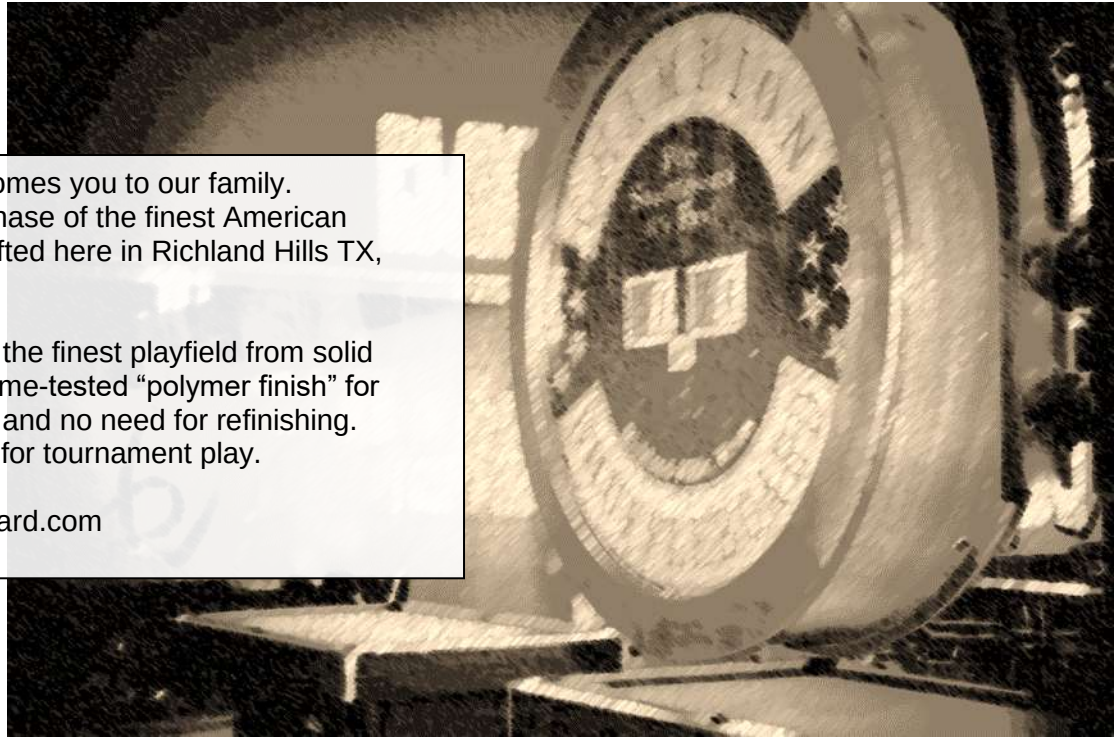
User Manual

quality CHAMPION products



Champion Shuffleboard welcomes you to our family. Congratulations on your purchase of the finest American shuffleboard ever made – crafted here in Richland Hills TX, U.S.A.

These exceptional tables use the finest playfield from solid maple, with our famous and time-tested “polymer finish” for years of reliable performance and no need for refinishing. Same as the pros insist upon for tournament play.

