Arachnid®

To run a successful Super Shuffle League, what do you need to know?

The Super Shuffle is a modern twist on a traditional long playing industry favorite. Super Shuffle is a 5 1/2 foot electronic shuffleboard table which features league play, tournament play and casual play. The cabinet is part shuffleboard, part video game. To play you launch a real-life puck across an abbreviated shuffleboard-style play field toward the back of the cabinet. A sensor tracks its speed and trajectory, then projects that via a virtual puck onto the flat screen monitor. Super Shuffle now comes with seven different games including Knock Off 11, Knock Off 15, Leader of The Puck, First to 21, Crazy Shuffle, and the new games Classic Bowling and Split/Second Bowling.

LEAGUELEADER

Arachnids LeagueLeader league management system removes most of the time consuming league maintenance issues which have always plagued league operators. Through automation and the introduction of hi-speed communication modern leagues relieve the league coordinator to other duties with minimal time spent weekly on leagues.

Arachnid began developing leagues and league software in the late 70's for its new market of soft-tip darts which today encompasses thousands of leagues around the world; we have expanded our league base from just darts to include pool, bowling, and shuffleboard.

As a true leader in this field, we have developed the league capabilities of the Super Shuffle. We are confident that your experience with whatever type of Super Shuffle League you choose will be a successful endeavor.

*Be certain your Super Shuffle is up to date with the latest software. Go to **www.bullshooter.com,** click on the Super Shuffle Software link, and you will find the latest version available with instructions to load it. Those already using LeagueLeader will find it easier through the LeagueComm program.*

General League Information

Before you can start a league, you must answer a few simple questions.

Who?

We recommend two person teams made up of men, women, or mixed. They should be adults, 21 or above because of the presence of alcoholic beverages in most locations.

What?

The type of league is determined generally by the participants. Try to customize to the players likes and dislikes. It's the players' league!

Knock Off

Crazy Shuffle

Classic Bowling

Split/Second

Where & When?

The location should be a favorite bar for the players. A Sunday, Tuesday, Wednesday or Thursday are the normal slow nights for most locations and are best for league nights. Leagues normally take about two hours actual playing time, not including practice. Leagues can travel from one location to another, or be an in-house league with no travel. Either is profitable to both the location and the route. Start times will be set by player availability, generally 7 p.m. start time during the week and 6 p.m. on Sundays.

How?

After determining the appropriate night(s) of play, pass out team sign-up rosters in your bars. The bartenders and waitresses know their patrons and will be able to assist in finding players.

The league coordinator visiting locations to answer questions at this time is essential to a successful league.

The advertising available on the Super Shuffle can assist by getting the message and the coordinators contact information out to all the bars.

Set a sign-up deadline to give the coordinator time to enter the team information and create a schedule. LeagueLeader will lead you through creating or adding:

- Locations
- Teams
- Players
- Match Set-Up

- Schedules
- Standings
- Sending Operator Ads
- Administrative Duties

Rule of Thumb for Match Set-up of Super Shuffle Games

Knock Off 11	10 minutes per game
Knock Off 15	14 minutes per game
Crazy Shuffle	8 minutes per game
Classic Bowling	5 minutes per game
Split/Second	5 minutes per game

A format that plays seven Knock Off 15 games (7 x 14 min. = 98 min.) and two Knock Off 11 single games (2 x 10 min. = 20 min.) will last close to two hours (118 minutes).

A good format for match set-up will allow all players to play with their partners in combination against all the opponent's partners in combination. This is a simple operation with a doubles league, but gets harder with more players per team. LeagueLeader has numerous templates available to help make these choices easier. Arachnid's Tech Support staff is available daily from 8 a.m. to 5 p.m. central time to help.

