

Hackfest 2022: Crimes of the Future

Day 1: For the Team (26+ Points Possible Per Team)

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

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

Two-Man Scramble. HEY, LOOK: players in bold are changing groups at hole ten. Be Ready

Two-man scramble from tee shot until the ball is holed. Odd numbered holes are worth 1 point, even numbered holes are worth two points. If a hole is not won, the points ARE carried over to the next hole. Ultimately you want to beat the twosome you are playing against by earning more points than they do. If you do, your team (FTG or MTAT) wins two points for this nine. If the teams tie, 1 point each. Losing teams get a 0. One bonus point will be awarded to any twosome whose final score for the nine beats the Legends' (Tim/Brett) team score.

Marshalls, just keep golf score by twosome and circle any winning holes.

Duke, Tom, Chaz, Duane, John, Gary, Hove, Trent, and Roger hit from tees designated by the artistic director.

On Four (Duane, Tom, Chaz, Gary, John and Hove) or all (Roger) non-par 3s of their choice, players may place the ball 230 yards from the tee in the center of the fairway.

Roger and Chaz may choose on all par 4s and par 5s to place the ball 10 yards short of the green (lying two on a par 4 and three on a par 5)

On par 3s, Chaz, Tom, Roger, and Duane may choose to 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.

HOLES 10-18: Singles (18 points possible per team)

Foursome #1	Foursome #2	Foursome #3	Foursome #4	Twosome
Duke vs Ding*	Gary* vs Trent	David* vs Roger	Jeff vs Tom	Brett* vs. Eric
Travis vs John	Phil vs Chaz	Hove vs Spesh	Duane vs Tim*	

Singles play their own ball in a match play format with additional rules described in player profiles. Worst score on any hole is double bogie (pace of play rule). Any Eagle or better wins a match automatically unless the opposing player also is able to eagle or better during the match (in which case the match is scored as any other). Each hole is worth 1 point to the winner. No Carryovers. Player earning the most points, wins the match. For each singles match, Two points awarded to FTGs or MTAT for a winning single; 1 each for a tie; 0 points for a loss. **Marshalls, 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 Standard tees, may use opponent's shot (not putts) 2 times.

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

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

John Hits from Shorter Tees. On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may use opponent's shot (not putts) 6 times.

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

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

Tom- Hits from the Shorter tees. On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may use opponent's shot (not putts) 9 times.

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

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

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

Duane- Hits from the Shorter tees, On 4 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use opponent's shot (not putts) 9 times

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

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

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

Duke- Hits from the Shorter tees. On 3 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may use opponent's shot (not putts) 5 times.

Chaz- Hits from the Shorter tees. May choose on par 4s and par 5s to place the ball 30 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, farthest from the hole not in a hazard, may use opponent's approach shot (any shot landing on green) 6 times.

Travis- Hits from the Standard Tees. May use opponent's shot (not putts) 3 times.

Roger- Hits from the shorter tees. May choose on all par 4s and par 5s to place the ball 40 yards from the pin (lying 1 on a par 4 and 2 on a par 5), on par 3s, may place tee shot 4 paces off the green, farthest from the hole that is not in a hazard, may use opponent's approach shot (any shot landing on green) 5 times.

Day 2: Us (26+ Team Points Possible)/Me

HOLES 19-27: I'm Blind (20+ points possible per team)

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

Jeff and Tim are only playing eight holes this nine to allow time for changing groups.

Blind Two-Man Scramble: All Players start on the same tee box. Two-man scramble from tee shot until the ball is holed. Par moves your team back one set of tees, birdie or better moves you back two, bogey moves you forward one set of tees, double bogey or worse moves you forward two. Worst possible score is double bogey (pick up after that).

Hole 1 is worth 1 point, 2 is worth 2 points, etc., such that hole 9 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 four non-par 3s of their choice Tom, Duane, Duke, John, and Gary may do the same. Roger may tee up any shot not lying on a green.

On par 3s, Roger, Duke, John, Chuck, Gary, and Duane 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. 5 points to a winning twosome; 3 points each if split; 0 points to losers. One bonus point will be awarded to any twosome whose final score for the first eight holes beats the Legends' (Tim/Jeff) score for eight holes. Additionally, winning twosomes in the team competition will have 1 point subtracted from their individual Chicago score. If Tim/Jeff beat all other teams they will each have 2 points subtracted from their individual Chicago score.

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

HOLES 28-36: It's Fate/Chance (12+ points possible per team)

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

Las Vegas Scramble Four-man scramble. Each player is assigned a number 1-4. After all drives have been hit. Roll a die to see what drive is used (1-4. If a 5 or 6 is rolled, you may use the best drive of the four). Players who are allowed to place a ball off the tee must declare that decision prior to the die being cast.