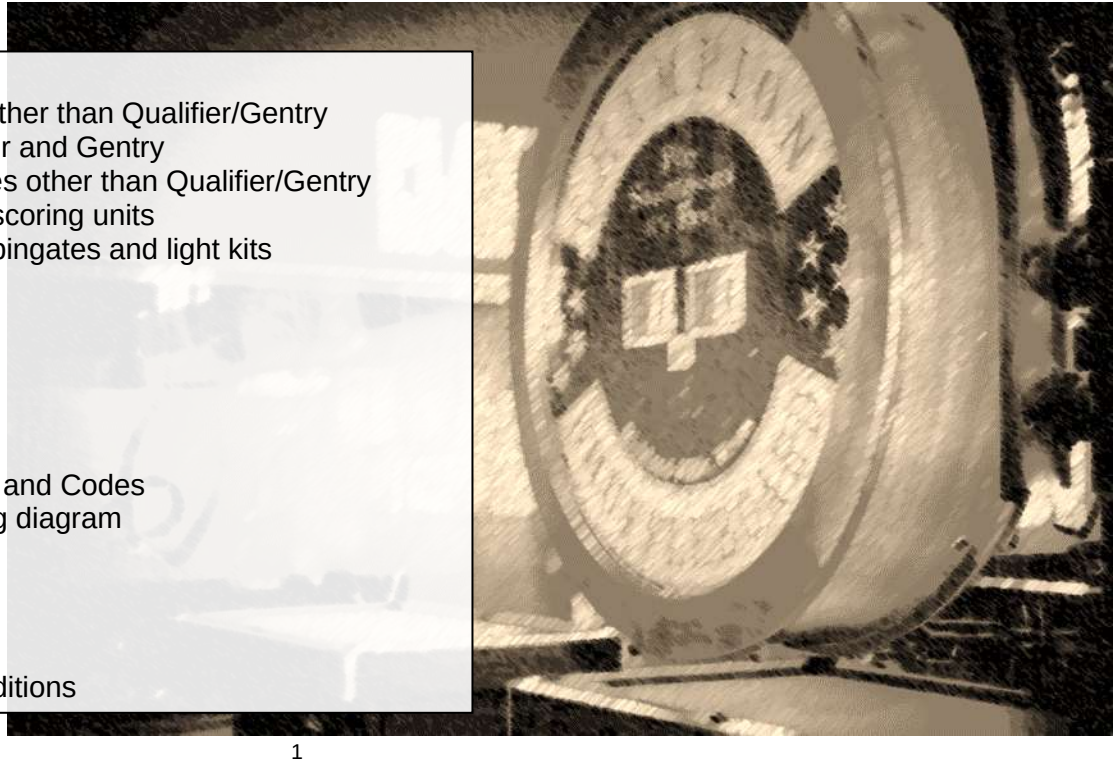
Visit us at championshuffleboard.com

TABLE OF CONTENTS

quality CHAMPION products

2 – Getting Started – tool list
3 – Getting started – tables other than Qualifier/Gentry
5 - Getting Started – Qualifier and Gentry
7 – Setup Procedures - tables other than Qualifier/Gentry
8 – Electronics Assembly – scoring units
10 – Electronics Assembly – pingates and light kits
11 – Playfield Installation
12 – Leveling and Adjusting
15 – Leg Levelers
16 – Troubleshooting
17 – Controller Operation
19 – DIP switch settings
20 – Controller Test Routines and Codes
22 – Controller Harness wiring diagram

23 – Maintenance and care
26 – Shufflers Glossary
27 – How to Play – the basics
29 – Warranty terms and conditions



TOOL LIST

To make your job as easy as possible we recommend these tools to help with the installation of your shuffleboard.

- Phillips screw driver (manual is good, power is better)
- ¾" , ½" and ⅝" wrenches or a large adjustable wrench
- Socket set with ½" , 7/16" and 9/16" sockets
- A 24" regular bubble level
- Good 24" metal straight edge (or you can use the edge of your level)

The tool you **WILL NOT NEED**. Do not use this at all. Go put it back in your tool box or truck.

- Prybar, nail-puller or claw hammer – these will DAMAGE your table and are **NOT RECOMMENDED**

Grand Champion Limited Edition/Grand Champion/Champion/tables other than Qualifier and Gentry

Cradle – 2 Boxes
The cabinet the playfield lays in. These cradles are in two sections ranging from 6' to 11' each in length depending on the size of the game. One box will contain your hardware and will be marked accordingly

Playfield – 1 Large crate
The playfield is the most important part. It's the surface you play on. The playfield is made from solid maple with our polymer surface on top. The climatic adjusters are already installed on the bottom of the playfield to adjust the surface. This is **HEAVY** weighing 387 lbs. to 605 lbs.

Small End Legs
These legs support the end of the cradle. The number of legs depends on the size of the game.

12' – 18' games - 2 legs	2 Boxes
20' – 22' games - 4 legs	4 Boxes

Center Leg – 1 Box
The center leg is the attaching component of the two cradle halves. The size and type of center leg depends on the type of game and optional score unit. The center leg also houses some of the electronics for certain types of score units.
(includes bolts, nuts and leg levelers)

Accessory Box – 1 Box
The accessory box contains one set of pucks, powder, the owner's manual and a sample can of silicone spray.

OPTIONAL ACCESSORIES

Scoring Unit
Scoring systems for this game are packaged as follows:

Wood Score Unit	1 Box containing score head (mounting bracket located on center leg)
Triangle Score Unit	Attached to center leg
Small Wood Score	2 Boxes (1- mounting arm, 1 – scoring head)
J-Bar Score Unit	2 Boxes (1- mounting arm, 1 – scoring head)
Rail Mount Score	1 Box
Abacus Score Unit	Included in cradle box

Pingate – 1 Box
The pingate is available only as an option with coin operated scoring systems. This device is crucial to prevent free play of the game.

Light Kit – 1 Box
The light kit is designed to highlight the scoring zones at each end of the game.

Qualifier and Gentry Series

Cradle – 1 Box
This part of the game is the entire cabinet with the solid maple playfield attached to the cradle floor. The cradle is one complete section for the Qualifier Series.

Legs – 1 Box
The game includes two legs - one for each end of the cradle.

Center leg – 1 Box
Only the 14’ Qualifier comes with a center leg to support the center of the cradle.

Accessory Box – 1 Box
The accessory box contains one set of pucks, powder, owner’s manual and a sample can of silicone spray.

OPTIONAL ACCESSORIES

Scoring Units

The optional electronic scoring system for this game is packaged as follows:

Small Wood Score 2 Boxes
(1- mounting arm, 1 – scoring head)

J-Bar Score Unit 2 Boxes
(1 – mounting arm, 2 – scoring head)

Rail Mount Score 1 Box

Abacus Score Unit Included in cradle box

Light Kit – 1 box

The light kit is designed to highlight the scoring zones at each end of the game.

Grand Champion Limited Edition/Grand Champion/Champion/tables other than Qualifier and Gentry

Tables including the Arch, Rustic, Scottsdale, Sheffield, and Sheffield Outdoor will require additional assembly steps on the legs and supports not covered in this manual. Contact Champion Tech Support for further instructions proper assembly of these models.

817.284.3499 – techhelp@valley-dynamo.com

The Cradle

1. Do you have all the components of the game? If so, let's begin setup. Place the two halves of the cradle upside down near the permanent location of the game. Attach the end legs to the cradle and adjust the leg levelers exposing approximately 1/2 inch of thread between the bottom of the leg and the leveler foot. (Perfect... You're off to a good start!)

