

Hackfest 2012: “In the Cold Light of Day”

DAY 1

HOLES 1-9: BRETT THE LEGEND’S: “My Friend Shall Carry Me”

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

* Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees; other players begin from the next shorter tees.
- Hole 1: Four-man scramble.
- Holes 2-9: Each player in a foursome, 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 be the score for either the individual OR the scramble ball (an individual score over triple bogey will be counted as triple bogey). The individual ball score must be used on at least four holes (determined after the round).
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND’S: “He’s Heavy; He Ain’t My Brother”

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

*Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees; other players hit from the next shorter tees.
- Two-man teams. 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’s total strokes count, but each team will also be competing head-to-head against the other team in their foursome. Bonus stroke reductions are secured by winning holes. For purposes of determining bonus strokes, the value of each hole increases by one over the previous hole (first hole worth one point . . . ninth hole worth nine points). A tie in strokes means neither team wins the hole. There are no carryovers. The goal is to finish with the fewest strokes and the most points within your foursome per nine holes.
- Your score will be the stroke count of your two-man team, however, 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.

DAY 2

HOLES 19-27: MIKE THE LEGEND'S: "You're Harshin' My Mellow"

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

- * Denotes official group Marshal and scorer. One score will be kept for each foursome.
- 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).
- On the green, putting will be made via two-man scramble (e.g., Eric and David scramble putt on 1st hole; Special K. and Trent on 2nd hole, etc.).
- Any team that scores a birdie or better will move back two sets of tees on the subsequent 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 foursome's score will be its scramble score. Additionally, each member of the winning foursome(s) (from among all foursomes) will have one stroke deducted from his score. Each member of the losing foursome(s) will have one stroke added. If there is a tie between foursomes, each tied person will have one stroke added or subtracted, as applicable.
- There is a four-stroke differential ceiling (best v. worst team) after the bonus/penalty strokes.

HOLES 28-36: Chicago

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

* Denotes official group Marshal and scorer.

Starting Handicaps: *Mike A. 36, Hove 30, Tim 28, Jeff 26, Mike S. 25, Brett 20, Special K 18, Gary 16, Eric 14, Roger 14, David 14, Trent 12, John 12, Tom 12, Brian 9, Chuck 9*

Quadruple Bogey or Worse (Chuck and Brian) = +1;

Triple Bogey or Worse (Tim, Brett, Special K., Gary, Eric, Roger, David, Trent, John, and Tom) = +1;

Double Bogey or Worse (Mike A., Hove, Jeff, Mike S.) = +1

Bogey = -2; Par = -4; Birdie = -5; Eagle = -6

- "Pro" players hit from the designated tees; other players hit from the next shorter tees.
- Individual strokes will be kept on the scorecard (ultimately, your individual stroke count 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 modify any rule at any time.