

60TH ANNUAL  
MADISON AREA SERVICE CLUBS OLYMPICS  
MONDAY, JULY 26, AND TUESDAY, JULY 27, 2010  
**EVENT INFORMATION GUIDE**

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# EVENT INFORMATION GUIDE

## GENERAL PROCEDURES

### I. EVENT MANAGER

An Event Manager is recruited for each event. The Event Manager determines how the event will be run within the guidelines as noted below. *The Event Manager should have an Event Information Guide at the event to resolve any disputes regarding the competition.* In addition, the Event Manager shall refer to the Events Chairman as needed for further assistance.

*The Event Manager must prepare a scoring sheet prior to the event to record all scores.* The Event Manager then reports all final scores on the EVENT REPORT FORM. EVENT REPORT FORMS will be distributed to Event Chairmen at the July Olympics Committee meeting. When all scores are recorded, the Event Manager:

1. Determines the final standing (ranking) of *EACH* club on the Event Report Form
2. Records the name(s) of the winner(s) at the bottom of the form
3. Gives the completed Event Report Form to the Scoring Manager
4. **Summarizes the event at the Awards Dinner and makes award(s)**

### II. SCORING MANAGER

The Scoring Manager assigns the points earned by each club based on the rank they achieved and using the point system that is shown on the following pages. The results of all events are entered in the computer and the final standings are determined. These results, together with the names of all club winners and individual winners, are given to the Olympics Chair for presentation of awards at the banquet.

### III. TIES

Each club in a tie will get the tie and place points. Points for the next best club will skip to one below. For example, in a tie for first place, both clubs get first-place points and the next best club gets third-place points. **The Event Manager must decide which winning team will receive the award.** For Grand Totals: ties will be broken by “Best Finishes” method, i.e. the team with the most first places, second places, etc.

### IV. AWARD PATCHES

Patches suitable to affix to your club banner, or otherwise, will be awarded to the clubs receiving the top three points. These patches are intended to be kept permanently by the clubs receiving them.

### V. MOST-IMPROVED-CLUB AWARD PATCH

This patch is awarded to the club with the highest percent increase in total points over the previous year. Clubs not participating in at least one event in both the current year and the previous year are not eligible.

### VI. HIGH EFFICIENCY AWARD PATCH

This patch is awarded to the club that averages the most points per member. Example: A club has 35 members. They score a total of 700 points in the Olympics. Divide 35 into 700 to get an average points per member of 20. This shows the club is getting a good production per member. Its an award that encourages the small clubs as we no longer have small and large club awards.

## EVENTS and SCORING

### BACKGAMMON

Scoring:	30 Point First Place
Team Size:	1 Club Member ( <i>Bring your own board</i> )
Maximum Teams:	No Limit
Location:	Near Concession Area, Keva Sports Center, Middleton

#### RULES:

1. Round robin competition; one point for each win. The doubling cube is not used, nor are extra points for gammons.
2. Club placing and points based on total score of best individual in each club.
3. In case of a tie, head-to-head competition determines winner.
4. Event Manager is final arbiter of rules and winner.
5. *There will be a one-minute-per-move limitation.*

### BADMINTON--SINGLES AND DOUBLES

Scoring:	30 Point First Place (Singles and Doubles)
Team Size:	Singles Teams
Maximum Teams:	No Limit
Location:	Courts, Keva Sports Center, Middleton

#### RULES:

1. Scoring-15 points - 2 out of 3 games for match - serve to score
2. Self-refereeing. The Olympics badminton will be either a double elimination or round-robin format, depending on the number of teams that sign up for the event.

#### **The Game**

Hit the shuttlecock so that it lands on your opponent's side of the court within the boundaries after your serve. This gives you a point. You also get points when your opponent hits the shuttlecock out of bounds, or breaks a rule, *if it was your serve*. If you rack up 21 points, you win the game. Three games make a match. The winner is the best of three matches.

A rally is begun when a player serves the ball from the service court.

