

Hackfest 2011: “Crazy, Stupid, Golf”

DAY 1

HOLES 1-9: BRETT THE LEGEND’S “Ease In”

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

* Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees; other players begin from the next shorter tees.
- Four man teams. Four/Three scramble for first two shots of each hole except par threes. Person whose drive is used must sit out the second shot. All shots after the second shot are individual play from where best scrambled shot lies. Scramble drive on par threes, then individual play. Any score of 10 or higher will be counted as a 9. Highest (worst) score on each hole thrown out (if two or more tied for high score, only one high score thrown out). The remaining three scores are melded to create a single, three-digit number (in order of lowest to highest digit). Example: Player A scores a 4, Player B a 6, Player C a 3, Player D a 7: team score: 346. A scramble ace on a par three will be scored “111;” a scramble eagle on a par 4 will be scored “222.” Your team’s score will be compared to the scores of the other three teams hole-by-hole. An outright low score (compared to all other teams) wins that hole for your team. Your score for this nine will be equal to the negative number of holes your team wins.
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND’S “EddieSam’nEddie”

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

*Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees; other players hit from the next shorter tees.
- Two-man teams. In “EddieSam’nEddie” both players tee off, they then switch balls. Player A hits his second shot from where Player B’s drive comes to rest, and vice-versa. They then select the best of the second shots, and from that point until the ball is holed they play a two-man scramble until the ball is holed.
- 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.

- Your teams strokes count. After nine holes, each member of each winning twosome (within each foursome) will have one stroke deducted from his score; each member of each losing twosome (within each foursome) will have one stroke added to his score.
- There is a 4 stroke differential ceiling for this nine (best v. worst team) after bonus/penalty strokes have been awarded.

HOLES 19-27: MIKE THE LEGEND’S “They Think They’re That Good”

<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-Special K.	Pro-Gary	*Roger	*Hove
Pro-Mike S.	Pro-Eric	Trent	Brian
Pro-Tim	Pro-Mike A.	David	Tom
Pro-Jeff	*Pro-Brett	John	Chuck

*Denotes official group Marshal and scorer.

Group 1: Four-man scramble drive on all par fives otherwise individual play. Each player may use one mulligan on any tee shot except a par 3. Lowest individual score on a given hole is score for the whole team on that hole.

Group 2: Three-man scramble for first shot on all holes and on second shot of all par fives (a different person sits out each shot on an evenly rotating basis), then individual play until ball is holed. Lowest individual score on a given hole is used as the score for the whole team on that hole.

Group 3: Three-man scramble for first shot on par threes and first two shots on par fours and par fives (a different person sits out each shot on an evenly rotating basis), then, individual play until ball is holed. On any three holes (other than par threes), prior to hitting any drive, you may instead choose to place the ball in the center of the fairway 235 yards from the tee. Lowest individual score on a given hole is score for the whole team on that hole.

Group 4: Four-man scramble on par threes until on the green. On all holes other than par threes, prior to attempting a drive, you may drive the ball in a three-man (rotating) scramble (a different person sits out each shot on an evenly rotating basis) or, instead, place the ball in the center of the fairway. The first time the ball is placed in the center of the fairway it will be 255 yards from the tee, the second time 245 yards, the third time 235 yards, and so on (10 yards less each time it is used). Four-man scramble on remaining shots until ball is on green. Rotating (by hole) two-man scramble putting on all holes (*e.g.*, Hove and Brian two-man scramble putt on 1st hole; Tom and Chuck on 2nd hole, etc.).

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

DAY 2

HOLES 28-36: BRETT THE LEGEND'S "My Three Friends"

<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>
Mike S.	Special K.	Jeff	Tim
*Gary	*Mike A.	Chuck	*David
John	Hove	*Brett	Eric
Tom	Brian	Roger	Trent

* Denotes official group Marshal and scorer. One score will be kept for each team on this nine.

- All players will begin from the same tees on this nine.
- Four-man teams. All holes are three-man scrambles from tee to green (a different person sits out each shot on an evenly rotating basis). Rotating (by hole) two-man scramble putting on all holes (e.g., Mike S. and Gary scramble putt on 1st hole; John and Tom on 2nd hole, etc.). Any team that scores a birdie or better moves back two sets of tees on the next hole. A par moves a team back one set of tees. A bogey moves a team up one set of tees. A double bogey or worse moves a team up two sets of tees. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.
- Your team's score for this nine will be by your scramble score and, the member of each winning foursome will have one stroke deducted from his score while the member of each losing foursome will have one stroke added to his score. If there is a tie between foursomes (each tied person will have one stroke added or subtracted, as applicable, from his score).
- There is a four-stroke differential ceiling (best v. worst team) after bonus/penalty strokes have been awarded.

HOLES 37-45: Chicago

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

* Denotes official group Marshal and scorer.

Starting Handicaps: Hove 33, Tim 30, Jeff 26, Mike S. 26, Brett 21, Special K 21, Gary 18, Mike A. 15, Eric 15, Roger 15, David 14, , Trent 13, John 13, Tom 12, Brian 10, Chuck 10,

Quadruple Bogey or Worse = +1 (Chuck, Brian); **Triple Bogey or Worse** = +1 (all except Hove, Tim, Chuck, Brian); **Double Bogey or Worse** = +1 (Hove, 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.