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Games

Classic Bowling

The object of Classic Bowling is to knock down as many pins as possible each throw. A strike is earned by knocking all 10 pins down in the first throw scoring 10 points plus the next two throws. A spare is earned by knocking all 10 pins down in two throws scoring 10 points plus the next throw. There are 10 frames per game. In the 10th frame, you get two bonus throws for a strike and one for a spare. The highest score wins.
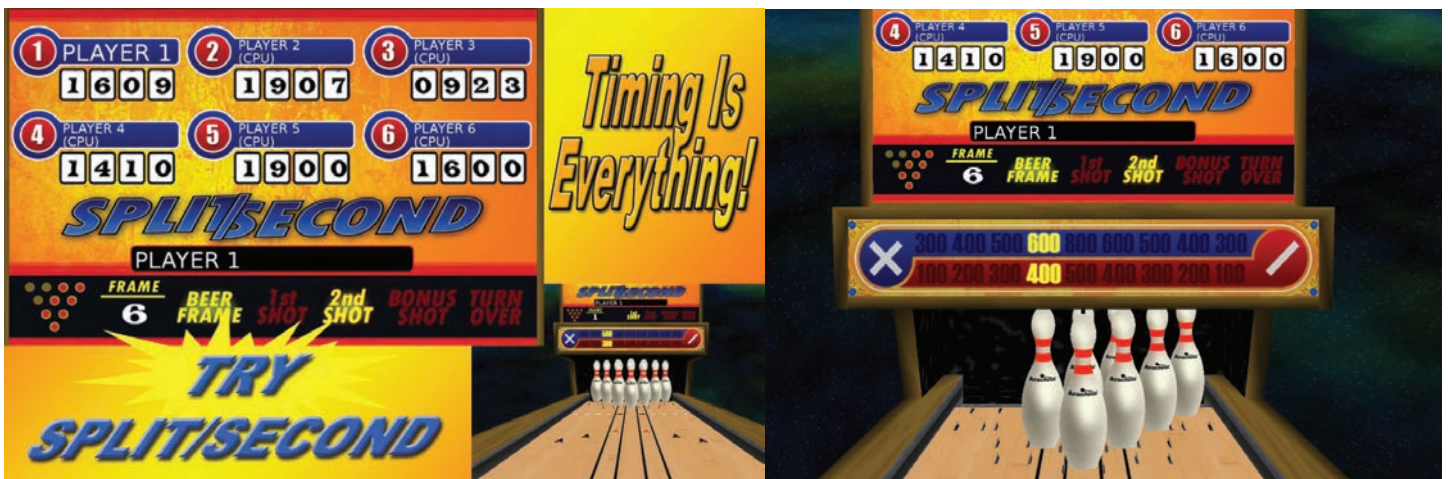
Split/Second

Split/Second is a 10 frame game where you time your throw for the highest points possible. A light indicator moves across a bonus bar. The blue bar indicates points if a strike is thrown and the red bar for a spare. The indicator moves faster the longer you wait and on the second throw. The object is to throw to earn the highest points with 800 the maximum. Each player gets two throws a turn. If you don't throw a strike or spare, you receive points for only the pins knocked down. Highest score wins.