The first serve must land within the opposite service box, after that the play is within the entire service area. Execute a serve by holding the shuttle in your fingertips, arm extended straight in front of you, then hit the shuttle with an underhand racket swing that begins from behind your back parallel to the ground. When the score is even, serve from the right service court and from the left when the score is odd. When the server fails to score, it is the opponent's turn to serve.

Once the rally is begun, you can hit the shuttlecock with overhand, underhand, and sidearm strokes, as well as blocking strokes, hairpin drop shots, and smashes.

1. If the game is tied 20-all, continue playing until one side has a two point lead, up to 30 points.
2. Switch sides after each game.
3. Each side only gets one strike to get the shuttlecock over the net.
4. Only the server can gain points.
5. A "let" is allowed for external disturbances to the game, and the serve is replayed.
6. The shuttle is allowed to touch the net during play without fault or stopping the rally, if it continues over. During a serve, if the shuttle hits the net then falls in the proper service court, it is a let.
7. Players cannot reach over the net with their racket to hit the birdie.
8. The shuttle must make one contact with the racket – it cannot be carried, or allowed to come to rest on the head before being thrown.

## **BASKETBALL - 3 V 3**

Scoring:	90 Point First Place
Team Size:	3 Club members
Maximum Teams:	No Limit
Location:	Courts, Keva Sports Center, Middleton

**GOVERNING RULES** - Rules are not official at this time. Rules may change.

We will determine whether we have enough teams to warrant referees. If not, the event will be governed based on self-refereeing. The MASCC 3 v 3 basketball will be either a double-elimination or round-robin format, depending on the number of teams that sign up for the event.

### **COURT, PLAYERS & EQUIPMENT**

1. The game will be played on half of the regulation-sized basketball court. Lines designating out of bounds remain the same as full-court basketball with checks taking place at the top of the three-point line.
2. Each team will designate a captain. Only the captain will be able to speak to the officials/event manager.
3. Games shall be played by two teams of three players. Teams must begin games with a minimum of two players and must forfeit if at any time the player count falls below two.
4. Players must wear gym-appropriate, non-marking shoes. Players are prohibited from wearing hats, any form of jewelry, cast, wooden or metal splints or braces of any kind (on any part of the body), unless approved.

### **PERIODS & SUBSTITUTIONS**

1. The game will be played by 1-point (2-point regulation shot) and 2-point (3-point regulation shot) baskets. Games will be played to 10 points (first team to 10 or over wins). If games do not reach 11 points, the leading team at the end of 15 minutes will be declared the winner. In the case of a tie at the end of the regulation period, the three players finishing the game for each team will compete in a free-throw "shootout" to decide a winner. Each team will have three free throws and the best score wins. If teams are still tied, players will compete in a "sudden death" shootout with one player from each team taking a shot until the other team misses.
2. Each team is allowed two time-outs (1 minute each). The clock will not stop for time-outs, only for injuries or situations under the supervisor's discretion.
3. Substitutions may only be made during a dead-ball situation. Players must alert the official that they are substituting into the game and be vocally allowed to enter.