2. Next, place the center leg in the spot you want the game to be permanently located. Adjust the leg levelers as you did on the end legs. Now turn both halves of the cradle upright and attach them to the center leg, one leg at a time. If your center leg has a mounting bracket for a score unit it needs to be to the back side of the game.

3. When the cradle is attached to the center leg, then check the position and alignment of the cradle. Time for a *quick* level check. Use a bubble level to make sure you're on track and your table is level. The majority of the leveling and adjusting will take place after the playfield is installed.

Electronic Assembly

If your cradle is assembled and in place, then it's time to install the electronics. It's important to install all electronics prior to installing the playfield in case the cradle needs to be moved for access. If there are no electronics, skip ahead to PAGE 11:

For *Wood Score Units*

1. The mounting pole and scoring head are in two pieces: the long vertical pole, which is attached to the center leg, and the scoring head with curved mounting arm.

2. Cut the ties that hold the wire harnesses on both the pole and arm.

3. *Draft your closest friend to help with this step. Be sure to promise cold refreshments afterwards*. Have your friend lift and hold the scoring head up to the pole close enough for you to connect the wire harnesses. Connect all harnesses.
   NOTE: On non-coin operated score units one extra harness and plug will be present on the scoring head. There is no corresponding plug on the pole.

4. Feed all wire harnesses and plugs into the hole on the pole and scoring arm.

5. Attach the scoring head to the pole with the two bolts.

6. Under each side of the cradle attach the button harnesses to the appropriate connection on the center leg. There are two button harnesses to connect.
   NOTE: For some non-coin operated models there is a third wire harness to the center leg for the reset button.

7. Plug in the power cord and turn the score unit on. Use the black ON/OFF switch located on the side of the center leg.

8. Check all buttons to ensure proper connection. Press the reset button or insert coins to start the game, then press all the buttons to check the connections. If you have any problems, refer to the Troubleshooting section.

9. Score unit installation is complete.

For *Triangle Score Units*

1. The scoring head is attached to the center leg, which was originally attached to the cradle in the Setup Procedures section.

2. Under each side of the cradle attach the button harnesses to the appropriate connection on the center leg. There are two button harnesses to connect.

3. Plug in the power cord and turn the score unit on. Use the black ON/OFF switch located on the side of the center leg.

4. Check all buttons to ensure proper connection. Press the reset button or insert coins to start the game. Now, press all the buttons to check the connections. If you have any problems, refer to the Troubleshooting section.

5. Score unit installation is complete.

For *JBar/Rail Mount/Small Wood JBar Score Units*

1. These score units include two parts: scoring head and mounting arm.

2. Begin installation by feeding the wire harness from the scoring head through the mounting arm - top to bottom.

3. Once the harness is through the arm, attach the scoring head to the arm using the matching screws.

   NOTE: Make sure the buttons are facing away from the arm on the JBar and Small Wood Score Units.

4. Next, attach the mounting arm and score unit to the cradle using the bracket on the bottom of the scoring arm. It's normally located in the middle of the game.

5. After mounting the score unit, connect the AC adaptor to the wire harness and plug it in. The score unit should turn on.

6. Check all buttons then unplug the score unit and continue.

If your table uses a Pingate (coin operated scoring systems only)

1. Before installation begins, turn the playfield upside down onto a padded surface to avoid scratching the finish.
2. Insert the 10 pins into the holes on the bottom of the playfield.
3. Next, attach the pingate frame to the bottom of the playfield with the eight wood screws. Leave the screws a 1/2 turn loose from being snug against the playfield. This allows some movement by the frame during operation to prevent possible jamming of the pins.
4. Carefully turn the playfield upright. Make sure the pins are loose and not in a bind or jammed in the holes.
5. After placing the playfield in the cradle connect the three pin harnesses on the pingate to the wire harness in the center leg.
6. When the score unit is turned on and coined up, check the movement of the pins as they drop. Now, press the scoring buttons until the game is over. Finally, check the movements of the pins as they rise.

If your table uses a Light Kit

1. To install the light kit, simply feed the wire harness from the light fixture through the mounting arm.
2. Attach the light fixture to the mounting arm using the four machine screws.
3. Mount the light fixture on the cradle toward the scoring zone.
4. Connect the wire harness to the plug and plug it in.
5. Repeat steps 1-4 to install the second light. Light assembly complete.

Playfield (It's really heavy!)

BEFORE INSTALLING THE PLAYFIELD MAKE SURE THAT THE CRADLE IS IN THE LOCATION YOU WANT IT. THIS GAME CANNOT BE MOVED ONCE IT HAS BEEN SET – WE CANNOT OVERSTATE THAT IT IS REALLY, REALLY SERIOUSLY HEAVY!

a. First, get a few friends to assist you with installing the playfield. To make sure your friends are committed to help, you may want to offer them the beverage of choice… for once the installation is complete or you'll never get it done. Or done safely. We recommend you use the following moving techniques. And, trust us, we've moved a few playfields.

b. If available, place two carpeted or padded 2x4's (34" long) across the rails of the cradle in the middle of each half. This acts as your first support spot for the playfield installation. We can't say it enough: the playfield is heavy... be extra careful! Next, place two pucks (plastic cap down) at each end approximately 8"-10" apart and approximately 10" from the end of the cradle. This serves as the next support spot and also eliminates the possibility of crushing your fingers between the playfield and cradle.

