



HANG MAN!

Think of this as a bounty on the top players – an incentive to beat 12 of the top Thursday players. The 12 players were identified for this session based on a combination of factors, including skill level, known ability, knowledge of the game, consistency, etc. There is at least one player from six of the seven teams. Although there are other players who may deserve or should be on this list, we had to draw the line somewhere. This list is subject to change after each session.

Top 12 hit list (the Dirty Dozen): Jeff Hughes, Sam Kantar, Scott Nodell, Jon Callahan, Chris Filippelli, Jerry Sotelo, Al Cashwell, Frank Woessner, Paul Cobb, Chris Gordan, Charlie Harris, John Sungail.

Every player can participate in this incentive game. Players not in the Dirty Dozen will be divided into two groups:

- Group 1 – 77 - 69
 - Group 2 – 68 and under
- The two players in Group 1 and the two in Group 2 with the most wins against the Dirty Dozen at end of session will win \$50 each. Any tie will be decided by a one-game playoff .

For the Dirty Dozen:

- The goal is to not lose a game. Every loss will earn a body part on the Hangman board. For example, the first loss earns a head, the second loss earns a body, the third loss is an arm, etc. There will be approximately 25 to 30 body parts. (There will be a legend on the Hangman page showing the body parts and the order in which they will appear.)
- If all of the body parts are on the noose, an 8 –Ball will appear in one of the hands, and that player will be eliminated from competing for the \$50 in the DD Division.
- The two players with the least amount of body parts appearing at the end of session, will get \$50 each.
- Note: A loss to another Dirty Dozen player counts as a loss.
- Second Note: To qualify to win the money, a DD player must play enough games to show up on the Stats Highest Average page (66.7% , a minimum of 12 of 18 weeks).

We understand that there will be many variables, such as who is playing or not playing any given week. This is supposed to be for fun, and to add something new for everyone, and to encourage players to think about winning the game, in addition to making balls (points). So please be patient, encourage your players to participate, and let us know of any quirks that we have not anticipated. Results will be shown on the Hangman page on the website.