

# Hackfest 2010: “I, Am Iron-Poor Man, Too”

## DAY 1

### HOLES 1-9: BRETT THE LEGEND’S “4,3,2,1, PUTT”

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

\* Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees; other players begin from the next shorter tees.
- 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, only two players whose ball was not used may attempt the third shot. Play fourth shot from “best” third shot and if not on green, the one player whose ball was not used for the third shot may attempt the fourth shot. Play fifth shot from “best” fourth shot and if not on green, all four players may attempt the fifth shot and any shot thereafter until the ball is on the green.
- On the green: one-man rotational putting (*e.g.*, Special K. takes first putt, Gary takes second putt, Trent takes third putt, Brian takes fourth putt, etc.) until ball is holed. Putting order is maintained throughout the nine holes (if, for example, Trent makes the final putt on hole one, Brian would attempt the first putt on hole two).
- There will be a combination of match-play and stroke play scoring on this nine. In addition to the total strokes counted for each foursome on each hole, each hole is also worth one point in a match-play scoring system (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 match-play points will have four strokes deducted from its front-nine score, the second-place team will have three strokes deducted, and the third- and fourth-place teams will have two strokes deducted.
- There is a three-stroke-differential ceiling on this nine before the match-play strokes are deducted.

## **HOLES 10-18: TIM THE LEGEND'S "CHUCK'S PARTNER SUCKS"**

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

\*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 19-27: MIKE THE LEGEND'S "THINKING MAN'S SCRAMBLE"

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

\* Denotes official group Marshal and scorer.

- All players will hit from the same tees.
- On the first shot of each hole, only one player will drive the ball. Each player in the foursome must be chosen to drive the ball on at least one hole, and no player may be chosen to drive the ball on more than three holes. A player with a ranking of "(1)" may attempt only one drive, a player with a ranking of "(2)" may only attempt two drives, and so on. Depending on which player is chosen, the foursome will be allowed to use the best of the chosen player's one, two, three or four attempts at a drive.
- On the second and shot and on all putts (once the ball is on the green), the group will play a three-man scramble from where the best previous shot lay. On the third and all subsequent shots other than putts, the group will play a four-man scramble. The player driving the ball does not hit the second shot or any putts.
- Each hole is worth its par value. A par 5 is worth five, a par 4 is worth four, and a par 3 is worth three. Teams gain points based on holes for which they score a par or better. Teams lose points on holes for which they score a bogey or worse. A birdie-or-better is worth two extra points. A double-bogey-or-worse loses two extra points. For example: a par on a par 4 is worth +4 points; a birdie on a par 5 is worth +7 points; a bogey on a par four is -4 points; a double-bogey on a par three is -5 points; etc.
- The foursome with the highest point total (best v. worst group) will receive a score of -6 for this nine; the second-highest point total receives a -4; the third-highest a -3 and the last a -2.

## **HOLES 28-36: CHICAGO**

### **Group 1**

\*Pro-Special K.  
Pro-Eric  
Pro-Mike A.  
Tom

### **Group 2**

Pro-Jeff  
\*Hove  
John  
Brian

### **Group 3**

Pro-Tim  
Chuck  
\*Pro-Brett  
Trent

### **Group 4**

Pro-Mike S.  
Roger  
Pro-Gary  
\*David

\* Denotes official group Marshal and scorer.

*Starting Handicaps: Tim 39, Jeff 36, Mike S. 28, Brett 24, Special K 24, Gary 20, Mike A. 20, Eric 18, Roger 18, David 16, Trent 14, John 14, Hove 12, Tom 12, Brian 10, Chuck 10,*

**Triple Bogey or Worse = +1 (all except Jeff, Mike S., Tim)**

**Double Bogey or Worse = +1 (Jeff, Mike S. and Tim)**

**Bogey = -2**

**Par = -4**

**Birdies = -5**

**Eagle = -6**

- "Pro" players hit from the designated tees; other 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:**

- 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.