Odd numbered holes are worth 1 point, even numbered holes are worth two points. If a hole is not won, the points ARE carried over to the next hole. Ultimately you want to beat the foursome you are playing against. If you do, your team (FTG or MTAT) wins 6 points for this nine. If the teams tie, 3 points each. Losing teams get a 0. Additionally, each member of a winning foursome will have 2 points deducted from his Chicago score. One bonus point will be awarded in the team competition to any foursome whose final score for the nine beats the David/Ding two-man scramble score. David/Ding (playing a 2-man scramble) will receive -3 in Chicago if they beat two or more of the four-man scramble teams.

Duke, Tom, Chaz, Duane, John and Roger hit from tees designated by the artistic director.

On four (Duke, Tom), or all (Chuck, and Roger) non-par 3s of their choice select players may place the ball 230 yards from the tee in the center of the fairway.

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

Marshalls, just keep golf score by twosome and circle any winning holes.

Day 3: Let's Talk About Me

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

Group #1	Group #2	Group#3	Group #4	Group #5	Group #6
Jeff*	Phil	Eric*	Tim*	Brett*	David*
John	Hove*	Ding	Gary	Travis	Spesh
Trent	Tom	Chaz	Duane	Roger	Duke

Jeff, Phil, Eric, Tim, Brett, David, Spesh, and Travis hit from the designated tees, other players hit from the next shorter tees.

Trent, Tom, Chaz, Duane, Roger, and Duke have "Use Your Friends" status and will only play in a scramble. Each other player has "Abuse Your Friends" Status.

Within each Threesome, each Abuse Your Friends player, on a rotating basis (so someone gets the odd holes, someone gets the even holes), will play his own ball while the other two players will participate in a two-man scramble.

On four (Trent and Duke), or all (Duane, Tom, Chaz and Roger) par 4s or 5s Use Your Friends players will drive the ball 230 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. Chaz and Roger may additionally, or instead, choose to place an approach shot 40 yards from the pin (lying two on a par 4 and 3 on a par 5).

On par 3s, all Use Your Friends players may choose to 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 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 Gary--if he is the scramble partner--to hit—he's never hit one over 400).

Each player's score for the nine will be their threesomes nine-hole scramble score added to the Abuse Your Friends 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.

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

HOLES 46-54: Chicago

Group #1	Group #2	Group#3	Group #4	Group #5	Group #6
Jeff*-25	Phil-24	Eric*-19	Tim* -17	Brett*-17	David*-30
John-18	Hove*-20	Ding-14	Gary-14	Travis-17	Spesh-19
Trent-15	Tom-13	Chaz-10	Duane-19	Roger-15	Duke-16

Starting handicaps listed above.

Jeff, Phil, Eric, Tim, Brett, David, Spesh, and Travis 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 (Eric, Spesh, Phil, Jeff) = +1

Double bogie or worse (David) = +1

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

On two par-four 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). 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: ROCK PAPER SCISSORS• THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE AT ANY TIME.

FTGs	Holes 1-9		MTAT	Holes 1-9	
Duke/Travis			John/Ding		
Gary/Chaz			Phil/Trent		
David/Hove			Roger/Spesh		
Jeff/Duane			Eric/Tom		
	Total			Total	
	Holes 10-18			Holes 10-18	
Duke	Travis		Ding	John	
Gary	Chaz		Trent	Phile	
David	Hove		Roger	Spesh	
Jeff	Duane		Tom	Tim	
Brett			Eric		
	Total			Total	
	Day 1 Total			Day 1 Total	
FTGs	Holes 19-27		MTAT	Holes 19-27	
Gary/Travis			Roger/Spesh		
Duke/Hove			John/Trent		
Brett/Duane			Phil/Tom		
David/Chaz			Eric/DIng		
Jeff			Tim		
	Total			Total	
FTGs	Holes 28-36		MTAT	Holes 28-36	
Gary, Travis, Duke, Hove			Roger, Spesh, John, Trent		
Brett, Duane, Jeff, Chaz			Phil, Tom, Eric, Tim		
Total			Total		
	Day 2 Total			Day 2 Total	
	Final Score			Final Score	

			Individual			Total	Place
	Holes 19-27	Holes 28-36	Holes 37-45	Chicago	Holes 46-54		
David				31			
Jeff				25			
Phil				24			
Hove				20			
Spesh				19			
Eric				19			
Duane				19			
John				18			
Tim				17			
Brett				17			
Travis				17			
Duke				16			
Trent				15			
Roger				15			
Ding				14			
Gary				14			
Tom				13			
Chaz				10			