

Hackfest 2008: "I Am Legend"

HOLES 1-9: BRETT THE LEGEND'S STUPID SIMPLE SCRAMBLE PLUS

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
*Pro-Brett	*Pro-Tim	Pro-Jeff	Pro-Mike
Pro-Special K	Chaz	*Pro-Gary	Pro-Eric
David	Pro-Roger	Tom	Hove
Brian	Allerding	Pro-John	*Trent

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Four-man scramble except 1 Brian drive must be used; 1 Chaz drive must be used; 2 Tom drives must be used. No more than 3 Mike drives can be used.
- Everyone must contribute at least 1 putt.
- There is a three-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>
*Pro-Brett	*Pro-Tim	Pro-Jeff	Pro-Mike
Brian	Chaz	Tom	*Trent
<u>Team 5</u>	<u>Team 6</u>	<u>Team 7</u>	<u>Team 8</u>
David	Pro-Roger	*Pro-Gary	Hove
Pro-Special K	Allerding	Pro-John	Pro-Eric

* Denotes official group Marshal and scorer.

- "Pro" players begin from the designated tees, other players begin from the next shorter tees.
- Chaz (3), Tom (2), Brian (2), Jeff (1), Tim (1), Brett (1) all get a certain number of mulligans (the number in parentheses) to be used anywhere in the first 7 holes (except putts).
- Two-person 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 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. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.
- All players must try their best to achieve the lowest score possible for their team on each given hole. No team is allowed to force the other team to accept a "gimmie".
- Each team's golf score (not total points) counts. Each member of each winning twosome (lowest point total) within each foursome has two strokes deducted from his golf score.

There is a four stroke differential ceiling on this nine.

HOLES 19-27: THE LEGENDS COMMITTEE “MY PARTNER SUCKS”

<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>
*Gary	Jeff	Special K	*Mike
Eric	David	Tom	Chaz
<u>Team 5</u>	<u>Team 6</u>	<u>Team 7</u>	<u>Team 8</u>
Tim	*Brett	*Roger	John
Trent	Allerding	Brian	Hove

* Denotes official group Marshal and scorer. One score will be kept for each team.

- Two-man teams. All players will start from the same tees on this nine. 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. No carryovers.
- Par fours are played as two-person scrambles from tee to hole. On par threes and fives: Each player on a two-man team hits a tee shot. For the second shot (of any ball not on the green after the first shot), a player plays his/her partner's tee shot. After two shots (one for a ball on the green in one), each team picks the best ball position and plays to the hole using a two-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. Notwithstanding the rules on tee movement, all teams must play from a tee box recognized on the scorecard.
- All players must try their best to achieve the lowest score possible for their team on each given hole. No team is allowed to force the other team to accept a “gimmee”.
- Each team's golf score (not total points) will be counted. Each member of each winning twosome (lowest point total) within each foursome will have two strokes deducted from his team score.

There is a four-stroke differential ceiling on this nine.

Day 2

HOLES 28-36: MIKE THE LEGEND'S "GO PINK; GO HARD"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>
*Pro-Mike	John	*Pro-Tim	Pro-Jeff
Pro-Special K	Pro-Eric	Trent	Hove
Roger	David	*Brian	*Pro-Brett
Tom	Allerding	Pro-Gary	Chaz

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Hole 1: Four-man scramble.
- Holes 2-9. Each player, on a rotating basis, will play a "pink" ball from tee to green for an individual score (each player will play the pink ball twice). The remaining three players will play a three-man scramble from tee to hole.
- On a total of two holes, each player involved in the three-man scramble must tee off simultaneously.
- A foursome's score for any hole will be the sum of the score for the pink ball (a pink ball score over triple bogey will be counted only as a triple bogey) and the scramble ball. A foursome's score for the nine consists of the total score for the foursome's best six holes. There is a five-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-Mike	John	*Pro-Tim	Pro-Jeff
Pro-Special K	Pro-Eric	Trent	*Pro-Brett
Roger	David	*Brian	Hove
Tom	Allerding	Pro-Gary	Chaz

* Denotes official group Marshal and scorer.

Starting Handicaps: David 30, Mike 28, Allerding 27, Jeff 25, Chaz 25, Brett 22, Special K 21, Gary 21, Tim 21, Eric 19, Roger 19, Trent 16, John 16, Hove 12, Tom 10, Brian 9.

Triple Bogey or Worse = +1 (all except Mike and David)

Double Bogey or Worse = + 1 (Mike and David)

Bogey = -2

Par = -4

Birdies = -5

Eagle = -6

- "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: You know it, you love it: Rock, Paper, Scissors (best two out of three).

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