## **BASKETBALL - 3 V 3 - CONTINUED**

### **THE GAME**

1. The team winning the coin toss will be given the ball first.
2. Game time is forfeit time. Due to possible time constraints, teams will be given no leeway to show up late to games. Teams are recommended to show up 10-15 minutes early for their games.
3. Scoring will result in a loser's-out format. Thus, if one team scores successfully, the other team will then be given the ball at the top of the key. There will be no make-it, take-it.
4. The ball must be checked before being put into play. This will always take place at the top of the three-point line. A check situation is completed when the offensive player hands the defensive player the ball. By giving the ball back to the offensive player, the defensive player is putting the ball into play. Checks must be done cleanly and in a sportsmanlike manner; otherwise, warnings and then technical fouls will be administered. The ball must be passed into play by the offensive player before it may be shot.
5. Following defensive rebounds of the ball, a team must clear the ball past any point of the three-point line before attacking the basket.
6. A three-point regulation basket will result in 2 points and a two-point regulation basket will result in 1 point.
7. There will be no throw-ins. All balls that go out-of-bounds will be taken to the top of the three-point line and checked into play. This check procedure will be the same as the one taken after a made basket.
8. Players will have four total fouls allowed. A technical foul received will count towards this number of fouls. Any player that receives two technical fouls and ejection from play will be not allowed to participate in the following game and may be considered for future expulsion from play.
9. If players are fouled in the act of shooting, the shooter will receive one free-throw and that shooter's team will be given the ball at the top of the key. In the case of a foul on a three-point shot, the shooter will be given 2 free-throws and the ball.
10. A jump-ball situation will give the ball to the team opposite of that which receives the ball first at the start of the game. Following jump-ball situations will continue to give the ball to the opposing team.
11. There is no bonus situation. Fouls will be tallied by a scorekeeper and players will be alerted when they reach 4 total fouls.

### **RULE ENFORCEMENT**

**The following violations and fouls will be fully enforced during game play:**

#### **Violations**

3 seconds (lane), 5 seconds (closely guarded), carrying the ball, traveling, double dribble, kicked ball, over and back (considered out of bounds in 3v3), ball over backboard, goal-tending, basket interference, jump ball

#### **Fouls**

Blocking, holding, hand check, pushing, illegal use of hands, double foul, player-control foul (charge), technical foul

## **BICYCLE RACE**

Scoring: 30 Point First Place  
Race Distance: 12.3 miles **OR** 7.3 miles  
Location: Middleton - Park at Keva Sports Center  
Bike Race Route: Start & Finish at Airport Road and Deming Way (.15 miles from Keva)  
West on Airport Road; (1) Right on Bronner;  
(2) Left on Koch;  
(3) Right on Vosen;  
(4) Right on Schneider;  
(5) Right on Capitol View;  
(6) Right on Airport to complete a 2<sup>nd</sup> loop (or left on Airport if riding one loop); then  
(7) Left on Airport and finish at Deming Way (see map)

MAP AVAILABLE AT RACE

COST: **\$10/person to cover insurance policy rider**  
Events: Two Individual Events (Men's and Women's Divisions)  
Maximum Number: No Limit

### **RULES:**

1. Safety first. Any actions deemed unsafe by the Event Manger will result in disqualification.
2. This is a time trial; each rider against the clock. No drafting behind other cyclists or vehicles. This is for safety and for fairness. Drafting is defined as:
  - a. being a static distance within 3 bike lengths of another cyclist/vehicle for more than 10 seconds;
  - b. riding next to another cyclist/vehicle for more than 10 seconds.
3. Participants may complete 2 loops (12.3 miles) or 1 loop (7.3 miles). Scoring: all participants completing 2 loops (in ascending time order); THEN participants completing 1 loop (in ascending time order).
4. Making the left turn from Capitol View Road onto Airport Road is potentially dangerous. The Dane County Sheriff plans to be stopping traffic both ways on Airport Road to aid you. **HOWEVER**, an emergency could pull them from our race. **WHEN YOU APPROACH AIRPORT ROAD TO MAKE YOUR LEFT TURN, IF THE SHERIFF IS NOT THERE, YOU ARE REQUIRED TO COME TO A FULL STOP, ENSURE IT IS SAFE TO MAKE A LEFT TURN, AND THEN PROCEED.** In the event the Sheriff needs to leave partway through the race, 20 seconds will be added to the times of all riders that didn't need to stop (because the Sheriff was there) as a way to even out times.
5. Participants are required to ride in a safe manner and are responsible for having their bicycles in proper operating condition.
6. Helmets must be worn and chin straps must be fastened while racing.
7. Roads that the course is on will be open to traffic. Stay to the right and obey traffic signs as you normally would. You are responsible for your safety.
8. If you need to pass another cyclist:
  - a. make sure the road is clear of traffic;
  - b. pass on the left of the cyclist in front of you;
  - c. announce "on your left" as you approach them so they know you are there.
9. Fastest biker from each club scores points for that club.
10. ***Have fun – it's not every day that you get to do a bike race!***

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- Racers will get a number when they register; place on the RIGHT side of youe helmet.
  - Racers will leave every 30 seconds in the order in which they registered; line up so 8 to 10 racers are in order and ready to go.



