

TOURNAMENTS – May 24, 2008

MACINTYRE TRIATHLON?

At a suggestion of Martin Donald Chrisney, a special MacIntyre Triathlon has been devised consisting of three taxing and on occasion frustrating highly skilled sports, two of which are associated with Scotland – golf, fly casting, and darts. There will be a point system for each competition and the top prize will go to the MacIntyre with the most points. The winners and points for each event will be posted in the daily newsletter and at our tent at the Taynuilt Highland Games. For all three tournaments, extra points will be given to competitors wearing a MacIntyre tartan kilt.

The tournaments will be in Taynuilt on the Welcoming Day, Thursday, 17th July. Golf will be in the morning, fly casting in the afternoon and darts in the evening

GOLF

Over 40 attendees have indicated they want to play in the golf tournament. It isn't finalized because there were a number of problems to solve. For example, what will they use for clubs? Can we accommodate everyone who wants to play? What about large differences in skill?

To those who have said they want to play, I want to make **one thing perfectly clear**, this will not be a normal competitive golf tournament with normal playing rules. It is specifically designed for this event to meet the conditions of the course, the players who are participating and, most importantly, to have fun. We don't want people to bring golf clubs from all over the world just to play in this tournament. We will procure clubs locally. To make this feasible, we will be limiting the number of clubs to a putter plus the following possibilities: 3 and 7, 3 and 5, 3 and 6, or 3, 5 and 9. Clubs will be shared.

1. It will be a SHOTGUN event with a group starting at each hole.
2. It will be BEST BALL, with all player hitting from the same location of the "best ball" in that group.
3. Tees will be allowed on the fairways to ensure that most players will at least hit the ball most of the time and to save the fairways from duffers.
4. A stroke counts only if you hit the ball.
5. We will have clubs for left-handed players.
6. We will devise a system of points and awards that will ensure everyone will receive at least one prize (participation?), some will receive many prizes, and a few will get first prizes from among a large number of

categories according to age and prior skill. The range of player's age and skill is already known to be immense.

The goal is to have fun and participate in a unique MacIntyre event. To do this we will share clubs, avoid looking for balls, do a little damage to the course as possible, and keep playing time to a minimum.

We know the good players will tolerate and help the rest of us and play in the spirit of MacIntyre kinship. At the end of play, all can revel in the fact that they played in the first tournament of its kind. We briefly considered having MacIntyres compete against the best from Taynuilt but **scotched** that idea when the requests to play came rolling in, not to mention the slim chance that a MacIntyre might lose. We're considering having monogrammed balls and tees for mementos.

FLY CASTING

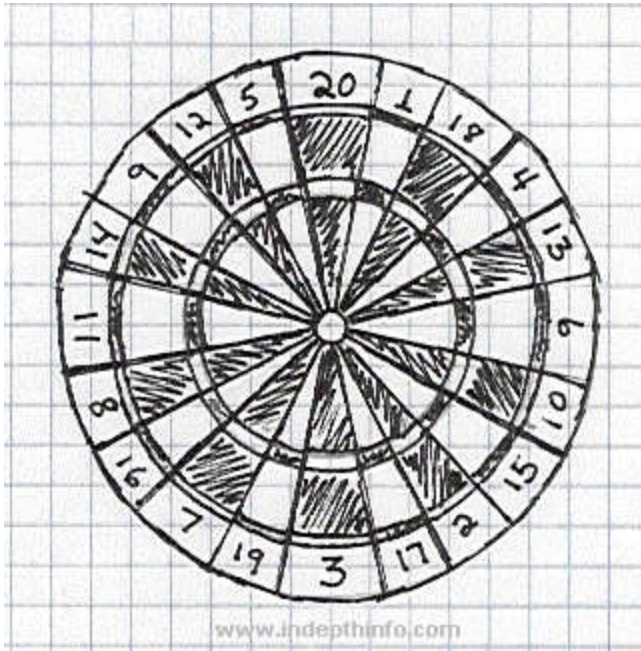
Information on the fly casting tournament is now complete. At the nearby Inverawe Country Park & Fishery, "Hugo's" trout pond has been reserved for the entire afternoon of Thursday, 17th July. It will start with lessons and practice followed by the tournament. There will be enough time for the golfers to finish their tournament and compete in fly casting. The cost for reserving the pond, instructor/judge, and all equipment will be £150 (\$300 US). Highlight #7 is about fly casting.

There will be prizes for everyone with categories including accuracy, distance, and style in different age groups. Above all, it will be great fun surrounded by MacIntyre fellowship. There is a tea room for those who need refreshment. Finally, you can say you "I went fishing" in Scotland and who knows, you may catch a trout!

DARTS (Tentatively at the Taynuilt Hotel Pub - more later).

Darts: Basic Rules www.indepthinfo.com/darts/basic-rules.shtml

Basically, dart games are played between two players or two teams. The teams can be made up of two or more people each. Variations that allow for more than two sides have been devised, but these have not achieved any popularity.



Nine throws are generally allowed for each person as a warm-up before a game begins. Then, to determine which team or person is to take his turn first one dart is thrown by a person from each team. The team with the dart closest to the bull's eye takes the first turn.

Each player throws three darts in his turn. Then the darts are retrieved. If a foot crosses over the line or a person happens to trip over the oche and releases his dart, the throw counts for no points and may not be re-thrown.

Darts must stay on the board for at least five seconds after a player's final throw to count. A throw does not

score if it sticks into another dart or if it falls off the board.

Darts making it on the board score in the following manner:

In the wedge: the amount posted on the outer ring.

The double ring (the outer, narrow ring): twice the number hit.

The triple ring (the inner, narrow ring): three times the number hit.

Bulls eye (outer bull): twenty-five points.

Double bulls eye (inner bull): fifty points.

This is the basic method for play and scoring. A wide variety of games and variations are based upon it.

The type of game we will be playing and the scoring will be determined after we know who will be playing.