HACKFEST 2018: BAD DAY AT THE EL ROYALE

DAY 1

HOLES 1-9: BIRDIE KING BLUES SCRAMBLE

Group 1	Group 2	Group 3	Group 4
David	Jeff	Eric	Tim
Travis	Roger	Trent	Mike A.
*Sir James K.	*Jim H.	John	*Brett
Tom	Duke	*Gary	Chuck

- All groups play from same tee box.
- Par 4s and par 5s: All-man scramble drive; 3-man rotating scramble every shot not on green; 2-man scramble putts (by teams on an even/odd hole basis).
- Par 3s: best ball (single lowest score from among players in group).
- On par 4s and par 5s, Tom and Roger and John and Chuck always drive the ball 190 yards to the center of the fairway, unless, prior to anyone in their group teeing off on a hole, any or all of them decide to hit and play it as it lies.
- Worst possible score is double bogey (pick up after that).
- Two stroke differential ceiling for this nine.

HOLES 10-18: GARY IS FINALLY HIP BEST BALL/SCRAMBLE

Group 1	Group 2	Group 3	Group 4
Team 1	Team 1	Team 1	Team 1
David	Jeff	Eric	Tim
Travis	Roger	Trent	Mike A.
Team 2	Team 2	Team 2	Team 2
*Sir James K.	*Jim H.	John	*Brett
Tom	Duke	*Gary	Chuck

- A trivia question will determine what tee box you start on.
- Par or better and your team moves back one set of tees on the next hole, Bogey or worse, you move up one.
- **Teams 1**: Scramble drive on par 4s and 5s, otherwise best ball. Best score on the hole is score for the twosome.
- **Teams 2**: Two-man scramble.
- On par 4s and par 5s, Tom and Duke and John and Chuck always drive the ball 210 yards to the center of the fairway, unless, prior to anyone in their group teeing off on a hole, any or all of them decide to hit and play it as it lies.
- Worst possible score is double bogey (pick up after that).
- Each team's total strokes count, but bonus stroke reductions are secured by winning holes. A tie in strokes on a given hole means neither team wins that hole. No carryovers.
- Your score will be the stroke count of your team, however, each member of each winning twosome (based on number of holes won within each foursome) will have one stroke deducted from his score and each member of a losing twosome will have one stroke added.
- Two-stroke differential ceiling prior to bonus.

DAY 2

HOLES 19-27: ROGER MAHRE'S BARRISTER EXEMPTION

Group 1	Group 2	Group 3	Group 4
Sir James K Pro	Eric -Pro	Tom*	Jeff-Pro
Mike A.	Chuck	*Tim-Pro	John
*Jim H.	*David	Roger	*Brett-Pro
Trent	Duke	Gary	Travis-Pro

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Jim H., Chuck, Roger, and John have Exempt status. Each other player is Non-Exempt.
- Within each Foursome, each **Non-Exempt** player, on a rotating basis (so three holes each), will play his own ball, the other three players will participate in a three-man scramble.
- On par 4s and 5s, Chuck and John and Roger and Hove will always drive the ball 200 yards (measured from the Pro tees) to the center of the fairway; or can choose, prior to anyone teeing off on a hole, to hit (from the non-Pro tees) and play the ball as it lies.
- Worst possible score is triple bogey (pick up after that).
- Each player's score for the nine will be the nine-hole scramble score added to the Non-Exempt nine-hole own-ball score, divided by two and rounded up.
- A three-stroke-differential ceiling applies to this nine.

HOLES 28-36: Chicago

Group 1	Group 2	Group 3	Group 4
Kenealy-Pro -32	Eric-Pro -19	*Tim-Pro -19	Jeff-Pro -29
Mike A16	Chuck -11	Tom -13	John -18
*Jim H13	*David -15	Roger -26	*Brett-Pro -19
Trent -17	Duke -18	Gary -14	Travis Pro -26

- Starting handicaps listed above.
- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Worst possible score is Triple Bogie (pick up after that).
- Triple bogie or worse (Tim, Brett, Gary, Eric, David, Duke, Trent, and Travis) = +1
- Double bogie or worse (Special K., Jeff) = +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -7
- On par 4s and 5s, Chuck and Tom and Roger five times each, may drive the ball 230 yards to the center of the fairway (measured from the Pro tees); or can choose, prior to anyone teeing off on a hole, to hit (from the non-Pro tees) 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.