

HACKFEST 2017: THERE'S SOMETHING WRONG WITH ME

DAY 1

HOLES 1-9: ERIC THE LEGEND'S: Take the Long Way Home

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

- Worst possible score is double bogey (pick up after that). Two stroke differential ceiling for this nine.
- **Par 4s and par 5s:** All-man scramble drive; 3-man scramble every shot not on green; 2-man scramble putts.
- **Par 3s:** _best ball (single lowest score from among players).
- On **par 4s** and **par 5s**, **Chuck** and **John** always drive the ball 210 yards to the center of the fairway, unless either chooses, prior to anyone in their group teeing off on a hole, to hit and play it as it lies.
- For the entire 9 holes: the only clubs **Jeff** can use are a Driver, a 7-iron, a sand wedge, and a putter; **Tim** a hybrid, a 6-iron, a pitching wedge and a putter; and **Duane** a Driver, 5-iron, 9-iron, and a putter.
- Neither of the **Jims** nor **John** nor **Trent**. nor **Tom** may use any of their own clubs for any shot except putts.
- **Brett** must do a shot every time **Tom** or **Gary** misses a putt or **Duane** hits a drive OB or into a hazard.
- **Chuck** must do a shot every time **Roger** or **Duke** misses a putt or **Eric** loses a ball OB or into a hazard.
- **Duke, Eric, Jeff, Tom, Gary, and David** must shotgun a beer together on the first tee, then smoke at least one cigar or four cigarettes and tell an ENTERTAINING car, fish, or dating story to his group during this nine.

HOLES 10-18: JOHN THE LEGEND'S: Shout

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
	<u>Team 1</u>	<u>Team 1</u>	<u>Team 1</u>
Eric	Kenealy	David	Brett*
Duke	John	Jim H.	Tom
Roger*	<u>Team 2</u>	<u>Team 2</u>	<u>Team 2</u>
	Jeff*	Tim*	Duane
	Chuck	Trent	Gary

- Worst possible score is double bogey (pick up after that). Two-stroke differential ceiling prior to bonus.
- On **par 4s** and **par 5s**, **Chuck, John**, and **Duke** always drive the ball 190 yards to the center of the fairway; or can choose, prior to anyone in their group teeing off on a hole, to hit and play it as it lies.
- **Group 1:** Scramble Drive, then best ball. Best score on the hole is score for entire group.
- **Not Group 1:** Two-man teams. Both players tee off. Player A hits his second shot from Player B's drive, and vice-versa. Select the best of the second shots, and play a two-man scramble until the ball is holed.
- Par or better and you move back one set of tees on the next hole, Bogey or worse, you move up one.
- Each team's total strokes count, but 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). A tie in strokes means neither team wins the hole. No carryovers.
- Your score will be the stroke count of your team, however, each member of each winning twosome (based on total points won within each foursome) will have one stroke deducted from his score and each member of a losing twosome will have one stroke added. If Group 1 beats any other team's bonus score for this nine, they will have one stroke deducted from their score for each team they beat.

* Denotes official group Marshal and scorer.

DAY 2

HOLES 19-27: JEFF THE LEGEND'S: Dazed and Confused

Group 1

Duane
Jim H.*
Roger-Pro
John

Group 2

Brett-Pro*
Jeff-Pro
Duke

Group 3

David*
Kenealy-Pro
Gary
Chuck

Group 4

Tim-Pro*
Tom
Eric-Pro
Trent

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Worst possible score is triple bogey (pick up after that).
- **Par 4s and par 5s:** All-man scramble drive, then best ball (all players hit from best drive and play their own ball to the hole). Lowest score in the group for a given hole is the score for the group.
- **Par 3s:** All players tee off; **two** players hitting best first shots hit the second shot; **one** player hitting best second shot hits the remaining shots.
- On **par 4s and 5s**, **Chuck** and **John** always drive the ball 215 yards to the center of the fairway; or can choose, prior to anyone teeing off on a hole, to hit.
- A four-stroke-differential ceiling applies to this nine.

HOLES 28-36: Chicago

Group 1

Duane -20
Jim H.* -13
Roger-Pro -36
John -18

Group 2

Brett*-Pro -19
Jeff-Pro -32
Duke -20

Group 3

David* -16
Kenealy-Pro -12
Gary -15
Chuck -11

Group 4

Tim*-Pro -19
Tom -13
Eric-Pro -16
Trent -18

- "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, Duke, Trent, Duane) = +1
- Double bogie or worse (Roger, Jeff) = +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -7
- On **par 4s and 5s**, **Chuck** and **John** 4 times each, drives the ball 230 yards to the center of the fairway; or can choose, prior to anyone teeing off on a hole, to hit and play it as it lies.
- 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.**

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