

## Hackfest 02: As It Rises to Perform

### Day 1 – Saturday, September 7, 8:00AM

#### Holes 1 Through 9: Florida Scramble for Sand Kickers and 98 Pound Weaklings

**Foursome #1** Jim-98, Gary, 98, Mike-SK, Roger-SK

**Foursome #2** Brian-98, Glen-98, Tim-SK, Eric-SK

**Foursome #3** John-98, Tom-98, Jeff-SK, Brett-SK

-Double-Twisting 4-Man Scramble: Teams are a mix of Sand Kickers and 98-Pound Weaklings. The Sand Kickers use blue tees, and the 98 Pound Weaklings use white. The player whose shot was selected must sit out the next shot. If John was selected to have the best tee shot, John cannot hit the second shot but will be able to hit the third shot, etc. Once on the putting surface all players are eligible to putt. Each player must have at least one of his drives used by the group.

-There is a 2 stroke differential ceiling for this nine (best vs. worst group).

#### Holes 10 Through 18: Two-Man Scramble Match Play

##### **Group #1**

Mike Sauer (B)

Jim Hove (W)

v.

Roger Mahre (B)

Gary Mullen-Schultz (W)

##### **Group #2**

Tim Hidani (B)

Brian Dukart (W)

v.

Eric Petersen (B)

Glen Kallevig (W)

##### **Group #3**

Jeff Carter (B)

Tom Sandberg (W)

v.

Brett Johnson (B)

John Kast (W)

-Note that Blue and White tee designations are still in effect.

-Each two-man team is competing against all the other teams, and specifically against the other team in their foursome (team in each foursome winning most holes to subtract 2 strokes from score—if a tie, no strokes deducted). The total score for each respective team will be the score for each member of that team. The two strokes won in each foursome will be subtracted after a two-stroke differential ceiling is applied.

-Each player in a team drives off the tee, and then both golfers play their second shots from the best-driven ball. Both then play their third shots from the best second ball, and so on.

-Each player must have at least two of his drives used.

-Jim, Brian, Tom, Roger, Eric, and Brett will each have one “mulligan” to be used on a tee shot.

#### Holes 19-27: Par Three Personal Responsibility

**Group #1** Jeff, Mike, Jim, Brian

**Group #2** Tim, John, Roger, Tom

**Group #3** Brett, Eric, Gary, Glen

-Each of three players per foursome is responsible for his foursome’s score on 3 preassigned holes, with one player predesignated as the foursome’s wild card. The Wildcard’s score can be substituted for any of the others on 4 holes (to be decided to each foursome's advantage once the nine has been completed). Each player in the respective foursome will receive the same base score for this nine.

-Each individual’s score will be adjusted depending on how well he does on his assigned holes. For wild cards, this means over the entire nine, for the other players this includes only the 3 preassigned holes.

**Par Average or less**, subtract 3 (for wild cards) or 2 (other players), **Bogie Average or less**, subtract 1

**Less than dbl bogie**, no change **Greater than Dbl bogie**, add 2 (other players) or add 3 (wildcards)

-All players must play every hole.

-There is a 2 stroke differential ceiling for this nine (best vs. worst group).

**Holes 28-36: Par Three Pink Ball-Played on a Par Three Course**

**Group #1** Jeff, Tim, Jim, Glen

**Group #2** Mike, Eric, Gary, Tom

**Group #3** Brett, Roger, John, Brian

-Each foursome has a hideously beautiful pink ball that rotates among the players. Player 1 uses it on the first hole, player 2 on the second, and so on. A foursome's score for any given hole is the average of the sum of the pink ball and lowest (best) other score.

-On the 9th hole a foursome's score will be the average of their two best scores for that hole.

-There is a 2 stroke differential ceiling for this nine.

**Draft: Multi-Champions Choice (for holes 37-54)**

Roger (picks 1, 6, 7), Mike (picks 2, 5, 8), and Jeff (picks 3, 4, 9) will draft the final 18-hole foursomes

**Day 2-Sunday, September 8, 10:00AM**

**Holes 37 Through 45: Champion's Choice-Four Man Average**

**Foursome #1**

**Foursome #2**

**Foursome #3**

TBA by draft

TBA by draft

TBA by draft

-All golfers in each foursome will play for individual scores. Within each foursome those scores will be averaged to determine a single score for all players in each respective foursome. Averaging will be done as follows: 36 total holes per foursome. The six highest (worst) scores will be thrown out. The remaining 30 scores will be added together divided by 30 and multiplied by 9 to come up with an identical 9-hole score for each player in the foursome.

-There is a 5 stroke differential ceiling for this nine (best vs. worst group).

**Holes 46 Through 54: Chicago**

**Foursome #1**

**Foursome #2**

**Foursome #3**

TBA by draft

TBA by draft

TBA by draft

-You start with the scores below.

Roger 15    Jeff 13    Mike 11    Tim 8    Glen 8    Eric 7

Brett 6    John 5    Brian 5    Gary 4    Jim 3    Tom 2

-Based on your performance, subtract points as follows:

Double Bogey or worse= +2 (Jeff, Mike, Tim, Roger) +1 (Eric, Brett)

Bogeys = -1 point

Pars = -2 points

Birdies or better = -3 points (Roger, Jeff, Mike)

Birdies or better = -4 points (Glen, Tim, Eric, Brett)

Birdies or better = -5 points (Gary, John, Tom, Brian, Jim)

-Individual scores will be kept on the scorecard. For tournament scoring purposes, your individual stroke count is meaningless and will not be counted except as it applies to the game of Chicago, i.e. your total score for this nine will be less than 15.

**Tournament Notes**

-You may improve your lie (winter rules).

-All other rules of golf and the particular golf course apply (i.e. lost balls are not penalty enough).

-The overall winner will have the lowest total score. In the case of a tie, a sudden death trivia contest.

-All rules are subject to the interpretation of the tournament artistic director on-site.