

# Hackfest 2021: No (Tee) Time to Die

## Day 1: For the Team (24 Points Possible Per Team)

### Holes 1-9: Alternate Shot (8 points possible per team)

Foursome #1	Foursome #2	Foursome #3	Foursome #4
<u>FTG</u>	<u>FTG</u>	<u>FTG</u>	<u>FTG</u>
David	Gary	Duke	Jeff
Brett*	Duane	Hove*	Chaz
<u>MTAT</u>	<u>MTAT</u>	<u>MTAT</u>	<u>MTAT</u>
Tim	Ding*	Eric	John*
Phil	Tom	Trent	Spesh
Roger			

**Two-Man Alternate Shot/Scramble** (i.e.: Brett and David are a team, they each tee off, then David hits from Brett's tee shot and Brett hits from David's. Player rotation continues until each ball lands on the green or has been played so poorly there is no reason to continue it, (e.g.: double bogey, two shots worse than other ball, etc., "surrender"). Once both balls are on the green (or one has been surrendered), they choose one ball to scramble putt. Even-numbered holes are worth 2 points, odd-numbered holes are worth only 1 point. If a hole is not won, the points ARE carried over to the next hole. Roger Replaces each MTAT player once, playing one hole of the match in their stead. He does not play the 9<sup>th</sup> hole.

Worst score on any hole is double bogey (pace of play rule). If both teams score a double bogey (whether by hitting it, or forced surrender) the hole is tied

Duke, Tom, Chaz, and John hit from the silver tees, all other players hit from the White tees.

Roger may choose on any par 4s and par 5s to place the ball 90 yards from the pin (lying one on a par 4 and 2 on a par 5), and may use opponents approach shot (any shot that lands within 10 yards of the green) 6 times

On Three non-par 3s of their choice Duane, Tom, Chuck, and Duke may place the ball 230 yards from their tee in the center of the fairway.

On par 3s, Chuck Tom and Roger may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard.

Twosome within each foursome earning the most points, wins the match.

Within each Foursome: 2 points awarded to F\*\*\* Those Guys (FTG) or Mr. T. and the A Team (MTAT) for a winning twosome; 1 each for a tie; 0 points to losing twosome.

**Marshals, just keep golf score and circle any winning holes.**

## HOLES 9-18: Singles (16 points possible per team)

Foursome #1	Foursome #2	Foursome #3	Foursome #4
David vs. <u>Tim</u> Brett vs. <u>Phil</u> <u>Roger</u>	Gary vs. <u>Ding</u> Duane vs. <u>Tom</u>	Duke vs. <u>Eric</u> Hove vs. <u>Trent</u>	Jeff vs. <u>John</u> Chaz vs. <u>Spesh</u>

Singles play their own ball in a match play format with additional rules described in player profiles. Roger Replaces each MTAT player once, playing one hole of the match in their stead. He does not play the 10<sup>th</sup> hole. Worst score on any hole is double bogey (pace of play rule). If both players score a double bogey (whether by hitting it, or picking up) the hole is tied.

Each hole is worth 1 point to the winner. Ties on a hole score nothing. No Carryovers. Player earning the most points wins the match.

Any eagle or better wins a match automatically unless the opposing player also is able to eagle a hole during the match in which case the match is scored per the rules above.

For each singles match, 2 points awarded to FTGs or MTAT for a winning single; 1 each for a tie; 0 points for a loss.

**Marshals, just keep golf score and circle any winning holes. Help your foursome track opponent and free drop shots.**

## Player Profiles for the Singles Matches

**Eric** Hits from White tees, may use opponent's shot (not putts) 2 times.

**Tim** Hits from White tees, may use opponent's shot (not putts) 3 times.

**Jim K.** Hits from White tees, may use opponent's shot (not putts) 3 times.

**John** Hits from Silver Tees. On 5 non-par 3s of his choice drives the ball 220 yards to the center of the fairway, may use opponent's shot (not putts) 5 times.

**Mike A.** Hits from the White tees. May use opponent's shot (not putts) 5 times.

**Trent** - Hits from the White tees. May use opponent's shot (not putts) 5 times.

**Tom**- Hits from the Silver tees. On 4 non-par 3s of his choice drives the ball 220 yards to the center of the fairway, may use opponent's shot (not putts) 6 times.