Games
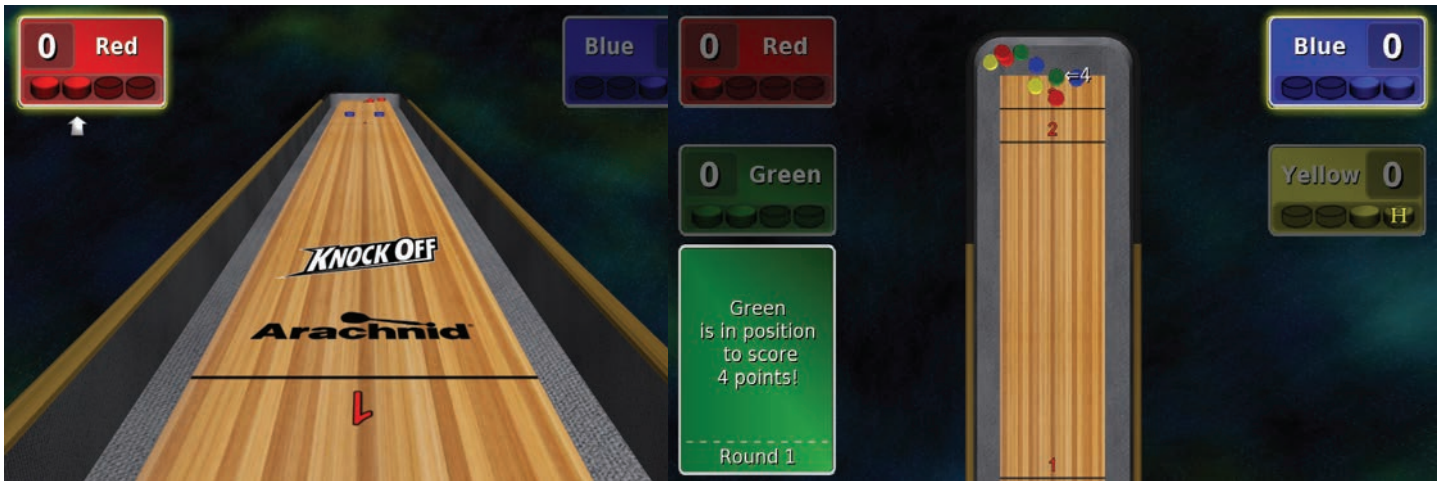
Knock Off 11 or 15

The game either goes to 11 or 15 points. Players take turns throwing their pucks. To score a puck must pass the foul line and be further than the opponents' pucks. All pucks past the opponent's puck and foul line score. Pucks must not touch the line to score the higher point value. First to 11 (or 15) points wins.

Crazy Shuffle

This game is a high score game with the target area comprised of 16 colored tiles with point values on them that multiple by 100. Players throw all of their pucks on their turn and try to score on the highest numbers. After each turn, the colored point tiles randomly shuffle. The player with the most points in eight rounds wins.

Tournaments

Super Shuffle has built in single elimination tournaments. There is no need for a Tournament Director. The players put their names into the board, the Super Shuffle draws the opponents, and announces them on the screen. Single elimination tournaments are recommended, because of the length of playing time for some games and the ease of use.

Promotions

Most of the games on the Super Shuffle have bult in "Top Ten" lists. These lists can be reset periodically and used to promote competition. All promotions require minimal effort on the part of the route, but entice play. You can offer a pair of movie passes for high score in the game of Crazy Shuffle, the person with the most scores on the Top Ten of any game, or the first league player in Classic Bowling to earn a perfect game. These are examples of good promotions that entice the player to practice.

League Fees

League fees are a way to secure the loyalty of your players. Before the league starts, explain that the fees involved belong to the players and will be paid back at the end of the season. The average league fees are $3 to $5 per person. As an example, this league has a $4 league fee, each player plays 7 games per night, there are eight teams and therefore a seven-week league playing each team once. Losses were paid at 20% ($.23) and wins at 80% ($.93) for a total payout of $1.16 per game. Using this method is recommended to avoid paying too much or too little to league participants.

Shuffle Board League Set-Up

Shooting Order

1. H1 - V1 - H2 - V2	Knock Off 15	$3 player fee / week
2. V2 - H2 - V1 - H1	Knock Off 15	8 Teams = 16 players x $3 = $48 / week
3. H1 - V1	Knock Off 11	7 weeks of play x $48 = $336 / season
4. H2 - V2	Knock Off 11	9 wins / match x 4 matches = 36 wins / week
5. H2 - V1 - H1 - V2	Knock Off 15	36 x 7 weeks = 252 wins
6. V1 - H1 - V2 - H2	Knock Off 15	$336 / 252 wins = $1.34 per win
7. V1 - H2	Knock Off 11	80% for a win = $1.07 or 70% for a win = $.94
8. V2 - H1	Knock Off 11	20% for a loss = $.27 30% for a loss = $.40
9. H1 - V1 - H2 - V2	Knock Off 15	

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