## **BILLIARDS (9 BALL)**

Scoring:	60 Point First Place; house sets up and scores; Event Chair needs to work out particulars to rank teams, etc.
COST:	\$10 per person
Team Size:	One 2-person team per club; more based on availability
Maximum Teams:	Up to 60 players (12-15 tables)
Location:	Scatz Sports Bar, 2248 Deming Way (203-8252)

### **RULES:**

1. One foot must be on the floor at all times
2. The break is determined by a flip of a coin
3. Scottish Doubles - alternate shots for team members
4. On a scratch, the cue ball can be placed anywhere on the table (ball in hand).
5. Cue ball must hit object ball first. Failure to do so results in ball in hand for the other team.
6. All balls remain in the pockets, even if a foul occurs
7. If the cue ball goes in a pocket trying to get the 9-ball in, the other team gets ball in hand.
8. No smoking by participants in the playing area.
9. All matches will be determined by the best two out of three games. If time allows, if a team loses the first two games to start a match, they may opt to play the third game for fun and practice. Remember, this is about having fun!
10. We will play a round-robin tournament. The teams will be ranked by total wins. There will be no playoff unless there is a tie for first place, in which case a three-game series will determine the champion.

## BOCCE (Updated 2010)

Scoring:	60 Point First Place (depending on number of players)
COST:	<b>No Charge</b>
Team Size:	1 to 4 Club Members
Maximum Teams:	Each Club may enter 2 teams, with scoring counting only for the highest-scoring team
Location:	Fields, Keva Sports Center, Middleton

### SCORING RULES:

1. *Bocce is fun, so please have fun!*
2. Please be respectful of all players at all times.
3. Six 12-minute Round-Robin games or Five 15-minute games, based upon number of teams participating.
4. Play to start and stop on Event Manager's whistle.
5. The two players not in play will serve as the officials.
6. Rank to be determined by win/loss/tie record, then overall points. (Win is 2 points, Loss is -1 point, Tie is 0 points. Overall points are a tally of all points scored in the Round-Robin series of games.)
7. Top Four teams (of different clubs, SCO regulation) enter finals round.
8. Semi-finals and finals games played to 15, win by 2.
9. Losers of semis play for 3<sup>rd</sup> and 4th.
10. Please record your game results, W/L/T and game scores.
11. Please attend the dinner to receive your award if victorious, or even if you are not!
12. Event Manager, John Bonsett-Veal will settle all disputes.
13. Send comments and recommendations to me at [drjohnbv@att.net](mailto:drjohnbv@att.net).
14. *Bocce is fun, so please have fun!*

### RULES OF PLAY:

1. Do not begin until the whistle, and stop on the whistle. Tally and record the scores with Event Manager.
2. Flip coin to see who throws the Pallino and the first ball.
3. Opposite team throws second ball.
4. All of the next balls are then thrown by whichever team is not closest to the Pallino, unless one team is out, and then the other team throws all their remaining balls.
5. If a ball goes out of bounds, it is out of play.
6. The Pallino must go at least one-half the length of the field and stay inbounds. If an invalid throw occurs, the throw moves to the opposite team.
7. If the Pallino is knocked out of bounds during play, the frame is over, no score awarded, play moves to the opposite end.
8. Only one team may score in a frame. The score is the total of all their balls that are closer than the closest ball of their opponent.
9. Stop all play at the second whistle and immediately score the frame, even if it is a partial frame.
10. Please request assistance from the Event Manager, John Bonsett-Veal, for any questions or disputes.

