



Attention!

**All Gamblers, Ne'er-Do-Wells and
Card Playing Enthusiasts**

Comes now the Great

**Bear Lake Euchre
Tournament**

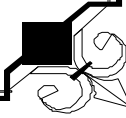
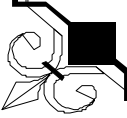
and Games of Chance Confab

to be held this week at the Bear Lake Poker Pavilion and Dance
Hall

(Bring your own Ladies)

The Rules are thus:

1) Teams will be formed by pairing players according to their past performance in the tournament. Players surviving longer in the previous year's tournaments will receive higher ratings than players who were eliminated earlier. Where players have the same number of wins in the previous year, points scored will break the tie. Since there are two players on a team, there are other tie breakers. First tie breaker: Performance in years previous to last year. Results in more recent years will be considered before results in earlier years. Players with a known result or players who were known to have played will receive a higher rating than those whose results are unknown or who were known not to have played. Second tie breaker: number of trips taken. Third tie breaker: most recent trip participation. Fourth tie breaker: age. The player with the highest rating under this ranking will be paired with the player with the lowest rating, second highest with second lowest, etc.



2) If there is an odd number of players, the top seeded player will be paired with a “wild card”. The wild card will be filled by the lowest seeded player in the top seeded player’s first round, the next lowest seeded player in the top seed’s second round, etc., until the top seed is eliminated or wins the tournament, in which case, the top seed’s name will appear alone on the Cup.

3) If two players are scheduled and wish to play each other at a time when one or more of their partners are unavailable, the partner or partners of the missing player(s) may play the game as partner to the lowest seeded player(s) who is immediately available. If two players are missing, the added players will be partnered such that higher seeded players will be partnered with lower seeded players. If both players on a team are unavailable to an extent that it threatens the integrity of the tournament, the Tournament Grand Marshal will assemble a team to play the available team. Such assemblage will be made from otherwise eliminated players where possible, and players of lowest available seed.

4) Teams will be seeded according to the rating of the higher-rated team member. The loss of one (1) ten (10) point game sends the losing team to the losers’ bracket where another loss means humiliation, oblivion, and the pity (nay even disdain) of all those assembled. Instead of one ten point game, however, players have the option of playing best two (2) out-of-three (3), three (3) out-of-five (5), etc. or must win by two (2), three (3), etc., or any combination thereof, so long as all four players playing that round agree prior to beginning the play of that round.

5) To win the tournament, the winner of the losers’ bracket must beat the winner of the winners’ bracket twice. The winner of the winners’ bracket need beat the winner of the losers’ bracket only once to win the tournament.

6) The Grand Champions shall be awarded a list of prizes too long to be enumerated here, universal accolades and fame, two (2) small glasses of the Tournament Grand Marshal’s two hundred (200) year old, twenty-five hundred dollar (\$2,500) French cognac, and the Bear Lake Euchre Championship Cup (often referred to as the “Harding Cup” in commemoration of the championship style and sportspersonship of that great competitor, Tonya Harding). Side bets are encouraged.

7) Rulings of the Tournament Grand Marshal are not only final, they can’t even be questioned. Casting doubt upon or even discussing a ruling of the Tournament Grand Marshal in an untoward tone may result in banishment from any future competition, mind numbing verbal belittlement, and off to bed without your dinner!

8) Anyone winning the cup (and his current year partner) who is thereafter unable to produce said cup at the tournament immediately following shall be required to a) visibly wear a cup while in tournament play, b) provide a cup (*i.e.* any designated cold drink) to anyone requesting such who is in the room while said derelict player is competing, and c) should the Tournament Grand Marshal enter the room while said buffoon is playing, rise and say the following: “Greetings O Grand Tournament Marshal. Allow me to provide you with a cup of thoust favoritest brew” [a task the dummkopf will promptly perform].



Tournament of Champions

9) The Tournament Grand Marshal shall prepare a round-robin tournament of players who have won previous Bear Lake Euchre Tournaments and who are present. If more than four previous winners are present, the players shall be grouped into tables of four. The four players who have won the fewest number of tournaments will play for the right to play players who have won more tournaments. When appropriate, players who have multiple wins will be split. Where players have won an equal number of tournaments, the more recent winner will be ranked higher. Other tie-breakers will follow the same pattern as in the non-tournament of champions tournament. The number of players who advance from any table will depend on the number of players needed to complete a table of four. Play will continue until a single champion is determined. The Tournament Grand Marshal shall organize this play so that the fewest number of games is required to determine the champion.

10) Play at a table of four shall consist of three games to ten. In the first game, the players will pair up as they choose. In the second game, the winners and losers of the first game will split and pair with a player from the other team. In the last game, the players who have not yet been paired will play as teams. Each player will score whatever his team scores in each of the games. Players will be ranked by their total points for all three games. Ties will be broken by cutting cards. The tournament Grand Marshal will determine the number of players from each table that will advance to the next table.

Seniors Tournament

11) The Tournament Grand Marshal shall prepare a round-robin tournament of the top eight players present who have attended the most Bear Lake fishing trips. Where players have attended an equal number of trips, the more recent attendees will be selected to play. Second tie-breaker will be which player attended the earliest fishing trip. Other tie-breakers will be based on performance in previous regular tournament play and will follow the same pattern as the tie-breakers in those tournaments. Play will continue until a single champion is determined.

12) Play shall be as in the Tournament of Champions.

Masters Tournament

13) The Tournament Grand Marshal shall prepare a round-robin tournament of all players who have won the Tournament of Champions and the Seniors Tournament. If fewer than four such players are present, there shall be no Masters Tournament. Play shall be as in the Tournament of Champions and the Seniors Tournament.

Triple Crown: If in any one year a player should win three of the tournaments played, that player will collect a fund made up of \$10 annual contributions from the kitty. The Tournament Grand Marshal shall administer the fund.

Grand Slam: If in any one year a player should win all four tournaments, that player will have his Bear Lake Camp fees paid by the Tournament Grand Marshal.