**Phil**- Hits from Black tees, double bogey loses hole. May use opponent's shot (not putt) once.

**Jeff**-Hits from Black tees, double bogey loses hole. May use opponent's shot (not putt) once.

**Roger**- Hits from the Silver tees. May choose on all par 4s and par 5s to place the ball 90 yards from the pin (lying one on a par 4 and 2 on a par 5), on par 3s, may place tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard, may use opponent's approach shot (any shot that lands on the green) 6 times.

**Brett**- Hits from the White tees, may use opponent's shot (not putts) 3 times.

**Duane**- Hits from the White tees, On 4 non-par 3s of his choice drives the ball 220 yards to the center of the fairway, may use opponent's shot (not putts) 6 times

**David**- Hits from the White tees. May use opponent's shot (not putts) 3 times.

**Gary**- Hits from the White tees. May use opponent's shot (not putts) 5 times.

**Jim H.**- Hits from the White tees. May use opponent's shot (not putts) 5 times.

**Duke**- Hits from the Silver tees. On 3 non-par 3s of his choice drives the ball 220 yards to the center of the fairway, may use opponent's shot (not putts) 5 times.

**Chaz**- Hits from the Silver tees. May choose on all par 4s and par 5s to place the ball 90 yards from the pin (lying one on a par 4 and 2 on a par 5), on par 3s, may place tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard, may use opponent's approach shot (any shot that lands on the green) 6 times.

## Day 2: For The Team (40 Team Points Possible)/But Mostly for Me

### HOLES 19-27: You're Not That Good (16 points possible per team)

<u>Foursome #1</u>	<u>Foursome #2</u>	<u>Foursome #3</u>	<u>Foursome #4</u>
FTG	FTG	FTG	FTG
Duane	Jeff*	Chaz	<b>Gary</b>
Brett*	<b>Hove</b>	<b>David</b>	Duke*
MTAT	MTAT	MTAT	MTAT
Tom	John	<b>Eric</b>	Roger
Spesh	<b>Trent</b>	Ding*	<b>Tim</b>

**HEY, LOOK: players in bold are changing groups at hole ten. Be Ready**

Two-man scramble from tee shot until the ball is holed. Even-numbered holes are worth 2 points, odd-numbered holes are worth only 1 point. If a hole is not won, the points ARE carried over to the next hole.

Spesh, Eric, Brett & Jeff hit from the designated tees. All others hit from the next shorter tees.

On all par 4s and par 5s, Roger, John (Just 4 times for John), and Chuck may place the ball 230 yards from pro tees on to the center of the fairway, on 3 non-par 3s of their choice Tom and Duke and Duane may do the same.

On par 3s, Roger and Chuck and John (but just once for John) may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard.

Roger may tee up any shot not lying on a green.

Within each foursome: 2 points awarded to FTGs or MTAT for a winning twosome; 1 each for a tie; 0 points to losing twosome. Additionally, these points (2, 1, or 0 will be subtracted from your Chicago score)

**Marshals, just keep regular golf score and circle any winning holes.**

## **HOLES 28-36: He is Not That Good Either (24 points possible per team)**

<b><u>Foursome #1</u></b>	<b><u>Foursome #2</u></b>	<b><u>Foursome #3</u></b>	<b><u>Foursome #4</u></b>
<b>FTG</b>	<b>FTG</b>	<b>FTG</b>	<b>FTG</b>
<b>Hove</b>	Jeff*	Chaz	<b>David</b>
Brett*	<b>Duane</b>	<b>Gary</b>	Duke*
<b>MTAT</b>	<b>MTAT</b>	<b>MTAT</b>	<b>MTAT</b>
<b>Trent</b>	Eric	<b>Tim</b>	Roger
Spesh	<b>Tom</b>	Ding*	<b>John</b>

All players start on the same tee box.

Two-man scramble from tee shot until the ball is holed.

Par or better moves your team back one set of tees, bogey or worse moves you forward one set.

Hole 10 is worth 1 point, 11 is worth 2 points, etc., such that hole 18 is worth 9 pts. If a hole is pushed, the points DO NOT carry over to the next hole.

On all par 4s and par 5s, Roger and Chaz may place the ball 230 yards from pro tees on to the center of the fairway, on 3 non-par 3s of their choice Tom and Duane and Duke may do the same.

On par 3s, Roger and Chuck may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard.

Roger may tee up any shot not lying on a green.

Worst possible score is double bogey (pick up after that).

