

Hackfest 2025:

The Smashing Machine

Day 1: FTGs Rule (30 Points Possible Per Team)

Holes 1-9: Shamble Plus (12 points possible per team)

| Group 1 | | Group 2 | | Group 3 | | Group 4 |
|-------------|-----------|------------|--|-------------|-----------|------------|
| <u>MTAT</u> | <u>vs</u> | <u>FTG</u> | | <u>MTAT</u> | <u>vs</u> | <u>FTG</u> |
| Eric | | Gary | | Phil* | | Brett |
| Ding* | | David* | | Spesh | | Panther* |
| Tom | | Travis | | Roger | | Jeff |
| | | Duke | | | | Duane |

Everyone starts on the same tee.

Scramble Drive, Then 3 + 1 Best Ball. Following a scramble drive, Duane, Tom, Duke, and Roger are always part of a three-man best ball, the other players take turns being a one-man best ball. A group's score for this nine is the sum of the single best ball score and the three-man best ball score divided by two and rounded up to the next nearest whole number.

On par 3s, Duane, Tom, Duke, and Roger may choose to place their tee shot 10 yards off the green in the location farthest from the hole that is not in a hazard. This shot may be selected as a scramble drive (decision can be made after all others have hit their drives).

Roger may tee up any shot not lying on a green.

Worst possible score is a double bogey (pick up after that). You do not have to hit every shot (pace of play rule—you can stop after 1 good drive).

Beat the group you are playing against and your team (FTG or MTAT) wins 6 points for this nine; tie, 3 points each; lose = 0.

Day 1: Go FTGs (28 Points Possible Per Team)

Holes 10-18: Shamle Rank the Eight (18 points possible/team)

| Group 1 | | Group 2 | | Group 3 | | Group 4 | |
|-------------|-----------|------------|--|-------------|-----------|------------|--|
| <u>MTAT</u> | <u>vs</u> | <u>FTG</u> | | <u>MTAT</u> | <u>vs</u> | <u>FTG</u> | |
| Eric | | Gary | | Phil* | | Brett | |
| Ding* | | David* | | Spesh | | Panther* | |
| Tom | | Travis | | Roger | | Jeff | |
| | | Duke | | | | Duane | |

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, and Travis--designated tees, Duke, Panther, Duane, Roger, and Tom--next shorter tees.

Scramble Drive, then individual best ball. Scramble drive (threesomes get an extra drive on each hole), but at any time, instead of hitting the ball off of the tee, on all non-par 3s of their choice Duane, Tom, Duke, and Roger may choose to place the ball 15 yards short of the green (lying two on a par 4 and three on a par 5). Then, each individual in the foursome (not everyone has to do the same thing), can choose to use the best scramble drive (lying 1), or the Duane, Tom, Chaz, or Roger shot (lying 2 or 3) as their drive. Each individual plays only their own ball from there until the hole is complete.

On par 3s, Duane, Tom, Roger, and Duke may choose to place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard (lying 1). This shot may be selected as the scramble drive. All players in a foursome must play their second shot from the same place on a par 3, and will play their individual ball until the hole is complete.

Roger may tee up any shot not lying on a green.

Worst possible score is a double bogey (pick up after that). You do not have to hit every shot (pace of play rule).

Each score will count. Once the nine is over, Team FTG and MTAT will be individually ranked best to worst, FTG will randomly drop 2 scores, then the scores of six FTGs will be compared best to worst against 6 MTATs. Each match-up is worth three points for a win, one for a tie.

Day 2: FTG Folds (44 Team Points Possible)

HOLES 1-9: 2-Man Scramble (20 points possible/team)

| Group 1 | Group 2 | Group 3 | Group 4 |
|-------------------|-------------------|-------------------|---------|
| Gary | Roger | Phil | Travis |
| Duane | Eric* | Tom | Brett* |
| <u>vs.</u> | <u>vs.</u> | <u>vs.</u> | Vs. |
| Spesh* | David | Duke | MTAT |
| Ding | Panther | Jeff* | |

Two-Man Scramble match play no carryovers-Two-man scramble from tee shot until the ball is holed. Holes 1-3 are worth 1 point, holes 4-8 are worth two points, hole 9 is worth 4 points. If a hole is not won, the points ARE NOT carried over to the next hole. All Players hit from the designated tees

Roger may choose on all par 4s and par 5s (and Duane, Duke, Panther, and Tom on 3 total par 4s or 5s) to place the ball 10 yards short of the green (lying two on a par 4 and three on a par 5). If their partner does better, they can still choose the partner's second (par 4) or third (par 5) shot to scramble from.

On par 3s, Roger, Tom, Duke, and Duane may choose to place their tee shot 10 yards off the green in the location farthest from the hole that is not in a hazard

Roger may tee up any shot not lying on a green.

Winning group receives 5 points for their team, tie is 3 points each, loss is 0. Brett and Travis are playing against all MTAT teams (if they have more wins than loses, FTG gets 5 points, more losses than wins, MTAT gets 5 points, same number of wins and loses both teams get 3 points).

Your two-man scramble group score will count as your individual score for the Birdie King competition. There is a 2-stroke differential ceiling for this 9. Each winning twosome team member subtracts 2 points from their individual score (after the 2-stroke differential has been applied) as it relates to the individual Birdie King competition.

