

Hackfest 2007

Fantastic (Par) Four: Rise of the Silver-Haired Has Been

Day 1

HOLES 1-9: BRETT THE LEGEND'S "15, 24, 33"

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

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

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

- Four man teams. Scramble drive on par 4s and par 5s, otherwise individual play. Best ball (lowest single score) counted on all par 5s. Best two balls totaled on all par 4s. Best 3 balls totaled on all par 3s.

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

HOLES 10-18: TIM THE LEGEND'S "My Partner, My Anchor"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>
Mike	Jeff	*Tim	*Brett
Tom	Glenn	Brian	Steve
<u>Team 5</u>	<u>Team 6</u>	<u>Team 7</u>	<u>Team 8</u>
John	*Roger	Hove	Eric
*Trent	David	Kenealy	Gary

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

-All players will hit from the same tees on this nine.

-Two-man teams. Each team will be competing head-to-head against the other team in their foursome (and ultimately against all other twosomes). Points are scored by winning holes (your score versus the other team in your foursome). The value of each hole increases by one over the previous hole (first hole worth one point, . . . ninth hole worth nine points). A tie means neither team wins the hole. There are no carryovers.

-All holes are two-man scrambles from tee to hole. Any team that scores a birdie or better moves back two sets of tees on the next hole. A par moves a team back one set of tees. A bogey moves a team up one set of tees. A double bogey or worse moves a team up two sets of tees. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.

-After nine holes, each member of each winning twosome (within each foursome) will have one stroke deducted from his score; each member of each losing twosome (within each foursome) will have one stroke added to his score.

HOLES 19-27: "My Partner, My Anchor Redux"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
<u>Team 1</u>	<u>Team 2</u>	<u>Team 3</u>	<u>Team 4</u>
Brett	Jeff	Gary	Mike
Hove	Steve	David	Glenn
<u>Team 5</u>	<u>Team 6</u>	<u>Team 7</u>	<u>Team 8</u>
Tim	Kenealy	Roger	John
Trent	Tom	Brian	Eric

-Same rules as holes 10-18, with the addition that the player with the best scoring total (computed by team) on holes 10-27 will have an additional two strokes subtracted from his score.

Day 2

HOLES 28-36: MIKE THE LEGEND'S "I NEVER GET TO PLAY WITH THEM"

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

A floating green has been constructed on Kast Lake, site of the accommodations for Hackfest 2007. To honor the efforts of John Kast and Roger Mahre (the architects), the green will be incorporated into this year's event. Sometime during the weekend, each of the four groups playing as a team in Sunday's first round will fire shot(s) at the green to determine which set of tees they will use for the front nine at New Richmond, whites or blues. Note that the stakes are high: the white tees are a manageable 6,344, while the blues are a manly 6,726.

In the contest, Group 1 will have to select one player to hit the floating green. If he hits it in either of two attempts, the group plays the whites. A miss and it's the blues. Group 2 will use two players. Group 3 will use three players. Group 4 will use four players. Each group needs to put one (1) ball on the green, or everyone in the group plays from the blues. The Artistic Director reserves the right to adjust these rules as necessary to suit the conditions on Kast Lake at the time of the contest.

Group 1 Scramble drive on all par fives otherwise individual play. Lowest individual score on a given hole is score for the whole team on that hole.

Group 2 Scramble drive on all holes and on second shot of all par fives, then individual play until ball is holed. Lowest individual score on a given hole is used as the score for the whole team on that hole.

Group 3 Four-man Scramble for first shot on par threes, first two shots on par fours and par fives, then individual play until the ball is holed. Lowest individual score on a given hole is used as the score for the whole team on that hole.

Group 4 Four-man Scramble. From tee shot until ball is on Green, then individual play until the ball is holed. Lowest individual score on a given hole is used as the score for the whole team on that hole. Scramble putts on par fives.

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

HOLES 37-45: CHICAGO

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

Starting Handicaps: Mike 18, Gary 12, Kenealy 11, Jeff 10, Brett 9, Tim 8, Eric 7, Roger 6, Steve 5, John 5, Trent 4, Glenn 4, Tom 3, Hove 3, Brian 2, David 2.

Double Bogey or Worse = +2 (Mike); +1 (Gary, Kenealy)

Bogey = -1 (all)

Par = -2 (all except David, Brian and Hove)

Par = -3 (David, Brian, and Hove)

Birdies or Better = -3 (Gary, Mike, Kenealy)

Birdies or Better = -4 (Jeff, Tim, Eric, Brett, Roger, Steve, Trent, John)

Birdies or Better = -5 (Brian, Tom, Jim, David, Glenn)

- "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 making the longest putt in a putting contest held after completion of the Hackfest proper, wins.

- The Artistic Director reserves the right to make rule changes on site. All rulings of the Artistic Director are final, whether or not you are too dim-witted to understand their brilliance.