c. Unpack and install the playfield. Remove the playfield from the crate following the instructions found on the crate. Be very careful not to scratch or damage the playfield while uncrating. It scratches easily. (You want the playfield to stay looking new as long as possible.)

d. Here's where your committed friends come in. Lift the playfield from each end and move toward the cradle. (Don't try this alone, you'll regret it but your doctor will appreciate the money.) Once beside the cradle, lift the playfield high enough and turn it up on edge to fully clear the rail of the cradle with the climatic adjusters on the bottom of the playfield. NOTE: The climatic adjusters can easily scratch the cradle and rails if the playfield is not lifted high enough. Place the playfield on the first support (2x4 or pucks) you have available. DO NOT attempt to rest the playfield on the rail as the climatic adjuster will severely damage the finish

e. If your playfield is resting on the 2x4 support system, lift it one end at a time removing the support and lower it to the pucks as the next support. (Good job!)

f. The playfield is now resting on the pucks at each end. One end at a time, designate one friend to lay under the cradle and push the end of the playfield up off the pucks. While the playfield is being held up have the other friend/or yourself reach under the playfield to remove the pucks. Reach in from the outside of the playfield past the pucks and pull them toward the end. This will keep the pucks from being knocked through the hole in the cradle and onto the person lifting the playfield who could drop it and crush his hands and the pucks will give the poor guy under the table a black eye.

g. The playfield should be sitting in and on the cradle floor at this time.

Leveling and Adjusting

Climatic Adjusters for Concave or Convex Playfield

h. Start at either end of the playfield and lay the 24" straight edge across the playfield over the first climatic adjuster. This will determine if your playfield is concave or convex. You want your playfield concave. This can be determined by sliding a piece of paper back and forth under the middle of the straight edge (the paper usually stopping 3" to 5" from the side of the playfield). Again, this is our personal preference.

i. If the straight edge rocks from side to side the playfield is convex and needs to be corrected. Begin adjusting the climatic adjusters located under the cradle. Notice each climatic adjuster consists of two brackets with an all-thread bolt running between them and held in place by four nuts (two per bracket). To adjust, tighten the inside and outside nut of one bracket to hold the bolt in place. Loosen the outside bolt on the opposite bracket moving it away from the outside of the bracket. Then begin tightening the inside nut, which will start adding space between the brackets raising the outer edge of the playfield and making it concave. Now, tighten the inside nut slowly with 1/4 to 3/4 turns while checking the straight edge regularly with the paper to make the appropriate adjustment.

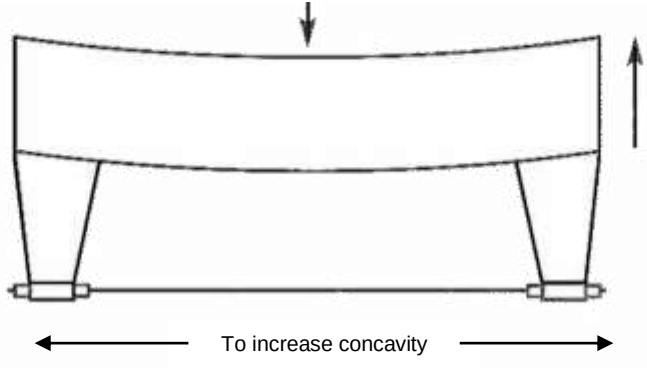
IMPORTANT NOTE: *Don't expect immediate response*. The table will react <u>gradually</u> to the adjustments over several days. If you're unable to make the desired adjustment allow the table a few days to continue to conform to the constant pressure of the adjusters, then check it with the straight edge. If more adjustments are needed at that time, make them as described above.

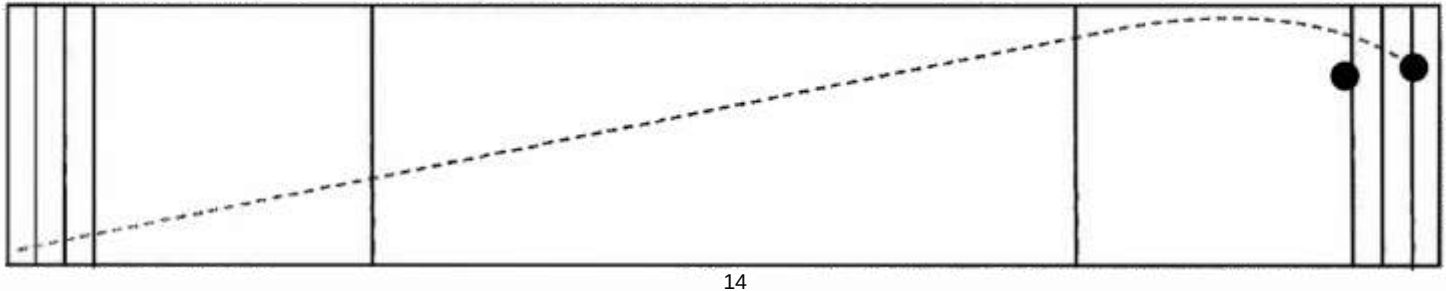
j. Continue down the table making the same adjustments at each climatic adjuster. When all adjustments are made the table should be concave to some degree. If the pucks drift toward the center of the scoring zone the cradle and playfield are level.

