

Hackfest 2003: The Fat and the Furious

Day 1

HOLES 1-9:FOUR-MAN SCRAMBLE

Group 1

Roger-Pro*¹
Brett- Pro
Brian-Am
John - Am

Group 2

Tim- Pro
Trent- Pro
Gary- Am*
Tom- Am

Group 3

Mike- Pro
Eric- Pro*
Glen- Am
Jim- Am

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

- Each player must have at least one drive used by the group.

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

HOLES 10-18:THREE-MAN SCRAMBLE PLUS BEST BALL

Group 1

Roger-Pro*
John-Am
Tom-Am

Group 2

Trent-Pro
Gary-Am*
Jim-Am

Group 3

Eric-Pro*
Glen-Am
Brian-Am

3-MAN BEST BALL

(Tim) -Pro (Mike) -Pro (Brett) -Pro

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

- Each player must have at least one drive used by the group.

- There is a 2 stroke differential ceiling (best v. worst group).

- In the three-man best ball team, all players play for individual scores. Best of the three individual scores on each hole used by the group. Each player must have at least two of his scores used by the group.

HOLES 19-27: PAR THREE SHOOTOUT

TWO-MAN SCRAMBLE

Group 1

Brett*
John

Group 2

Tim*
Brian

Group 3

Eric*
Tom

Mike
Gary

Trent
Jim

Roger
Glen

Two-man Team with the most birdies to subtract 2 strokes from total score. If no birdies, team with most pars to subtract two from total score. In the case of a tie, tied teams each subtract 1 stroke from total score.

Day 2

HOLES 28-36:TWO-MAN SCRAMBLE

Group 1

Group 2

Group 3

¹ *Denotes official group Marshall and scorer.

Trent-Pro
John-Am*

Tim-Pro
Tom-Am

Mike-Pro
Brian-Am

Eric-Pro
Gary-Am

Brett-Pro*
Glen-Am

Roger-Pro*
Jim-Am

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

- Each player must have at least three of his drives used by the team.

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

HOLES 37-45:CHICAGO

Group 1

Trent
John*
Eric
Tom

Group 2

Tim
Brett*
Gary
Jim

Group 3

Mike
Brian
Roger*
Glen

Brett 14	Mike 12	Roger 11	Tim 11	Trent 10	Eric 8
Glen 8	John 5	Brian 4	Jim 4	Gary 3	Tom 3

> Double Bogey= +2 (Brett); +1 (Trent, Mike, Roger, Tim, Eric)
Bogey= -1

Par= -2

Birdies or Better= -3 (Brett, Trent, Mike, Tim)

Birdies or Better= -4 (Roger, Eric, Glen, John)

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

- All players play from the "pro" 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:

IF MORE THAN TWO PLAYERS ARE TIED, THE TOURNAMENT DIRECTOR WILL LEAD A ROCK/PAPER/SCISSORS GROUP TIEBREAK UNTIL ONLY TWO PLAYERS ARE LEFT. THE WINNER WILL THEN BE DETERMINED BY A TWO-OUT-OF-THREE ROCK/PAPER/SCISSORS SHOWDOWN.