

Hackfest 2006: GlenGary Glen????

Day 1

BRETT THE LEGEND'S "LAS VEGAS SCRAMDAMBLE": HOLES 1-9

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Jeff-Pro	Roger-Pro	Eric-Pro	Mike-Pro
Trent-Pro	Hove-Am	Tim-Pro*	John-Pro*
Kenealy-Pro	Tom -Am	David-Am	Brian-Am
Gary-Pro*	Brett-Pro*	Steve-Am	Glenn-Am

-* Denotes official group Marshall and scorer.
Individual scores will be kept on this nine.

-"Pro" players hit from the designated tees, "Am"
players hit from the next shorter tees.

- Four man teams. Scramble drive, individual play after the drive. Highest (worst) score on each hole thrown out (if two or more tied for high score, only one high score thrown out). The remaining three scores are melded to create a single, three-digit number (in order of lowest to highest digit). Example: Player A scores a 4, Player B a 6, Player C a 3, Player D a 7. Team score: 346. Your team's score will be compared to the scores of the other three teams hole-by-hole. An outright low score (compared to all other teams) wins that hole for your team. Your score for this nine will be equal to the negative number of holes your team wins.

-Any score of 10 or higher will be counted as a 9.

-There is a 3 stroke differential ceiling for this nine (best v. worst group).

TIM THE LEGEND'S "ROTATING CLUB OF DEATH": HOLES 10-18

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Jeff-Pro	Roger-Pro	Eric-Pro	Mike-Pro
Trent-Pro	Hove-Am	Tim-Pro*	John-Pro*
Kenealy -Pro	Tom-Am	David-Am	Brian-Am
Gary-Pro*	Brett-Pro*	Steve-Am	Glenn-Am

-* Denotes official group Marshall and scorer. One score will be kept for each group on this nine.

-"Pro" players hit from the designated tees, "Am" players hit from the next shorter tees.

-The first hole of this nine will be a four-man scramble.

The remaining eight holes will be played as follows:

-First Shot: On each of the eight holes one player, on a rotating basis, will hit all four drives for the group. Before each drive is struck, the player for whom the ball is being hit must be identified. Of the four drives, that incurring the greatest scoring penalty, or, if all four drives are in play and/or multiple drives incur the same "greatest" scoring penalty, that drive which lies furthest from the hole will be picked up.

-Second Shot: The remaining three drives will be played as they lie by their owners.

-Remaining Shots: If the person hitting the drives puts two or more of the drives on the fairway (or green) then four-man scramble from where the best of the three "second" shots lies; else, three-man scramble (person hitting the drives sits out) from where the best of the three "second" shots lies.

-There is a 3 stroke differential ceiling (best v. worst group).

Day 2

MIKE THE LEGEND'S "THE SYSTEM": HOLES 19-27

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Team 1	Team 1	Team 1	Team 1
Jeff-Pro*	Roger -Pro	Mike-Pro	Brett-Pro*
Tom-Am	Glenn -Am	David-Am	Trent-Pro
Team 2	Team 2	Team 2	Team 2
John-Pro	Gary-Pro	Kenealy-Pro*	Tim-Pro
Steve-Am	Eric-Pro*	Hove-Am	Brian-Am

- "Pro" players hit from the designated tees, "Am" players hit from the next shorter tees.

- Two-man teams. In "The System" both players tee off, they then switch balls. Player A plays Player B's drive, and vice-versa. Each player hits the second shot. They then select the best of the second shots, and from that point until the ball is holed they play a two-man scramble format.

- There is a 4 stroke differential ceiling for this nine (best v. worst team).

CHICAGO: HOLES 28-36

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
Jeff-Pro*	Roger -Pro	Mike-Pro	Brett-Pro*
Tom-Am	Glenn -Am	David-Am	Trent-Am
John-Pro	Gary-Pro	Kenealy-Pro*	Tim-Pro
Steve-Am	Eric-Pro*	Hove-Am	Brian-Am

<i>Starting Handicaps:</i>	<i>Gary 15</i>	<i>Eric 12</i>	<i>Jeff 11</i>	<i>Kenealy 11</i>	
<i>David 9</i>	<i>Brett 9</i>	<i>Mike 8</i>	<i>Tim 8</i>	<i>Roger 7</i>	<i>Steve 6</i>
<i>John 6</i>	<i>Glenn 5</i>	<i>Trent 5</i>	<i>Hove 4</i>	<i>Brian 3</i>	<i>Tom 3</i>

≥ Double Bogey= +2 (Gary); +1 (Eric)

Bogey= -1 (all)

Par= -2 (all except Brian and Jim)

Par= -3 (Brian, Jim)

Birdies or Better= -3 (Gary, Eric)

Birdies or Better= -4 (all except Brian, Jim, Gary, Eric)

Birdies or Better= -5 (Brian, Jim)

- "Pro" players hit from the designated tees, "Am" players hit from the next shorter tees.

- Individual scores will be kept on the scorecard.

- Your individual stroke count on this nine 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:

The tied contestant who first makes four correct responses in a test of knowledge designed by the Artistic Director, wins. If more than one tied contestant makes a fourth correct response in the same round, a sudden death playoff test of knowledge will determine the winner.

- The Artistic Director reserves the right to make rule changes on site. All rulings of the Artistic Director are final.