

OBERBAUMBRÜCKE:

Pirates Berlin, Mühlenstr. 78-80, 10243 Berlin
Directly on the fenced outdoor grounds of Pirates Berlin. Access via the main entrance on Mühlenstraße.

POTSDAMER PLATZ:

Paulaner Wirtshaus Potsdamer Platz, Alte Potsdamer Str. 1, 10785 Berlin
Directly in the beer garden next to the Paulaner Wirtshaus on Fontaneplatz.
From Alte Potsdamer Straße, it is best to use the passage between the buildings to Fontaneplatz. Alternatively, access via Linkstraße.

WHEN & HOW?

It is best to **arrive at the location approximately 10 minutes before the start** of your rental period and contact the service team on site (at the counter or bar). Your rental period will start on the hour after the restaurant team has handed over the equipment.

As proof of your booking, please **bring the invoice** sent by us (automatically upon booking) to your email address in printed or **digital form**.

Our courses are located outdoors. Therefore, please remember to **wear appropriate weatherproof clothing**. In case of rain, beer garden umbrellas or similar shelters are available next to the courses, depending on the location. Complete protection from rain is usually not possible.

For a cosy end to the evening, **we recommend reserving seats** at the respective location in good time! Please enquire early and directly at the respective location. The respective house rules of the location apply. Bringing your own food and drinks is not permitted.

During the period of use of the tracks, you can also place orders with the service staff. It is best to contact the service staff before the start of the rental period.

For all other questions, please contact us Monday to Friday from 9 a.m. to 5 p.m.:

030 / 555 700 449 or shuffleboard-berlin@teamgeist.com

Online: <https://shuffleboard-berlin.de/hinweise/>

FAQ: <https://shuffleboard-berlin.de/haeufige-fragen-faq/>

RULES OF PLAY FOR SHUFFLEBOARD

- Teams: 2 teams with 2-4 people per team
- Duration: 2 rounds (frames)
- Objective: To have more points than the other team at the end

Before the game starts

1. Team formation: Form two teams of equal size (2–4 people each)
2. Draw lots to decide which team starts (right to start in the first frame)

The game equipment consists of 4 discs (black or yellow) and one stick (cue stick) per team. The stick is used to push the discs into the scoring triangle on the opposite side of the lane, where they should land on the highest possible scoring field. The baseline must not be crossed when taking a shot.

Game play per frame

1. Take turns playing: a player from Team A starts with the first disc. A player from Team B then plays their disc. Then it's Team A's turn again.
2. Push the discs: the aim is to hit the scoring triangle at the end of the lane with your own disc.
3. Objective: Score points, knock out your opponent's discs, block them or push them into the '10-off' area.
4. Discs that remain in the neutral area in front of the teamgeist.com line (around half the length of the lane) are always removed immediately and are not counted.
5. A total of 8 discs per frame (4 per team).

After the first frame

1. Count points (only valid discs in the scoring triangle without line contact).
2. Switch sides.

The team that did not start in the first frame now starts.

Scoring – How points are counted

- Tip = 10 points
- The two zones behind the tip = 8 points
- The two zones behind this = 7 points
- 10-off area = –10 points
- Disc on line or in neutral area = 0 points

IMPORTANT: Only discs that are completely within a zone (not touching the line!) count.

End of the game

- After two frames, all points from both rounds are added up for each team.
- The team with the most points wins.
- If you still have time, feel free to play another round.