

# HACKFEST 2016: OVEN MITT GEOGRAPHY (Top Joint of the Little Finger)

## DAY 1

### HOLES 1-9: THE JUNIOR LEGEND'S: "Baby Don't Get Hooked on Me"

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

\* Denotes official group Marshal and scorer.

- **Par 4s and par 5s:** 4-man scramble on every drive; 3-man scramble on every other shot not on green; 2-man scramble putting.
- **Par 3s:** Group scramble on every shot involving everyone NOT named Brett, Jeff, Jim, Mike, Chuck, or Tim.
- For the entire 9 holes, the only clubs **Jeff** can use are a 5-iron, a 9-iron, and a putter.
- The only clubs **Tim** can use are a hybrid, a 6-iron, a pitching wedge and a putter.
- **Mike S.** must hit at least 2 shots (not putts) blindfolded.
- **Jim Keneally, John, Trent,** and **Tom** must ask their respective groups "May I please hit this shot" before attempting any shot except a putt (failure to speak appropriately will result in increasing group penalties).
- Neither **Jim Hove** nor **Brett** nor **Mike S.** nor **Roger** may use any of their own clubs for any shot except putts.
- **David** must drink 4 beers and smoke 2 cigars between the 1st and 9th tees.
- **Tom** Sandberg must smoke 10 cigarettes and shotgun 1 beer between the 1st and 9th tees.
- **Brett** must do a shot (of a liquor to be provided) every time **Mike A.** misses a putt or **Gary** hits a drive OB or into a hazard.
- **Chuck** must do a shot (of a liquor to be provided) every time **John** misses a putt or **Eric** loses a ball OB.
- **Duke** must shotgun 1 beer and tell at least one ENTERTAINING fishing story to his group.
- There is a three stroke differential ceiling for this nine (best v. worst group).

### HOLES 10-18: TIM THE LEGEND'S: "Everyone Else is An Asshole"

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

\* Denotes official group Marshal and scorer.

- 4-man scramble on every drive; 3-man scramble on every other shot not on green; 2-man scramble putting.
- On every shot except putts, **Jim K., Eric, Jeff,** and **Brett** must use a club selected for them by the other members of their group. None of these named players may hint at, ask for, choose, or otherwise suggest what club should be used or should have been used on any shot from now until the end of this nine. The named players may not speak about their own golf game at all during this nine.
- **All other players** may only use a 3-wood (or a 5-wood or a rescue club--pick one), 7-iron or putter for any shot.
- Any group that scores a **par or better** moves back one set of tees on the next hole. **A bogie or worse** moves a team forward one set of tees.
- There is a four stroke differential ceiling for this nine (best v. worst group).

## DAY 2

### HOLES 19-27: BRETT THE LEGEND'S: "Does Anybody Really Know What Time it Is?"

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

\* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- **Groups 1, 2, and 3:** 3-man rotating scramble with 2-man scramble putting. Each group will have two "Drive Mulligans" to pull a driven ball sideways from out of bounds or a hazard (no nearer the hole) with no penalty. The three threesomes are playing head-to-head. Lowest scoring threesome receives a 2-stroke deduction; second-lowest-scoring threesome receives a 1-stroke deduction.
- **Group 4: David/Mike A. vs. Eric/Tom** 2-man Scramble teams. Each will have two "Drive Mulligans" to pull a driven ball back from out of bounds or a hazard (no nearer the hole) with no penalty. The lowest score between these twosomes will have two strokes deducted from their score, and will have the choice of keeping their own score or taking the second-best score from among groups 1-3 (without knowing that score until after they have chosen). The losing twosome will receive either the winning twosomes score (if the winning twosome selects the threesome's score) or the same score as the second-best score from among groups 1-3. In the case of a tie, both teams will receive the same score as the second-best group from among groups 1-3.
- A five-stroke-differential ceiling applies to this nine after 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>
Duke -28	Pro-Jim K. -13	Jim H. -13	*David -16
Gary -15	Trent -23	Pro-Mike S. -22	Tom -13
John -19	Chuck -8	Roger -16	Mike A. -17
Pro-*Jeff -41	Pro-*Tim -19	Pro-*Brett -19	Pro-Eric -16

\* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Starting handicaps listed above.
- Worst possible score is Triple Bogie (pick up after that)
- Triple bogie or worse (Tim, Brett, Special K., Gary, Eric, Roger, David, and Mike A. ) = +1
- Double bogie or worse (Duke, Trent, Mike S., Jeff) = +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -7
- 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.**