THE CONCAVED PLAYFIELD

A properly “leveled” or “installed” shuffleboard playing surface is not flat. The playing surface is actually designed to be slightly concaved. This allows players to use the concavity of the playfield to strategically place their pucks in and around opponents’ pucks.

Greatly exaggerated illustration of concaved playfield





Leg Levelers for Leveling Cradle

k. Now that your playfield is concave, it's time to finish the leveling process. First, clean the playfield and apply a coat of silicone spray and shuffleboard powder to the surface. Starting at one end, begin shooting pucks to the opposite end of the playfield. Shoot several pucks down each edge. You're watching for the direction the pucks are drifting. If the pucks drift toward the center of the opposite scoring zone your playfield is level at that end.

l. If the pucks drift toward one side of the playfield as they continue down the table that side of the cradle is low. To adjust it, simply raise the low side by the leg levelers clockwise 1/2 to 1 full turn.

m. Repeat the above steps from each end until all the pucks drift toward the center of both scoring zones.

NOTE: When leveling and adjusting, remember your playfield is made of solid maple from real trees. As a natural product it will react differently to the adjustments throughout the playfield. The wood/board needs time to get acclimated to your climate. Therefore, it's likely you will not achieve identical drifts from side to side or end to end of the playfield.

TROUBLESHOOTING

1. **My scoring unit's lights are on, but I have no LED's lit up.**
   Check the wire harness from the power supply to the LED's. Make sure the harness is properly plugged into the LED and not mispinned exposing a connection.

2. **When I coin the game up the pingates do not go down.**
   Check for 12 volts on the green and black wires and check the limit switches. Be sure the wire harness from the scoring unit and pingate have been installed correctly. (See Pingate assembly.)

3. **When I put coins in, it doesn't give me the correct points according to how the dip switches are set.**
   If you just set the switches be sure you turn the game off-and-on so the changes take place.

4. **After I coin the game up I can't score with the buttons at each end.**
   Make sure you hooked the cradle harness to the center leg harness or power box. Also check to make sure the buttons didn't come apart during shipping. If they did, press them together to ensure clean contact. If buttons are fine, check the ground wire for a break.

5. **My board playfield is very slow and the puck stops in places.**
   A simple cleaning of the playfield will solve the problem. It's very important you keep the playfield clean. Also, the wax may be dirty and needs replacing. See Maintenance & Care section.

6. **Game locks up.**
   Static is a terrible problem. We have taken precautions to prevent static from hurting our game. However, it still presents some problems. Using anti-static mats around the game and also spraying a mist of fabric softener near the coin door will help bad locations.

Controller Operation

The controller has two large displays and one small display, each one having two digits. The large displays are for scoring and credit. The small display is for showing the game level being played. (Note: Displays time at last minute only.)

On Power-Up:

1. Both digits on all three displays show the figure 8 for three seconds (segment test).
2. All displays show zero (leading zeros blank).
3. The decimal point to the extreme right of the right hand score display will flash at one second intervals to show the program is running. (The "Heartbeat.")

Inserting Coins:

Any time a coin is inserted, the coin counter will advance once. If a game is not in progress, the left score display and small display will blank and the right score display will show the present number of coins which have been inserted. When enough coins have been inserted to give a game credit, the game level (15, 21 or 51) will show on the small display.

The score displays will show zero (leading zero blanked), the pin gate (if fitted) will be lowered and the timer will start (if not disabled). The game is now started.

If no score has been registered, more coins may be inserted to change the game level. The small display will show the level paid for. The game time left at the moment of level change will be extended by the amount set on the DIP switches for the new level. Once a score has been registered, the game level cannot be changed. Any coins inserted will be counted for credit later.

Any push of scoring button will increment the associated score display until the maximum score for the game being played is reached.

If the timer has not been disabled during DIP switch setup:

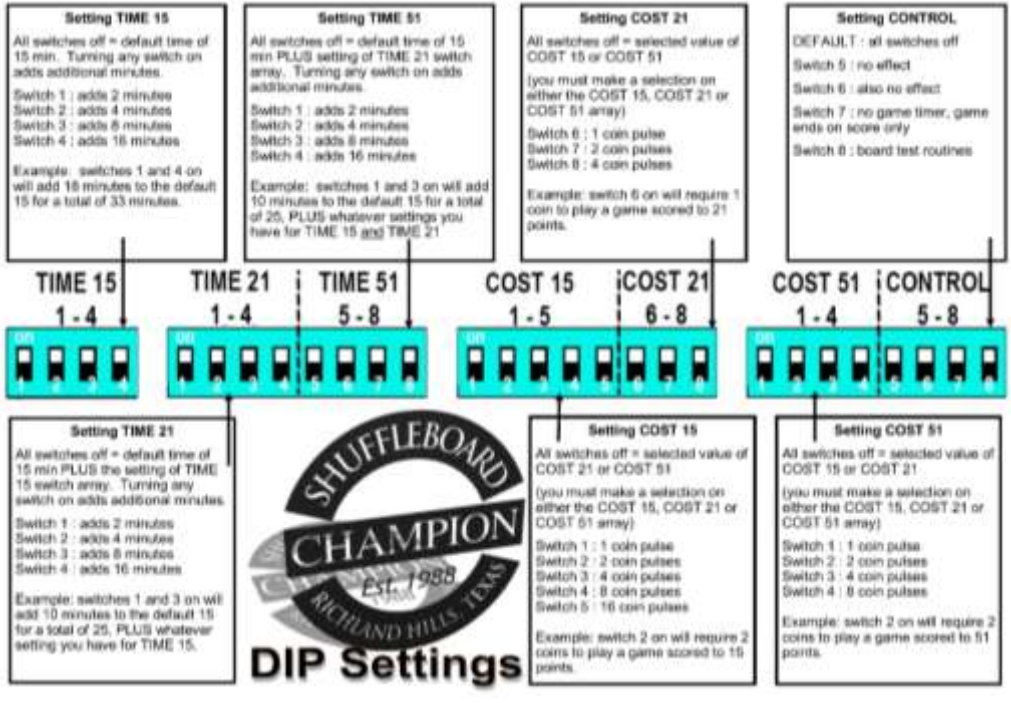
1. The small display will show the game level until the last minute of the game.
2. At the beginning of the last minute the display will switch to show seconds left.
3. When the timer times out, the pingate will be raised.
4. If the timer has been disabled during DIP switch setup the "Heartbeat" will stop flashing when the game starts and the game will terminate on score only.

