

Hackfest 2023: Eddie Gets Married

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

Holes 1-9: Even/Odd Two-Man Scramble (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>
Jeff	Gary	David	
Duane	Travis	Chaz	Brett*
<u>MTAT</u>	<u>MTAT</u>	<u>MTAT</u>	<u>MTAT</u>
Hove*	Ding	Tim*	John
Phil	Eric*	Roger	Spesh

Two-Man Scramble.

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

Brett will play a one-man scramble (on all drives and putts, he will alternatingly use John or Spesh as a scramble partner; and he will get one self scramble (can try one shot twice and use the better of them) on every hole for a ball not on the green).

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.

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

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

On Two non-par 3s of their choice, Duane, John, Gary, and Hove 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). If their partner does better, they can still choose the partners second (par 4) or third (par 5) shot to scramble from.

On par 3s, Chaz, Roger, Duane, and Gary 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.

HOLE 10-18: Singles Match Play (18 points possible per team)

Foursome #1	Foursome #2	Foursome #3	Foursome #4
Jeff vs Phil	Gary vs Ding	David* vs Tim	(Gary) vs John
Duane vs Hove*	Eric* vs Travis	Roger vs Chaz	Spesh vs Brett*

Singles play their own ball in a match play format with additional rules described in player profiles. Worst score on any hole is double bogey (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

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

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

Jim H.- Hits from Shorter tees. May use opponent's shot (not putts) 4 times.

Duane- 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) 8 times

Gary- Hits from 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) 5 times. His score will be counted against both the Birdie King and John Kast.

Mike A. Hits from Standard tees. May use opponent's shot (not putts) 3 times.

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

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

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

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

Roger- Hits from shorter tees. May choose on all par 4s and par 5s to place the ball 30 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 not in a hazard, may use opponent's approach shot (any shot landing on green) 3 times.

Chaz- Hits from 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) 3 times.

John Hits from 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 (in this case, Brett or Spesh alternately), not putts, 5 times.

Brett- 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.

Day 2: Its Them or Us (32 Team Points Possible)

HOLES 19-27: Moving Tees Blind Scramble (20 points possible per team)

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

Blind Two-Man Scramble: All Players start on the same tee box. Two-man scramble from tee shot until the ball is holed. David will play a one-man scramble (on all drives and putts he will alternately use Gary or Duane as a scramble partner; and he will get **one** self scramble (can try one shot twice and use the better of the two) on every hole for a ball not on the green.

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 four non-par 3s of their choice Duane, John, and Hove may place the ball 230 yards from tee on to the center of the fairway.

On all non-par 3s of their choice Roger and Chaz may choose to place the ball 10 yards short of the green (lying two on a par 4 and three on a par 5). If their partner does better, they can still choose the partners second (par 4) or third (par 5) shot to scramble from.

On par 3s, Roger, Chaz, 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.

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

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. Additionally, winning twosomes in the team competition will have 1 point subtracted from their individual Chicago score.

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

HOLES 28-36: Roll Them Bones (12 points possible per team)

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

Las Vegas Scramble Four-man scramble. (Foursome 1 plays a 3-man scramble and does NOT use the dice. On each non-tee shot and all putts they receive a 4th scramble shot that rotates among the three of them).

For Foursomes #2, 3, and 4, each player is assigned a number 1-4. After all drives have been hit. Roll a dice to see what drive is used. If a 5 or 6 is rolled, you may use any of the four drives. 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.

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

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

On par 3s, John, Duane, 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: Last Chance for Coat tails

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

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

Scramble Drive, then best ball. Best score on the hole is the only one that counts.

On all non-par 3s of their choice Roger, Chaz, Duane, and Hove may choose to place the ball 15 yards short of the green (lying two on a par 4 and three on a par 5). For Group #1, if chosen, this counts as a scramble drive.

For Groups 2, 3, and 4, this does NOT count as a scramble drive. If this choice is made, the other members of the group scramble drive, and may choose to use the shot lying 15 yards short of the green as their second (par 4) or third (par 5) shot as part of the scramble.

On par 3s, Roger, Chaz, Duane, and Hove 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. This shot may be selected as a scramble drive.

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

Worst possible score is a double bogey (pick up after that). You do not have to hit every shot (pace of play rule—If Gary pipes one 415 down the middle, no reason for Tim--if he is the scramble partner--to hit—he's never hit one over 400).

Your score will be the stroke count of your foursome.

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

HOLES 46-54: Chicago

Group #1	Group #2	Group#3	Group #4
*Phil-21	Gary-14	Ding-31	John-18
Eric-17	*Brett-16	Jeff-23	Duane-12
Chaz-10	Tim-16	*David-24	Travis-15
	Hove-18	Roger-15	*Spesh-18

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 Bogey (pace of play, pick up after that). •

Triple bogey or worse (Phil, Jeff, David) = +1

Double bogey or worse (Ding) = +1

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

On three par-four holes of their choosing, Chuck, Roger, and (all non-par three holes) Duane will play from best drive in their group.

On remaining non-par-three holes, Chuck and Roger will play from the best approach shot (second shot on a par 4 or third shot on a par five).

On par 3s, Roger, Chuck, 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. 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	
Jeff/Duane			Hove/Phil		
Gary/ Travis			Ding/Eric		
David/Chaz			Roger/Tim		
Brett			John/Spesh		
	Total			Total	
	Holes 10-18			Holes 10-18	
Jeff	Duane		Phil	Hove	
Gary	Travis		Ding	Eric	
David	Chaz		Tim	Roger	
	Brett		John	Spesh	
	Total			Total	
	Day 1 Total			Day 1 Total	
FTGs	Holes 19-27		MTAT	Holes 19-27	
Gary/Duane			Hove/Spesh		
David			Roger/Eric		
Brett/Jeff			Tim/Phil		
Travis/Chaz			Ding/John		
	Total			Total	
FTGs	Holes 28-36		MTAT	Holes 28-36	
Gary, David, Duane			Hove, Spesh, Roger, Eric		
Brett, Travis, Jeff, Chaz			Phil, Tim, Ding, John		
Total			Total		
	Day 2 Total			Day 2 Total	
	Final Score			Final Score	

