

Hackfest 2009: ‘Inglorious Bastards’

DAY 1

HOLES 1-9: BRETT THE LEGEND’S EXTRA SIMPLE SCRAMBLE

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Pro-Mike S.	Pro-Jeff	Pro-Tim	*Pro-Brett
Pro-Eric	*Pro-Gary	Pro-Mike A.	Pro-Special K
*John	Roger	Hove	Pro-Trent
Tom	Chuck	*David	Brian

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.

- Four man scramble.

- Any team that scores a birdie or better moves back one set of tees on the next hole. A bogie or worse moves a team forward one set of tees. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.

- There is a three-stroke-differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND’S “4:3, MY PARTNER CAN’T PUTT”

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Pro-Mike S.	Pro-Jeff	Pro-Tim	*Pro-Brett
Pro-Eric	*Pro-Gary	Pro-Mike A.	Pro-Special K
*John	Roger	Hove	Pro-Trent
Tom	Chuck	*David	Brian

* Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees, other players begin from the next shorter tees.

- Four/Three scramble from tee to green. All four hit from tee. Play second shot from “best” first shot and if not on green, only the three players whose ball was not used for the first shot may attempt the second shot. Play third shot from “best” second shot and if not on green, all four players whose ball was not used for the second shot may attempt the third shot. Play fourth shot from “best” third shot and if not on green, three players whose ball was not used for the third shot may attempt the fourth shot. Continue four/three scramble until the ball is on the green.

- On the green: one-man rotational putting (e.g., Mike takes first putt, Eric takes second putt, John takes third putt, Tom takes fourth putt, etc.) until ball is holed. Putting order is maintained throughout the nine holes (if, for example, John makes the final putt on hole one, Tom would attempt the first putt on hole two).

- There will be match-play scoring on this nine. Each hole is worth one point (if there is a tie, all teams tying for the lowest score on the hole will be awarded one point). The team that wins the most points will have four strokes deducted from its front-nine score, the second-place team will have three strokes deducted, the third- and fourth-place teams will have two strokes deducted.

DAY 1 (continued)

HOLES 19-27: THE LEGENDS COMMITTEE “MY PARTNER SUCKS”

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>
*Pro-Gary Hove	*Pro-Jeff Pro-Trent	Pro-Roger Pro-John	Tom Pro-Special K.
<u>Team 5</u>	<u>Team 6</u>	<u>Team 7</u>	<u>Team 8</u>
Pro-Brett David	Pro-Mike S. Pro-Mike A.	*Pro-Eric Brian	*Pro-Tim Chuck

*Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees, other players begin from the next shorter tees.

- Two-Man Scramble. Each team will be competing head-to-head against the other team in their foursome (and ultimately against all other twosomes). Points are scored by winning holes (your score versus the other team in your foursome). The value of each hole increases by one over the previous hole (first hole worth one point, . . . ninth hole worth nine points). A tie means neither team wins the hole. There are no carryovers.

- Any team that scores a birdie or better moves back two sets of tees on the next hole. A par moves the team back one set of tees. A bogey moves a team forward one set of tees. A double-bogey or worse moves a team forward two sets of tees. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.

- All players must try their best to achieve the lowest score possible for their team on each given hole. No team is allowed to force the other team to accept a “gimmee”.

- Each team's golf score (not total points) will be counted. Each member of each winning twosome (lowest point total) within each foursome will have two strokes deducted from his team score.

- There is a three-stroke-differential ceiling on this nine before the two strokes are deducted for each winning twosome.

DAY 2

HOLES 28-36: MIKE THE LEGEND'S "LEAVE IT TO ME, BABY"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Pro-Mike S.	Pro-Jeff	*Pro-Brett	*Pro-Gary
Pro-Special K.	*Pro-Tim	Pro-Eric	Pro-Mike A.
*Hove	Tom	Roger	Trent
Chuck	Brian	David	John

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.

- Hole 1: Four-man scramble.

- Holes 2-9. Each player, on a rotating basis, will play an individual ball from tee to green for an individual score (each player will play the individual ball twice). The remaining three players will play a three-man scramble from tee to hole.

- A foursome's score for any hole will either be the score for the individual ball (an individual ball score over triple bogey will be counted only as a triple bogey) or the scramble ball; provided that at least on three holes the score will be the score for the individual ball.

- There is a four-stroke differential ceiling for this nine (best v. worst team).

HOLES 37-45: CHICAGO

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Pro-Mike S.	Pro-Jeff	*Pro-Brett	*Pro-Gary
Pro-Special K.	*Pro-Tim	Pro-Eric	Pro-Mike A.
*Pro-Hove	Tom	Pro-Roger	Pro-Trent
Chuck	Brian	Pro-David	Pro-John

* Denotes official group Marshal and scorer.

Starting Handicaps: Jeff 39, Mike S. 30, Mike A. 27, Brett 26, Special K 24, David 22, Chuck 22, Gary 22, Tim 21, Eric 18, Roger 18, Trent 16, John 16, Hove 14, Brian 13, Tom 13.

Triple Bogey or Worse = +1 (all except Jeff, Mike A., David, Chuck, and Tom)

Double Bogey or Worse = + 1 (Jeff, Mike A. and David)

Bogey = -2

Par = -4

Birdies = -5

Eagle = -6

- "Pro" players hit from the designated tees, "Am" players hit from the next shorter tees.

- Individual scores will be kept on the scorecard.

- Ultimately, your individual stroke count on this nine is meaningless and will not be counted except as it applies to the game of Chicago.

IN THE CASE OF A TIE AFTER ALL HOLES HAVE BEEN PLAYED:

- You know it, you love it: Rock, Paper, Scissors (best two out of three).

- The Artistic Director reserves the right to make rule changes on site. All rulings of the Artistic Director are final.