

Alternate Hackfest 2026 –The Real Odyssey

Day 1–Friday–Teams–Holes 1-9

Scramble (12 points possible per team)

Group 1		Group 2		Group 3		Group 4
<u>MTAT</u>	<u>vs</u>	<u>FTG</u>		<u>FTG</u>	<u>vs</u>	<u>MTAT</u>
Eric		Gary		Duke*		Phil*
Ding*		Read*		Travis		Spesh
John		Brett		Jeff		Tom
Long		Duane				

Everyone starts on the same tee.

Groups 1-2, 4-Man scramble

Groups 3-4 3-Man Scrimble.

A group's score for this nine is the score achieved by his group.

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

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–Friday–Teams (Continued)--Holes 10-18

Shamble, Rank the Seven, With Irritating Tee Movement

(21 points possible/team)

Group 1	Group 2	Group 3	Group 4
Eric	Gary	Duke*	Phil*
Ding*	Read*	Travis	Spesh
John	Brett	Jeff	Tom
Long	Duane		

Everyone hits from the same tees.

Scramble Drive, then individual play. Scramble drive, then each individual plays only their own ball from there until the hole is complete. Anyone getting a par on a hole moves his team **back** one set of tees (team only moves back one set of tees even if all players par). Any birdie or better moves a team **forward** one set of tees (birdie or better trumps par for tee movement; meaning if your team has a par and a birdie, it is moving forward one set of tees). If the entire team bogies or worse the team moves **forward** one set of tees.

Worst possible score is a triple bogey (pick up after that).

EACH INDIVIDUAL SCORE WILL COUNT. Once the nine is over, Team FTG and MTAT will be individually ranked best to worst and the scores of each individual will be compared best to worst against the other team's individuals. Each match-up is worth three points for a win, one point for a tie.

Day 2–Saturday– Teams/Individuals–HOLES 1-9

2/3 Man Scramble (30 points possible/team)

Group 1	Group 2	Group 3	Group 4
Team 1	Team 1	Team 1	Team 1
Phil	Read	Brett*	John
Long	Gary	Duke	Eric
Team 2	Team 2	Travis	Spesh*
Duane	Tom		
Jeff*	Ding*		

2/3 Man Scramble Rank the Six

Phil, Jeff, Read, Ding, Brett, Eric and Spesh hit from the designated tees.

Long, Gary, Travis, John, Duke, Duane, and Tom hit from the next shorter tees.

For All Groups Scramble (2-man or 3-man) from tee shot until the ball is holed. Your team score will be ranked 1-6 with the 1st place team earning 12 points for its team, 2nd place earns 10, 3rd place 8, etc.

All players hit from the designated tees.

Your raw (golf strokes not points earned) two or three-man scramble group score will count as your individual score for the Birdie King competition. There is a 3-stroke differential ceiling for this 9. Each team finishing in the top 3 subtracts 2 points from their individual score (after the 2-stroke differential has been applied).

Day 2--Saturday-- Teams/Individuals (Continued)--HOLES 10-18

Individual Blind Match Play Rank the Seven (21 points possible/team)

Phil	Read	Brett*	John
Long	Gary	Duke	Eric
Duane	Tom	Travis	Spesh*
Jeff*	Ding*		

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 triple 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. The player earning the most points wins the match.

If you are allowed to choose whether or not to place a drive 220 yards out, or place a ball a certain distance from a pin, that decision must be made before you hit. Try to 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 and MTAT will be individually ranked (based on stroke count) best to worst (with the median FTG score thrown out), and the scores of each individual will be compared best to worst against the other team's individuals in a match-play format. 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

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

Long - Shorter tees. On 4 non-par 3s of his choice drives the ball 220 yards to the center of the fairway. May use 4 mulligans (not putts - one per hole).

Duane - Shorter tees. May on par 4s and par 5s place the ball 110 yards from the green (lying 1 on a par 4, and two on a par 5), on par 3s, may place the ball 10 yards off the green, farthest from the hole not in a hazard. May use 3 mulligans (not putts - one per hole).

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

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

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

Tom - Shorter tees. On 5 non-par 3s of his choice drives the ball 220 yards to the center of the fairway. May use 4 mulligans (not putts - one per hole).

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

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

Duke - Shorter tees. On 4 non-par 3s of his choice drives the ball 220 yards to the center of the fairway, on par 3s, may place the ball 10 yards off the green, farthest from the hole not in a hazard. May use 2 mulligans (not putts - one per hole).

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

John - Shorter tees. On 4 non-par 3s of his choice drives the ball 220 yards to the center of the fairway. May use 2 mulligans (not putts - one per hole).

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

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

Day 3–Sunday–Birdie King–HOLES 1-9

Relax and Execute Shamble

Group 1

Eric
Jeff*
Travis

Group 2

Tom
Brett
Spesh
Ding*

Group 3

Gary*
Phil
Duke

Group 4

Tim*
Read
John

Jeff, Phil, Eric, Brett, David, Spesh, Ding, Tim, and Travis--designated tees, Gary, Duke, John, and Tom--next shorter tees.

Scramble Drive, then best ball. On all par 4s of their choice John, Duke, and Tom may choose to place the ball 15 yards short of the green (lying two). This does NOT count as a scramble drive. If this choice is made, the other members of the group scramble drive.

On par 3s, John, Tom, 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. This shot may be selected as a scramble drive.

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).

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

Day 3–Sunday–Birdie King–HOLES 10-18

Chicago

Group 1

Eric 14
Jeff 20*
Travis 13

Group 2

Tom 12
Brett 14
Spesh 17
Ding 20

Group 3

Gary 22*
Phil 35
Duke 26

Group 4

Tim 14*
Read 18
John 16*

Starting handicaps listed above.

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, Tim, and Travis--designated tees, Duke, John, 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) +2; (Duke, Gary, Ding) +1

Double bogey or worse (Phil, Jeff) = +1

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

Individual stroke play, except as provided below.

On three non-par three holes of their choosing, Tom and John will play from the best drive in their group.

On par 3s, Tom, and John may place their tee shot 10 yards off the green in the location farthest from the hole that is not in a hazard.

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.