After the game has ended, any coins left over or entered during play will show on right hand score display. If there is enough credit for a new game, that game will start at once without cycling the pingate. The score from the previous game will remain on the score displays until credit for a new game is received.

These two pots on the rear of the display board adjust the brightness of the red and blue score displays. Adjust the settings to suit your preferences.

quality CHAMPION products

Switch Settings for Shuffleboard Controller



Controller Test Routines

To enter the test routings, set the CONTROL SWITCH #4 (DIP switch S3 #8) to ON and power up the board. All displays should show 00 and the "heartbeat" (RH decimal point) should flash.

Display tests:

- Successive pushes of the LH score switch should step the LH score display from 00 through 99 and reset to 00.
- Successive pushes of the RH score switch should step the RH score display from 00 through 99 and reset to 00.
- Successive pushes of the COIN switch should step the small display from 00 through 99 and reset to 00.

Signal and output tests:

- While the COIN switch is held on, the coin counter should be energized and the pingate relay should be energized.
- Releasing the COIN switch should de-energize the coin counter and the pingate relay.

Controller Fault Codes

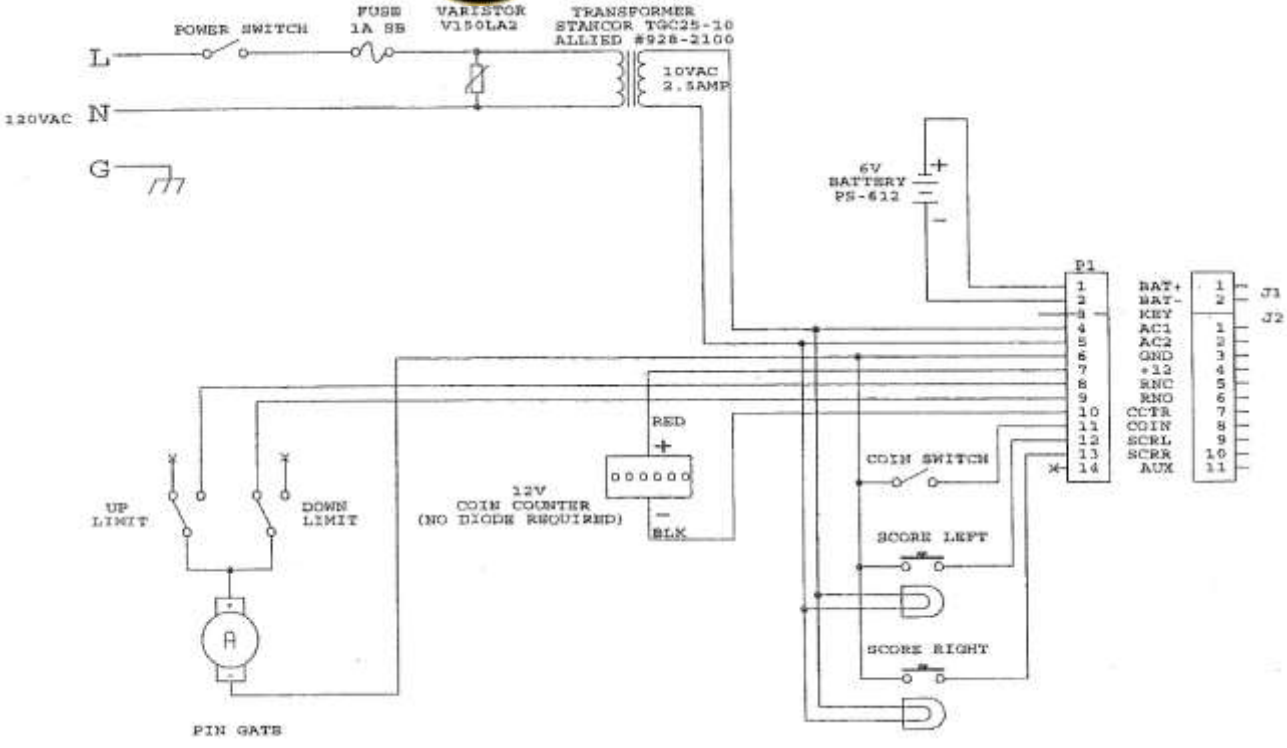
The shuffleboard controller does some checks during power up. If a problem is found, the controller reports it by showing a fault code on the left score display.