## **TEAM BOWLING**

Scoring:	120 Points First Place
COST:	\$7 per person, including shoes
Team Size:	4 Club Members
Maximum Teams:	Each Club may enter 2 teams, with scoring counting only for the highest-scoring team
Location:	Schwoegler's Park Town Lanes; 440 Grand Canyon Drive 833-7272

### **RULES:**

1. Each of the bowlers will bowl three (3) games and add the score to come up with their series.
2. The team score will be the total of the four (4) team members' series.
3. The team score will then be ranked and points awarded to each team in accordance with a 120-point event.
4. Clubs unable to field a four-person team can combine with another club and receive partial points on a pro-rata basis.
5. It is recommended for clubs entering two teams to put their four (4) best players on the same team since it will not be possible to combine series for bowlers on different teams.
6. In the event of no-shows, and a team has less than four (4) bowlers, a "blind score" of 120 points per game, or 360 points for the series, will be assigned. The appropriate "No Show" penalty, as shown on the Point System Guide, will be applied to the total team score.
7. We pay cash for strikes occurring with colored head pin showing. This has no effect on scoring for the Olympics.

## **BRIDGE**

Scoring:	60 Point First Place
Team Size:	2 Club Members
Maximum Teams:	No Limit
Location:	Area near restrooms, Keva Sports Center, Middleton

### **RULES:**

1. Round robin competition
2. Club placing and points based on total score of best team in each club
3. Five games with a time limit will be played. The Event Manager will make a decision regarding an additional game based on available time.

## **CHECKERS**

Scoring:	30 Point First Place
Team Size:	1 Club Member ( <b><i>Bring your own board</i></b> )
Maximum Teams:	No Limit
Location:	Near Concession Area, Keva Sports Center, Middleton

### **RULES:**

1. Round robin competition
2. Club placing and points based on total score of best individual in each club
3. *There will be a one-minute-per-move limitation*

## **CRIBBAGE**

Scoring: 60 Point First Place  
Team Size: 2 Club Members (*Bring your own board*)  
Maximum Teams: No Limit  
Location: Area near restrooms, Keva Sports Center, Middleton

### **RULES:**

1. Round robin competition
2. Club placing and points based on total score of best team in each club

## **EUCHRE**

Scoring: 60 Point First Place  
Team Size: 2 Club Members  
Maximum Teams: No Limit  
Location: Area near restrooms, Keva Sports Center, Middleton

### **RULES:**

1. Round robin competition
2. Club placing and points based on total score of best team in each club

## GOLF

Scoring:	120 Point First Place (Team Event); 30 Point First Place (Individual Event)
COST:	\$45 per Person (greens fees, carts, prizes)
Team Size:	4 golfers
Maximum Teams:	32 teams maximum; NO PM GOLF!
Location:	Bridges Golf Course, 2702 Shopko Drive, Highway 30

### **This will be a Scramble event**

#### Registration

1. Golf registration forms shall be submitted with all other event registration. **Registration forms will not be accepted after the deadline.** Include **FIRST AND LAST** name and **FULL CLUB NAME** on registration form. If a name can be construed to be either male or female, please indicate gender.
2. The Bridges rules require all participants to use golf carts. Registrations without-of-bounds fees will not be accepted.

#### Scramble Rules

1. A scramble means that all four team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
2. The other team members pick up their balls and place them within one club length (no closer to the hole) of the marked spot. Each team member hits their next shot from the chosen spot of the prior shot.
3. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also.
4. Putts need to be made at the marked spot on the green. The first ball to go in the hole is counted for the team score.
5. If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out-of-bounds of bounds, you cannot drop the ball out-of-bounds side of the hazard or rough even if relief is within one club length away.
6. Each team must use at least two of each team member's tee shots on each nine (minimum two tee shots per player).
7. Men tee off from the white tees and women, from the red tees.

