

HAMMER TABLET

BY MOSES

AS APPROVED AT 1ST ANNUAL SUMMIT MEETING

12/06/16

When playing 5 man HAMMER the score is always tallied for the 3 man team. For example, if at the end of the hole there are 3 dots won by the 3 man team, each member of the 3 man team gets 3 dots and the 2 man team each loses 4.5 dots. When playing 6 man hammer, wolf has option of picking 1 or 2 partners. If wolf only picks 1 partner, the score is tallied for the 4 man team. Taking the same example above, 3 dots are won by the 4 man team. Each player on the 4 man team gets 3 dots and the 2 man team each loses 6 dots. If playing wolf hammer, the dot value triples if the wolf flies alone after he hits his tee ball before anyone else hits. The dot value doubles if the wolf flies alone after all other players have hit their tee ball and the wolf does not choose a partner.

Each definition is worth a "DOT"

- HOLE:** Lowest score on hole (net or gross to be determined before first tee shot is hit for the day)
- HAMMER:** May be thrown at any time; essentially adds a "DOT" to the hole you are playing
- TAKE:** Taking of the Hammer thrown; adds another "DOT" to the hole you are playing and gives the team that TAKES the power of holding the hammer to REhammer at any time.

- DROP:** Officially give up of the hammer; no “DOT” for the drop but all hammers and takes to that point are awarded to the other team.
- DROP/TAKE:** MUST be declared BEFORE moving forward on the course. You cannot improve your position on the course to determine if you want to take or drop. If you move forward then a TAKE is in effect.
- GREENIE:** Par 3s only, closest to pin on the green in regulation and must make par or better
- SANDIE:** Par or better from any bunker(double sandie is possible if you make par or better)
- POLIE:** Par or better putt holed from outside the length of the flagstick. If a polie is of questionable length, polie MUST be measured and determined before putting.
- BUGLER:** Fart during your swing on the tee shot only, must make par or better and the signal to allow your playing partners that a fart may be coming is “Quiet please!”
- ADOLF:** This is a dot for your opponents; when you leave a bunker shot in the bunker you are playing from
- SADDAM:** This is a dot for your opponents; when you go from bunker to another bunker
- CREEKIE:** MUST take a penalty stroke from being in the hazard and you make par or better. No penalty stroke means no creekie.

HAAS: In honor of fellow GCC member, Bill Hass, if you are in a water hazard and you make a splash while hitting a shot and you make par or better

YO ADRIAN: Ball bounces off rocks(not cart path), hence Rocky Balboa, and you make par or better. As approved at the summit, rock wall, #9 at Chanticleer for example, is included as a Yo Adrian.

RATTLER: Ball hits flag stick and you make par or better.
CANNOT use putter to make a rattler.

OFFNER: Any shot that goes in from off the green for par or better without the use of the putter.

HOGAN: Ball never leaves your fairway and you hit the green in regulation and you make par or better

WASABI: Stick your approach in regulation inside the length of the flag stick and you must make par or better

DOUBLE WASABI: Stick your 2nd shot on a par 5 or your tee shot on a par 4 inside the flag pole length and you must make par or better. You earn 2 dots.

NASCAR: Two feet in the bunker and ball outside of bunker(trouble in turn 2) and you make par or better

SEVE: Foreign fairway, ball **MUST** be in the short grass of the foreign fairway, and you make par or better

STAR WARS: Ball hit OB and you make par or better

TC CHEN: Double hit of the golf ball, dot for opponents

- TAINT:** Ball is between 2 bunkers. You must establish your feet position with your ball between your feet before reaching for the bunkers. If you can reach 2 separate bunkers with a rake in either hand without moving your feet and you make par or better
- GARY:** While playing a hole(excluding all par 3s) you never are in the fairway or on the green in regulation and you make par or better
- RAMBO:** First dot of the day gets an extra dot for their team; draws first blood. For clarification, a Wasabi is not an earned dot until putted and made par or better; same for a Hogan.
- KY:** When a team wins 7 OR MORE dots on a hole an extra dot is added because the just got violated without using any KY.
- BOOMERANG:** When a hammer is thrown and accepted and the opposing team immediately throws the hammer back then a boomerang dot is added
- DOTTIE PEPPER:** 2 team members birdie or better on the same hole; 1 dot
- MENAGE:** 3 team members birdie or better on the same hole; 1 dot. Note: Dottie Pepper is also awarded when a menage is won.

MOANBACK: While hitting a shot, the ball hits something a bounces further back behind the original position the shot was played from and make par or better

VIN SKULLY: Bunker to a water hazard or ob; dot for other team

BIRDIE: One Dot

EAGLE: Two Dots

DOUBLE EAGLE: Three Dots

Maximum number of die to be played in a round is 2 die unless agreed to on 1st tee. Double die cannot come out until hole 16 in 5 or 6 man hammer and hole 17 in 4 man hammer. In 5 or 6 man hammer, on hole 16 the player most down has option of becoming the wolf and playing for double die. In 4 man hammer, most down comes into effect on hole 17. When most down wolf is decided, the teeing order stays the same as on the card.