The fault codes are as follows:

F1 The coin-in switch is stuck shut.
F2 The Left score switch is stuck shut.
F3 The Right score switch is stuck shut.
F4 The Auxiliary switch is stuck shut. (Not currently used.)
SF Switch programming error. No game selected. (All game cost switches are off.)

Correcting the fault will clear the fault indication and the controller will complete its power-up routine.

Shuffleboard Controller Harness



Protect your investment. A shuffleboard playing surface is subject to heavy wear. It requires reasonable care and maintenance just like your home, lawn or automobile. The better care you give it, the more fun and satisfaction you and your family or establishment gets from it. By simply following these suggested maintenance procedures you will be insuring the seamless transition of your shuffleboard into future generations.

Weekly Maintenance Procedures and Table Preparation

Sun-Glo Silicone Spray
This spray forms a foundation for the powdered wax. It is one of the most important elements of table performance. As you might have already noticed, the powder on your table moves around very easily. You can just walk by the table and the air will disburse the powder. Using silicone spray before you powder the table reduces the amount of powder you use per game and reduces the tracking of your pucks on the table... tracking slows down the game. Before you powder the table, apply a light coat of Sun-Glo Silicone Spray. Let it dry for approximately one minute, then apply the powdered wax.

Sun-Glo Speed Powders
(sometimes referred to as salt or sand). We offer eight different speeds of wax. Why so many? Our intent is to provide a wide range of speeds for tables of different sizes.

Speed 1 is the fastest, with the others being progressively less fast until Speed 7 - the slowest:

Speeds 1 through 4 are best on larger 18 to 22-foot tables
Speeds 3 through 5 are best on mid-sized 14 to 18-foot tables
Speeds 5 through 7 are best on smaller 9 to 12-foot tables
and Speed 7 was primarily engineered for Shuffle Alley bowler games

Experiment to find which powder produces the results you are looking for on your particular table size.
There is no “always right” answer, it is a matter of your personal preference

If you have played shuffleboard in public environments, you might have noticed the owners sometimes reuse the powder out of the gutters**.** **Bad idea!** Most powders consist primarily of very tiny perfectly round silicone balls. Once the pucks ride on top of them they become jagged and imperfect. Reusing the product—along with its dirt and impurities-- could damage your playfield and will certainly slow your game. Shuffleboard powder is not expensive, don't cut corners with it to save a few cents here and there.

Caring for your shuffleboard should not be a grueling process. In fact, the maintenance hours that you will spend over the coming years may be shared with your friends, family and growing children and may very well be remembered as some of the fondest memories of your life.

Periodic Maintenance Procedures

The most common questions are simply "What do we need?" "How much to use?" and "How often?"
The following information should provide the answers.

Sun-Glo Spray Cleaner
This cleaner may be used as needed, depending on play frequency and shuffleboard environment. Its purpose is to quickly remove dirt and grime from the play surface.

Sun-Glo Shuffleboard Combination Cleaner and Polish: Step B
This product is designed to effectively clean the playfield. It removes deep stains such as nicotine and other liquids that might have spilled on the playfield. This dual purpose product should be applied about once a month for a table in a home environment and every two weeks if the table is in public use. Apply the cleaner in thin even coats. Buff in circular motions until dry.

Sun-Glo Paste Wax: Step C
Wow, what a difference a good paste wax makes! Just like your car or favorite surfboard, your shuffleboard needs to be waxed and buffed. Paste wax will fill in the small cracks and imperfections that naturally occur over time. Just as your car key scratches around the door lock of your car, the playfield gets wear spots that if left untreated will slow or derail your game. As you get to know your table you will notice certain areas take more wax than others. Applying the wax isn't rocket science - it's simply wax on, wax off. How often should you wax your shuffleboard? Probably about every other month. If you wax it too often you might not be able to keep the puck on the table.

Sun-Glo Master Glaze: Step D
Step back people... I'm going to shoot this puck and it's going to float down the table! This liquid glaze product puts a protective coating on the playfield that looks like warm butter. It can be used on the cradle and legs of the shuffleboard as well. Apply the combo Cleaner and Polish and Master Glaze about every two weeks.

You can purchase these products and Sun-Glo Spray Cleaner in our Sun-Glo Maintenance Kit.

SHUFFLERS GLOSSARY

Black Numbers:	Regular scoring
Foul Line:	Line closest to the shooter, the puck must cross this line or the shot is forfeited and removed.
Free Hand:	Puck is thrown from middle of board, the rail is not used to help guide the release of the shot.
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.
Handicap Scoring:	Players of all levels of expertise can compete evenly
Hanger:	Puck is hanging over end of board. One extra point.
Partners:	Four players
Puck:	Heavy metal object that is slid on playfield.
Red Numbers:	Handicap scoring
Score Zone:	Area in which points can be earned.
Shooting the Rail:	Fingers hang over the side of the rail when shooting and the puck slides on the edge of the playfield.
Singles:	Two players

How to Play Shuffleboard:
The object of the game is to score more points than your opponent by either knocking his pucks off or by sliding your pucks past his into a higher *score zone*.

A typical game (partners or singles) is played to 15 points.