#### Reminder

1. No metal spikes
2. No jeans or tank tops
3. No collarless shirts

## HORSESHOES

Scoring: 60 Point First Place  
Team Size: 2 Club Members  
Maximum Teams: One team guaranteed per club; more based on availability  
Location: Outdoor Fields, Keva Sports Center, Middleton

### RULES:

1. Elimination placing
2. Played and scored as doubles

## PING PONG

Scoring: 60 Point First Place  
COST: No Charge  
Team Size: 2 Club Members (*Bring your own paddle*)  
Maximum Teams: One per club; more based on availability  
Location: Fields, Keva Sports Center, Middleton

### RULES:

1. Round-robin competition
2. Played and scored as doubles
3. Players alternate shots

## 5K RUN

Scoring: 30 Point First Place for runners  
Team Size: 2 Individual Events (Men's and Women's Divisions)  
Maximum Number: No Limit  
Location: Start at Keva Sports Center Parking Lot (map is posted at event)

### RULES:

1. Fastest runner from each club scores points for that club
2. Include **FIRST AND LAST** name on registration form. If a name can be construed to be either male or female, please indicate gender.

## 5K WALK

Scoring: Walkers for a club receive 15 points total (regardless of number of walkers participating for a club)  
Team Size: Individual Event  
Maximum Number: No Limit  
Location: Start at Keva Sports Center Parking Lot (map is posted at event)

## SCRABBLE

Scoring: 30 Point First Place  
Team Size: 1 Club Member (*Bring your own game*)  
Maximum Teams: No Limit  
Location: Near Concession Area, Keva Sports Center, Middleton

### RULES:

1. Round-robin competition
2. Club placing and points based on total score of best individual in each club
3. *There will be a one-minute-per-move limitation*

## SWIMMING

Scoring:	120 Point First Place
COST:	\$5 per club per team
Team Size:	4 Club Members ( <i>mandatory</i> )
Maximum Teams:	One per club; more based on availability
Location:	Middleton/Cross Plains Area Indoor Pool (Middleton High School) 2230 Bristol Street, Middleton (829-9863)

### EVENT MANAGER RESPONSIBILITIES:

1. Contact Eric Breidel, Aquatics Director at Middleton Cross Plains School District, at 829-9863 approximately four months ahead of time and, subsequently, two (2) weeks ahead and, finally, one (1) day ahead, to arrange:
  - a. No pool conflicts during Olympics scheduled times
  - b. Lane markers
  - c. Automatic starter
2. We supply:
  - a. Stopwatches (2)
  - b. Starter
  - c. Timers
3. On the scheduled day of the event, arrive a minimum of 60 minutes before event and double check all arrangements.

### RULES:

1. 100-yard free relay against time. Team with lowest time gets first place.
2. Lifeguards on hand
3. Starter's decision is final
4. Start:
  - a. "Swimmers, this is a 100-yard free relay"
  - b. "Swimmers, take your mark"
  - c. "Go" on automatic starting system (provided by MCPA)
  - d. False start announcement by whistle or pistol
  - e. One false start allowed per team
5. Swimmer cannot touch bottom once leg of relay is started until swimmer touches end of pool.
6. Relay start (for second and subsequent swimmers), previous swimmer must touch end of pool with **any** part of body **before** next swimmer's **feet** leave the starting block or wall. NO running starts.
7. Stop: Timed when last swimmer touches end of pool with **any** part of the body.
8. Re-running of teams not allowable.

## TENNIS

Scoring: 60 Point First Place  
COST: \$20 per Person  
Team Size: 2 Club Members  
Maximum Teams: One team guaranteed per club; more based on availability  
Location: John Powless Tennis Center, 801 Struck Street (274-6262)

### RULES:

1. Doubles Tennis
2. Format determined once the number of teams is known
3. No-ad Scoring
4. Only one team per club may earn points

## TEXAS HOLD 'EM (Updated 8/2009)

Scoring: 30 Point First Place  
Team Size: Individual Event  
Maximum Number: 50  
Location: Scatz Sports Bar, 2248 Deming Way (203-8252)

