

HACKFEST 2014: BARELY LETHAL

DAY 1

HOLES 1-9: MIKE THE LEGEND'S: "Rocket Science Scramble"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
Pro-Jim K.	*Pro-Brett	*Pro-Jeff	*Pro-Tim	*Pro-Mike S.
John	Pro-Gary	Duane	Trent	Duke
*Roger	Mike A.	Tom	Jim H.	Eric
David	Chuck			

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees, unless specified.
- **Par 4s and par 5s:** Three-man scramble on every shot except putts (in each of the two foursomes, one player sits out each shot on a rotating basis). Two-man scramble putting (players to sit out on a **putt-by-putt** rotating basis; *e.g.*, on the first hole, Jim K. and John putt first, then, if necessary, John and Roger putt, then if necessary, Roger and David putt, *etc.* with the putting order on the next hole starting where it left off on the previous hole).
- **Par 3s:** Play your own ball, the best single score will be the only score counted for a group.
 - Each player in a group will tee off from a different colored tee. The Hackfest Artistic Director will determine the tee colors on site.
 - Chuck, Tom, and Duke will receive no worse than a bogey. If any of their tee shots land on the green, they will receive no worse than a par.
 - If Gary, Roger, Duane, Hove, or Eric, can hit a tee shot that stops within three driver lengths of the hole, that person's group will deduct one stroke from their total score for this nine.
 - The team score for a par 3 will be the best score under any of the rules described above.
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND'S: "Extra Simple Scramble Plus One Woman"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
Jim K.	*Brett	*Jeff	*Tim	*Mike S.
*Roger	Gary	Duane	Trent	Duke
David	Chuck	<u>John</u>	Jim H.	Eric
			<u>Mike A.</u>	<u>Tom</u>

* Denotes official group Marshal and scorer.

- Players whose names are in **bold and underlined** change groups at the turn.
- All Players start from the same tee.
- Four or Three-man scramble (depending on the size of your group) on all shots other than putts. Two-man scramble putting (players to sit out on a **putt-by-putt** rotating basis; *e.g.*, on the 10th hole, Jim K. and Roger putt first, then, if necessary, Roger and David putt, then if necessary, David and Jim K. putt, *etc.*, with the putting order on the next hole starting where it left off on the previous hole).
- Any group 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, at least one "woman" always tees off from the ladies' tees. The "woman" designation will rotate evenly throughout the group (*e.g.*, Mike S. is the woman on hole 10, Duke on hole 11, Eric on hole 12, Tom on hole 13, Mike S. on 14, *etc.*). All teams must always play from a tee box recognized on the scorecard.
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

DAY 2

HOLES 19-27: BRETT THE LEGEND'S: "Lethal Teammates"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
*John	*Roger	Pro-Jeff	Pro-*Tim	Pro-*Brett
Trent	Duane	Pro-*Gary	Pro-Jim K.	Pro-Mike S.
Tom	Jim H.	Mike A.	Eric	David
Duke	Chuck			

* Denotes official group Marshal and scorer.

- **Foursomes:** Four-man scramble on drives; three-man scramble (on an evenly rotating basis) on all remaining shots other than putts. Two-man scramble putting (players to sit out on a **putt-by-putt** rotating basis; *e.g.*, on the 1st hole, John and Trent putt first, then, if necessary, Trent and Tom putt, then if necessary, Tom and Duke putt, *etc.* with the putting order on the next hole starting where it left off on the previous hole). **Worst score possible for a foursome on any hole is a double bogie.** The two foursomes will be playing head-to-head with the lowest scoring foursome receiving a two-stroke deduction.
- **Threesomes:** Scramble drive and then best ball (lowest individual score applied to each player in the group). The three threesomes will be playing head-to-head with the lowest scoring threesome receiving a two-stroke deduction and the second-lowest-scoring threesome receiving a one-stroke deduction.
- A four-stroke-differential ceiling applies to this nine before the match-play bonuses are calculated.

HOLES 28-36: Chicago

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
*John-28	*Roger-13	<u>Jim H.-14</u>	Pro-*Tim-22	Pro-*Brett-20
Trent-36	Duane-20	Pro-*Gary-16	<u>Pro-Jeff-24</u>	Pro-Mike S.-22
Tom-11	Chuck-9	Mike A.-18	Eric-13	David-14
			<u>Duke-9</u>	<u>Pro-Jim K.-14</u>

* Denotes official group Marshal and scorer.

- Players whose names are in **bold and underlined** change groups at the turn.
- Starting handicaps listed above.
- Triple bogie or worse (Tim, Brett, Special K., Gary, Eric, Roger, David, Mike A., Hove, Duane, and Tom) = +1
- Double bogie or worse (John, Trent, Jeff, Mike S.) = +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -7
- "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 three out of five).**
- **THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE AT ANY TIME.**