Let's Begin:
A coin toss determines who shoots first and who gets the *hammer*. The winner normally takes the *hammer* and loser picks the color of pucks he will shoot.

Player A begins by shooting one of his colored pucks. Player B shoots the other color. Players then rotate shots until all eight pucks have been shot. If a puck doesn't cross the *foul line* closest to the player shooting, it must be removed and the shot forfeited.

After all eight pucks have been shot, the players determine who scored by counting only the pucks closest to the end of the table and are the same color. If a player has more than one puck closer to the end of the table then his opponent may also count those pucks. Remember, only one color can score per *frame*. A puck must be completely inside the *score zone* to receive the points in that zone.

The team or player that scores in that frame must shoot first in the next *frame*. This process is repeated until one team or player reaches 15 points.

How to Play Handicap Scoring:
The purpose of *handicap scoring* is to allow players of different expertise play at an even level, similar to a golf handicap. The better team or player simply uses the smaller *r*ed numbers and the other team or player uses the black numbers. Example: The more advanced player may receive three points for a particular shot whereas the other player would receive four points for the same shot.

Remember: The puck must be completely inside the *score zone* to count in the higher zone. If you're not sure, look directly down on top of the puck. If it's touching the line it counts in the smaller zone.

How to Play Horsecollar:
The object of the game is for one team (two players) or one player (individual) to reach 51 points before their opponent. We'll use two teams (four players) as an example:

A coin toss decides which team shoots first and which team gets to choose the end they want to shoot from. The game is not over until each team has shot the same number of frames. If the first team reaches 51 points before their opponent, the other team still gets one last frame to shoot.

Each team tries to shoot their pucks as close to the end of the board as possible to score as many points as they can. Sometimes the second shooter on your team may try to bump up some of the pucks. A team must have at least one puck in the four score zone to receive any points. All other pucks receive their full value. If a puck is hanging off the end of the board the team receives 10 points. Each player on the team must shoot four pucks, in any order. The most common shooting order is one player shoots four pucks and then the other shoots four. After the first team shoots all eight pucks and tallies the sore, the second team shoots and the process is repeated until one team hits 51.

IMPORTANT: The game of Horsecollar has an additional twist. After a team has shot all eight pucks, the opposing team adds their score (if any) and tells their opponent what they scored. Here's where the fun begins, the shooting team can either accept their opponents offer or *walk* the board. In other words, if a team doesn't believe their opponent they can look (tally the score) for themselves. While a team is studying to decide if they want to *walk* or not, they must always keep one finger on the black molding on the top of the table. This keeps players from getting too close to the end of the table.

If the walking team finds the score they were given is correct, they tally up the points (if any) and buy their opponents a beer. If the walking team finds their opponent lied about the score, they tally up the correct score and receive a free beer from their dishonest opponent.

quality CHAMPION products

Champion Shuffleboard warrants its new products to be free from defects resulting from faulty manufacture or faulty components under the following terms and conditions:

WARRANTY LENGTH

90 Days on all Electronic Parts
One year on the Cradle
Lifetime on the polymer playing surface, under normal use, for the original owner

FOR WARRANTY SERVICE

Champion Shuffleboard will, at its sole option, repair, upgrade or replace this product in the event of any defect in materials or workmanship during the warranty period. This shall be Champion's sole obligation, and the customer's sole remedy, for any warranty claim.

Contact your authorized Champion Shuffleboard dealer for Warranty Service. **Proof of purchase will be required.**

SCOPE OF COVERAGE

Note that our warranty is not an unconditional guarantee for the duration. Champion Shuffleboard products are made to our exacting standards and known for their durability; but are not indestructible and will require periodic care and maintenance in order to function properly. The following are not covered by the warranty.

1) Shipping or transport damage
2) Improper adjustment, maintenance or storage
3) Normal wear and tear

4) Damage or deterioration resulting from neglect, misuse, accident, liquid spills, abuse, pets or mishandling
5) Incidental or consequential damage except at Champion's discretion.
6) Removal or installation charges.
7) Shipping charges except at Champion's discretion. For warranty service on the polymer playing surface, the customer is responsible for transportation charges to and from Champion.
8) Unauthorized modification of the product.
9) Use of this product with unapproved parts, conversion kits or accessories.
10) Damage from fire, flood, lightning or other acts of nature

EXCLUSION OF DAMAGES

Champion Shuffleboard's sole obligation and liability under this warranty is limited to the repair or replacement of a defective product at our option. Champion Shuffleboard shall not, in any event, be liable for any incidental or consequential damages resulting from interruption of service, loss of business or revenue, or for liability in tort relating to this product or resulting from its use or possession.

LIMITATIONS OF IMPLIED WARRANTIES

There are no other warranties, expressed or implied, including but not limited to those of merchantability, revenue generation, or fitness for a particular purpose. The duration of implied warranties is limited to the period specified in the Warranty Length section above.

SHUFFLEBOARD
CHAMPION
FAMILY of PRODUCTS
1.5
Pro Series
Shuffleboard Powder
Sun-Glo
Master Glaze
Shuffleboard Combination
Shuffleboard Cleaner
Shuffleboard Powder
Sun-Glo

For products made especially for

Visit
www.sunglocorp.com
7115 Belton Street, Richland Hills TX 76118
972.595.5300

©2019 Champion Shuffleboard – all rights reserved