

*HACKFEST 2013: THE DESOLATION OF GOLF

*The Artistic Director reserves the right to modify any rule at any time.

DAY 1

HOLES 1-9: MIKE THE LEGEND'S: "This Too Shall Pass-Par 3 Version"

Group 1	Group 2	Group 3	Group 4	Group 5
**Eric	Pro-Mike S.	Pro-Tim	Pro-Jeff	**Pro-Brett
Pro- Gary	Duane	Mike A.	Duke	Pro-Jim K.
John	**Roger	**David	**Jim H.	Trent
Chuck	Tom			

** Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees, unless specified.
- **Par 4s and par 5s:** Three-man scramble on every shot except putts (in each of the two foursomes, one player sits out each shot on a rotating basis). Two-man scramble putting (players to sit out on a **putt-by-putt** rotating basis; *i.e.*, Eric and Gary putt, then Gary and John putt, then John and Chuck put, *etc.*).
- **Par 3s:** Play your own ball, the best single score will be the only score counted for a group.
 - Each player in a group will tee off from a different colored tee. The Hackfest Artistic Director will determine the tee colors on site.
 - Chuck, Tom, and Duke will receive no worse, than a bogey. If their tee shots land on the green, they will receive no worse than a par.
 - If Eric, Roger, David, Hove, or Trent, can hit a tee shot that stops within 2 driver lengths of the hole, the team will be able to deduct one stroke from their total score for this nine.
 - The team score for a par 3 will be the best score under any of the rules described above.
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND'S: "Par Five DOA"

Group 1	Group 2	Group 3	Group 4	Group 5
**Eric	Pro-Mike S.	Pro-Tim	Pro-Jeff	**Pro-Brett
Pro- Gary	<u>John</u>	Mike A.	<u>Duane</u>	Pro-Jim K.
Chuck	**Roger	**David	**Jim H.	Trent
		<u>Tom</u>		<u>Duke</u>

** Denotes official group Marshal and scorer.

- Players whose names are in **bold and underlined** change groups at the turn.
- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- **Par 3s and par 4s:** Three-man scramble on every shot except putts (in each of the two foursomes, one player sits out each shot on a rotating basis). Two-man scramble putting (players to sit out on a **putt-by-putt** rotating basis).
- **Par 5s:** One player will be chosen to play the hole for the team. If there is more than one par five on this nine, different players from the group must be chosen to play each par 5 hole (*i.e.*, Jeff can't play them all). Two of the remaining players will each hit one shot from the 100 yard marker. If either of their shots stops closer than two driver lengths from the hole, the group will receive a par. If either of their shots stops closer than one driver length from the hole, the group will receive a birdie. The group will receive the lower of the individual player's score, or the 100-yard par/birdie (if achieved).
- There is a 3 stroke differential ceiling for this nine (best v. worst group).

DAY 2

HOLES 19-27: BRETT THE LEGEND'S: "Drive"

Group 1	Group 2	Group 3	Group 4	Group 5
*Tim (2)	*Jeff (2)	Mike A. (2)	Mike S. (2)	*Brett (2)
Trent (2)	Tom (3)	*Jim H. (2)	David (2)	Eric (2)
Duane (2)	Duke (3)	Jim K. (2)	*Gary (2)	Roger (2)
John (3)		Chuck (3)		

* Denotes official group Marshal and scorer.

- All players hit from the same tee. **On the first shot of each hole**, only one player will drive the ball. A player with a ranking of "(2)" may attempt 2 drives on each hole, a player with a ranking of "(3)" may attempt three drives. The foursome will be allowed to use the best of the chosen player's attempts at a drive. Each player in the foursome must be chosen to drive the ball on at least one hole, and no player may be chosen to drive the ball on more than four holes.
- **On the second shot and on all putts (once the ball is on the green)**, the group will play a two-man scramble from where the best previous shot lay. The player driving the ball does not hit the second shot or any putts.
- **On the third and all subsequent shots (other than putts from on the green)**, the group will play a three-man scramble.
- Any team that scores a birdie or better moves back two sets of tees on the next hole. A par moves the team back one set of tees. A bogey moves a team forward one set of tees. A double-bogey or worse moves a team forward two sets of tees.
- This nine is a combination of match-play and stroke play scoring. In addition to the total strokes counted for each group, each hole is also worth one point in a match-play scoring system (if there is a tie, all teams tying for the lowest score on the hole will be awarded one point). The group (and any tied group) that wins the most match-play points will have two strokes deducted from its front-nine score, the second-place group (and any tied group) will have one stroke deducted.
- There is a three-stroke-differential ceiling on this nine before the match-play bonus calculation.

HOLES 28-36: Chicago

Group 1	Group 2	Group 3	Group 4	Group 5
*Pro-Tim (25)	*Pro-Jeff (26)	*Jim H. (15)	Pro-Mike S. (24)	*Pro-Brett (20)
Trent (12)	Tom (11)	Pro-Jim K.(17)	*Gary (16)	Eric (14)
Duane (26)	Duke (10)	Chuck (10)	Pro- <u>Mike A. (25)</u>	Roger (14)
	<u>John (36)</u>			<u>David (14)</u>

* Denotes official group Marshal and scorer.

- Players whose names are in **bold and underlined** change groups at the turn.
- Starting Handicaps listed in parentheses above.
- Triple or Worse (Tim, Brett, Special K., Gary, Eric, Roger, David, Trent, Hove, Duane, and Tom) +1
- Double or Worse (John, Mike A., Jeff, Mike S.) +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -6
- "Pro" players hit from the designated tees; other players hit from the next shorter tees.
- 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).