Day 2: FTG Folds

HOLE 10-18: Individual Match Play Rank the 14 (24 points possible/team)

| Group 1 | Group 2 | Group 3 | Group 4 |
|----------------|----------------|----------------|----------------|
| Gary | Roger | Phil | Travis |
| Duane | Eric* | Tom | Brett* |
| Spesh* | David | Duke | |
| Ding | Panther | Jeff* | |

Match Play No carryovers. Singles play their own ball against an unknown opponent in a blind match play format with additional rules described in player profiles. Worst score on any hole is double bogey (pace of play rule-pick up after that). Any Eagle or better wins a match automatically unless the opposing player also is able to eagle or better during the match (in which case the match is scored as any other). If you eagle, keep tracking your score. Each hole is worth 1 point to the winner. No Carryovers. Player earning the most points wins the match.

If you are allowed to choose whether to place a drive 230 yards out, that decision must be made before you hit. Make mulligan decisions quickly, if the ball looks lost or bad, hit a provisional so you don't have to come back and hit again--if you don't use the provisional you don't count it against your mulligan.

Once the nine is over, Team FTG (not Brett or Travis) and MTAT will be individually ranked (based on stroke count) best to worst, and the scores of six FTGs compared best to worst against six MTATs in a match-play format. Brett and Travis will each randomly draw an MTAT opponent. For each singles match, 3 points awarded to FTGs or MTAT for a winning single; 2 each for a tie; 0 points for a loss.

Your score for the Birdie King competition will be your individual score (there is a two-stroke differential ceiling for this nine). Each winning single subtracts 2 points from their individual score (after the 2-stroke differential has been applied) as it relates to the individual Birdie King competition.

Player Profiles for the Singles Matches

Gary- Standard tees. May use 3 mulligans (not putts- one per hole).

Duane- Shorter tees. On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 6 mulligans (not putts- one per hole).

Spesh - Standard tees. May use 3 mulligans (not putts- one per hole).

Ding - Standard tees. May use 3 mulligans (not putts- one per hole).

Roger - Standard tees. May on all par 4s and par 5s place the ball 30 yards from the green (lying one on a par 4 and two on a par 5), on par 3s, may place ball 10 yards off the green, farthest from the hole not in a hazard. May use 2 mulligans (not putts- one per hole).

Eric Standard tees. May use 3 mulligans (not putts- one per hole).

David - Standard tees. May use 3 mulligans (not putts- one per hole).

Panther- Shorter tees. On 4 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 4 mulligans (not putts- one per hole).

Phil - Standard tees. Triple bogey loses hole. May use 1 mulligan (not putts).

Tom- Shorter tees. On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 6 mulligans (not putts- one per hole).

Duke - Standard tees. May on par 4s and par 5s place the ball 30 yards from the green (lying one on a par 4, and two on a par 5), on par 3s, may place ball 10 yards off the green, farthest from the hole not in a hazard. May use 2 mulligans (not putts- one per hole).

Jeff - Standard tees. Triple bogey loses hole. May use 1 mulligan (not putts).

.

Travis- Standard Tees. May use 3 mulligans (not putts- one per hole).

Brett - Standard tees. May use 3 mulligans (not putts- one per hole).

Day 3: Now It's Real

HOLE 1-9: Relax and Execute Shamle

| Group 1 | Group 2 | Group 3 | Group 4 |
|---------|---------|---------|---------|
| Eric | Duane | Spesh | Duke* |
| Jeff* | Roger | Brett* | Phil |
| Gary | Ding* | David | Tom |
| | Travis* | | Panther |

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, and Travis--designated tees, Duke, Panther, Duane, Roger, and Tom--next shorter tees.

Scramble Drive, then best ball. On all non-par 3s of their choice Roger and Panther may choose to place the ball 15 yards short of the green (lying two on a par 4 and three on a par 5). This does NOT count as a scramble drive. If this choice is made, the other members of the group scramble drive, and may choose to use the shot lying 15 yards short of the green as their second (par 4) or third (par 5) shot as part of the scramble.

On par 3s, Roger and Panther may choose to place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard. This shot may be selected as a scramble drive.

Roger may tee up any shot not lying on a green.

Worst possible score is a double bogey (pick up after that). You do not have to hit every shot (pace of play rule—If someone in your group hits a great drive, you do not have to hit your drive).

Your score will be your group best ball score (best individual score on each hole) added to your individual score (divided by two and rounded up).

A three-stroke-differential ceiling applies to this nine.

Day 3: Now It's Real

HOLES 10-18: Chicago

| Group 1 | Group 2 | Group 3 | Group 4 |
|----------|-----------|-----------|------------|
| Eric 14 | Duane 12 | Spesh 18 | Duke* 30 |
| Jeff *20 | Roger 15 | Brett* 14 | Phil 20 |
| Gary 24 | Ding* 21 | David 19 | Tom 12 |
| | Travis 13 | | Panther 16 |

Starting handicaps listed above.

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, and Travis--designated tees, Duke, Panther, Duane, Roger, and Tom--next shorter tees.

Worst possible score is Triple Bogey (pace of play, pick up after that). •

Triple bogey or worse (Phil, Jeff, Duke) = +2

Double bogey or worse (Gary) = +1

Bogey = -2; Par = -4; Birdie = -5; Eagle = -7

Individual stroke play, except as provided below.

On two (Roger, and Panther) and four (Tom, Duke, and Duane) non-par three holes of their choosing, players will play from best drive in their group.

On remaining non-par-three holes, Roger will play from the second-best approach shot (second shot on a par 4, second if on the green or third shot on a par five).

On par 3s, Roger, Tom, and Duane may place their tee shot 10 yards off the green. Roger may tee up any shot not lying on a green.

Individual strokes will be kept on the scorecard (ultimately, your individual stroke count 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: ROCK PAPER SCISSORS • THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE AT ANY TIME.