### TEXAS HOLD 'EM EVENT MANAGER RESPONSIBILITIES:

1. Contact Scatz by **May 5** to reserve the VIP room and the necessary tables.
2. Confirm all arrangements one month prior to the event and again 2 days prior.
3. Also, 2 weeks before the event, give Scatz an estimate of the number of participants so they can schedule wait staff **for the room** if participant numbers warrant.
4. On the night of the event, arrive at 5:00 p.m. to confirm final arrangements and equipment, put seat numbers and table numbers on the tables and count out stacks of chips. Give each player \$2,550 in chips as noted in the rules: 5 each of white and red, 4 green and 2 blue. No re-buys are allowed and giving chips to other players is forbidden.
5. Print extra copies of the rules and the blinds and chip values pages - one for each table.
6. Announce before the start of the event that everyone must check in with you before they leave if they are to get participation points for their clubs and that ALL participants score just for competing.
7. Assign participants to tables by using cards ace through 8 from a few decks and having participants draw cards for their table, then same for their seat position, based upon the number of participants (or another random seat assignment method).
8. Bring a pen and score sheet to record the names of contestants and the order in which they finish. The original participant list you receive from the Olympics Events Chair will list each participant and his or her respective club. You will also receive an official Event Report Form on which to summarize the results of all participants.

### RULES:

Chip values: White Chip is \$50, Red is \$100, Green is \$200, Blue is \$500 and Black is \$1,000. Each player starts with \$2,550 in chips as follows: 5 White chips, 5 Red, 4 Green and 2 Blue.

Small Blind is player left of dealer; Big Blind is player left of the Small Blind. Small and Big Blinds post bets according to the tournament summary sheet before each hand is dealt, with Big Blind always equal to the minimum bet and minimum raise and Small Blind about one-half of Big Blind. See the printed tournament summary sheet to be posted on each table for exact starting Blind amounts. The Blinds will be increased regularly as determined by tournament director.

Deal rotates clockwise beginning with the player to dealer's left. Each player picks a card from a fanned deck to determine first deal of the night (high card). Player to right of dealer cuts the deck. Actual cut is mandatory.

Each player is dealt his or her first pocket card in turn, then his/her second.

Player to Big Blind's left bets first. He/She can call by matching the Big Blind and may also raise the bet by adding in any amount of chips equal to or greater than the Big Blind. In this round, checking is not permitted. If player does not want to bid or call, player must fold.

Once the first betting round completes, dealer burns one card then lays out the first three community cards in the center of the table. This is called the flop.

This betting round begins with the first remaining seat on dealer's left. Checking is permitted now and for the rest of the hand. Bets are placed (no limit), but must be at least the amount of the original Big Blind.

Dealer burns the top card before a fourth community card is dealt onto the table. This betting round begins with the first remaining seat on the dealer's left (no limit).

Dealer will burn one more card before the fifth and final community card is dealt. Bets and Raises continue (no limit).

There is no betting limit.

If, at anytime, a player is forced from betting because they cannot match a raise, a second pot will be started to accommodate the subsequent bets. If player who was unable to continue betting wins the hand, they will claim the primary pot and the secondary pot goes to the best hand among the remaining players who contributed into it.

The best 5 card hand wins:

Royal Flush: A-K-Q-J-10, all same suit

Straight Flush: any five consecutive cards, all same suit

Four-of-a-Kind: four cards, same value (eg. four 7's)

Full House: Three-of-a-Kind and a Pair

Flush: any five cards of the same suit

Straight: any five consecutive cards

Three-of-a-Kind: three cards, same value

Two Pair

Pair

No Pair: five dissimilar cards, mixed suit (Ace high)

Players may form their final hands from any combination of the community cards and their own pocket cards, even ignoring the pocket cards and using only the table cards if they wish.

No cheating. Any player found to be cheating will be dismissed and their chips will be divided between the remaining players at his or her table.

Remember: This is a fun game and includes players of all levels. WE ARE NOT FOLLOWING STRICT TOURNAMENT RULES. If you have any questions, please ask.

