.
9. You may "knock off" your opponent's weight by hitting it with one of your own weights.
10. You may advance one of your own weights into a better scoring position by hitting it with another of your weights.

**Scoring Shuffleboard Points:**

After all weights in a round have been shuffled, the player whose leading weight is the farthest away from the playing end is the winner of the round. The winner's score is then determined by adding the values of all his leading weights, which lie ahead of the loser's leading weight. *ONLY ONE PLAYER THE WINNER SCORES IN A ROUND.*

Winning scoreable pucks total score  
would be 3+1 or 4 points



Does not score (has blue weights in front)  
only furthest color  
Weights score

Example: If a RED weight is the most distant weight from the playing end at the completion of a round, RED becomes the winner of the round, and only RED can score. To determine Red's score, total the value of each RED weight, which lies ahead of the leading BLUE weight. RED weights which are either cut off by or which lie behind the leading BLUE weight are not scored. If there are no BLUE weights remaining on the board, all remaining RED weights are scored. See example illustrated here.

## **Berner Billiards**

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