Twosome within each foursome earning the most points, wins the match. Within each Foursome: 3 points to a winning twosome; 1.5 point each if split; 0 points to losing twosome. Additionally, these points (3, 1.5, or 0 will be subtracted from your Chicago score)

**Marshals, just keep regular golf score and circle any winning holes.**

## Day 3: For the Glory, . . . Money, . . . Glory Money

### HOLES 37-45: Use Your Friends, Abuse Your Friends

<b>Foursome #1</b>	<b>Foursome #2</b>	<b>Foursome #3</b>	<b>Foursome #4</b>
David-Pro*	Jeff-Pro	Eric-Pro	Tim-Pro*
Spesh-Pro	Duane	Brett-Pro*	Trent
Duke	Tom	Roger	Gary
Chaz	Hove*	Ding	John

“Pro” players hit from the designated tees, other players hit from the next shorter tees.

Tom, Chuck, Roger, and John have “Use Your Friends” status. Each other player has “Abuse Your Friends” Status.

Within each Foursome, each Abuse Your Friends 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 Tom 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. Roger may tee up any shot not lying on a green.

Worst possible score for the scramble group is a double bogey, worst possible score for the single player is triple bogey (pick up after that). When you are part of the scramble team, you do not have to hit every shot (pace of play rule—If Tim pipes one 415 down the middle, no reason for the rest of his team to hit).

Each player's score for the nine will be their foursomes nine-hole scramble score added to the Non-Exempt nine hole own-ball score, divided by two and rounded up. Don't worry about it, the Cray does the math.

A three-stroke-differential ceiling applies to this nine.

**Marshals, keep a separate scramble and individual golf score for each hole.**

## HOLES 46-54: Chicago

<b>Foursome #1</b>	<b>Foursome #2</b>	<b>Foursome #3</b>	<b>Foursome #4</b>
David-Pro -19*	Jeff-Pro-29	Eric-Pro-19	Tim-Pro-19*
Spesh-Pro-27	Duane -21	Brett-Pro -19*	Trent-17
Duke-17	Tom -13	Roger-19	Gary-15
Chaz-10	Hove-24*	Ding-15	John-18

Starting handicaps listed above. •

"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).

Triple bogey or worse (Tim, Brett, Eric, David, Roger, Chuck, Duane) = +1

Double bogey or worse (Special K., Jeff, Hove) = +1

Bogey = -2; Par = -4; Birdie = -5; Eagle = -7

On three non-par-three holes of their choosing, Chuck and Roger will play from best drive in their group; on remaining non-par-three holes, they will play from the best approach shot (second shot on a par 4 or third shot on a par five) approach shot. On par 3s, Roger and Chuck may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard. Roger may tee up any shot not lying on a green.

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: Dick Hidani remains Hackfest champion and the prize money goes to the host • THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE AT ANY TIME.

<b>FTGs</b>	<b>Holes 1-9</b>		<b>MTAT</b>	<b>Holes 1-9</b>	
Brett/David			Tim/Phil		
Gary/Duane			Ding/Tom		
Duke/Hove			Eric/Trent		
Jeff/Chaz			John/Spesh		
<b>Total</b>			<b>Total</b>		
	<b>Holes 1-18</b>			<b>Holes 1-18</b>	
Brett			Tim		
David			Phil		
Gary			Ding		
Duane			Tom		
Duke			Eric		
Hove			Trent		
Jeff			John		
Chaz			Spesh		
<b>Total</b>			<b>Total</b>		
	<b>Day 1 Total</b>			<b>Day 1 Total</b>	
<b>FTGs</b>	<b>Holes 19-27</b>		<b>MTAT</b>	<b>Holes 19-27</b>	
Duane/Brett			Tom/Spesh		
Jeff/Hove			John/Trent		
Chaz/David			Eric/Ding		
Gary/Duke			Roger/Tim		
<b>Total</b>			<b>Total</b>		
<b>FTGs</b>	<b>Holes 28-36</b>		<b>MTAT</b>	<b>Holes 28-36</b>	
Hove/Brett			Trent/Spesh		
Jeff/Duane			Eric/Tom		
Chaz/Gary			Tim/Ding		
David/Duke			Roger/John		
<b>Total</b>			<b>Total</b>		
	<b>Day 2 Total</b>			<b>Day 2 Total</b>	
	<b>Final Score</b>			<b>Final Score</b>	

			Individual			Total	Place
	Holes 18-27	Holes 28-36	Holes 37-45	Chicago	Holes 46-54		
Jeff				27			
Spesh				25			
Hove				24			
Duane				21			
Eric				19			
Tim				19			
David				19			
Brett				19			
Roger				19			
John				19			
Trent				16			
Duke				16			
Gary				16			
Ding				16			
Tom				12			
Chaz				10			