



Family Trivia Shuffleboard!

A Molly Brown House Museum History @ Home Titanic Game

Deck games were common for the large steamships that crossed the Atlantic Ocean. Passengers on the Titanic could play Shuffleboard, Cricket, Deck Quoits, Bull Board and Tennis. The origins of shuffleboard go back over 500 years. It was played and gambled on by Henry VIII in England!

You can play shuffleboard at home with trivia by building your own shuffleboard court on the floor or on a table. Play with one other person or even in small teams. To start, create your own trivia questions about fun topics like animals, pop culture, history or even about the Titanic! You will need at least 25 questions (more is better, but this is a good start, you can always add more later).

Materials:

Painters tape or masking tape
measuring tape

2 checkers (1 red and 1 black) or other small objects that will easily slide
trivia questions worth 3, 5 and 10 points.

paper and pen for scoring

Hardwood Floor Instructions:

1. Place 2 two-foot-long pieces of tape about 8 feet away from each other on the floor.
2. Create a triangle on one end with 2 more two-foot-long pieces of tape.
3. Divide the triangle into 4 sections.
4. Divide the bottom section into two sections.
5. Label the top section 10, the top middle 5, the bottom middle 3 and the left side of the bottom section 10. Label the right side of the bottom section OFF
6. Repeat steps 2-5 on the other side of the board.

Table instructions:

1. Follow the same instructions as above, placing the first two pieces of tape at either end of your table.
2. Create triangles on either end using the length of tape that makes sense keeping at least 2 feet of space between the two triangles.
3. Divide and label the triangles according to the instructions for Hardwood Floor



Play Shuffleboard:

1. Divide your trivia questions into easy questions worth 3 points, medium questions worth 5 points and hard questions worth 10 points.
2. Decide which team will go first.
3. The shooting team will use their hand to shoot (slide) the checker across the gameboard.
4. If it lands in the 3, 5 or 10 area, ask the shooting team a question worth the number of points of the gameboard area. If the shooting team gets the question wrong, they get 0 points. If they get it right, they get that amount of points.
5. If the shooting team slides the checker into the OFF section or off the back of the board, their turn is over.
6. Play continues to the next team.
7. The first team that scores 100 points is the winner!