## **VOLLEYBALL**

Scoring:	180 Point First Place
COST:	No Charge
Team Size:	4 minimum to start a game; 6 maximum on court
Maximum Teams:	One per club; more based on availability
Location:	Courts, Keva Sports Center, Middleton

### **RULES:**

1. Club members may form a team with other club members
2. Points earned by multi-club teams will be apportioned on a pro-rata share
3. Double elimination tournament
4. Each match consists of one 15-point game

## **BAIT CASTING**

Scoring:	30 Point First Place
Team Size:	Individual Event
Maximum Number:	No Limit
Location:	Outside on Grass, Keva Sports Center, Middleton

### **RULES:**

1. Determine the top five participants' scores for each club. Average them.
2. Use the average of ALL participants for clubs that have fewer than five (5) participants.

## **BEAN BAGS**

Scoring:	30 Point First Place
Team Size:	Individual Event
Maximum Number:	No Limit
Location:	Outside on Grass, Keva Sports Center, Middleton

### **RULES:**

#### Scoring Method

1. Most points based on:
  - 3 points - in hole
  - 1 point - on board
  - 1 point - leaners and hangers

#### Competitors

1. Total players/equal on all teams
2. Use 4 boards
3. Four people at a time
4. Eight bags per person
5. First-place tie breaker will be players from each team; throw 4 bean bags; most in hole by team; then most on board by team

## **MARSHMALLOW GOLF**

Scoring: 30 Point First Place  
Team Size: Individual Event (Women's and Men's Division)  
Maximum Number: No Limit  
Location: Outside on Field, Keva Sports Center, Middleton

### **RULES:**

Scoring Method - Total distance

1. Step up to the tee.
2. You have 2 warm-up shots and then 2 real drives that will be measured and added to the team's total distance. The measurement will be from the tee to wherever the marshmallow lands.
3. The distances will be added together and points will be awarded based on longest distance.
4. Marshmallows may not be altered from original shape - no molding, squishing, compacting. Event chair will have final say in the game.

## **DINNER AND AWARDS**

Scoring: Club points are determined by percent of club members attending

Formula: 
$$\frac{\text{Tickets Purchased by Club}}{\text{Number of Members in Club}} \times 60 = \text{Points}$$

## **MANAGEMENT**

Scoring: 30 points for each club that manages or co-manages an event or serves in a lead position (e.g., Event Manager, Olympian, Treasurer, etc.)

## **MEETINGS**

Scoring: Attendance is very important to the smooth operation of the Olympics. Points are awarded the clubs with representatives in attendance at the planning and wrap-up meetings. Twenty-five points per meeting per club may be earned via attendance. Clubs that have a representative at ALL the Olympics planning meetings earn an additional 50 points.

## **OLYMPIAN OF THE YEAR**

Scoring: 25 points for each club that nominates a candidate for "Olympian of the Year." A club that submits an update for a candidate they formerly submitted will receive 25 points. No points are earned for candidates that were formerly submitted, but for whom no updates are submitted.

## **LIABILITY**

It is understood and agreed that all participants are competing at their own risk and the Madison Area Service Clubs and the Olympics Committee shall be held harmless from any claims arising from these Olympic activities.

## POINT SYSTEM

<b>Event Place</b>	<b>6 People</b>	<b>4 People</b>	<b>3 People</b>	<b>2 People</b>	<b>1 Person</b>
1	180 Points	120 Points	90 Points	60 Points	30 Points
2	168	110	82	55	27
3	158	102	76	51	25
4	150	96	71	48	23
5	144	92	68	46	22
6	138	88	65	44	21
7	132	84	62	42	20
8	126	80	59	40	19
9	120	76	56	38	18
10	114	72	53	36	17
11	108	68	50	34	16
12	102	64	47	32	15
13	96	60	44	30	14
14	90	56	41	28	13
15	84	52	38	26	12
16	78	48	35	24	11
17	72	44	32	22	10
18	66	40	30	20	10
19	60	40	30	20	10
20	60	40	30	20	10
Minimum Participation	60	40	30	20	10
No Show Penalty	-60	-40	-30	-20	-10

Added in 2010:

Any club that has registered, participating walkers will receive a flat 15 points for the club