

Hackfest 2024: Land of Bad

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

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

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

All players hit from the same designated tees.

Scramble Drive, Then 3 + 1 Best Ball. Following a scramble drive, Duane, Tom, Chaz, 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 sum of the single best ball score and the best three-man best ball score divided by two.

On par 3s, Duane, Tom, Chaz, and Roger 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 (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: Moving Shamble Rank the Eight (16 points possible/team)

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

Scramble Drive, then individual best ball. Everyone starts on the same tee. Par moves you back one tee placement, birdie or better moves you back two, bogie or worse moves you up one.

On all non-par 3s of their choice Duane, Tom, Chaz, 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). The rest of the group then has only themselves for the scramble drive. After they hit their drives, they may, on an individual basis, choose to use the Duane, Tom, Chaz, or Roger shot (individual best ball from there), or they may use the best drive (individual best ball from there).

On par 3s, Duane, Tom, Chaz, 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. This shot may be selected as the 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—If someone in your group hits a great drive, you do not have to hit your drive).

Your score will be your individual score. 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 two points for a win, one point for a tie.

Day 2: FTG Folds (44 Team Points Possible)

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

Group 1	Group 2	Group 3	Group 4
Ding	Gary*	Phil*	Jeff
Roger* vs.	Chaz	Eric	vs. Brett*
Duane	John	David	Spesh
Panther vs.	Duke	Travis	vs. Tom

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. Beat the team you are playing against by earning more points than they do.

All Players hit from the designated tees

Roger and Chaz may choose on all par 4s and par 5s (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, Chaz, Tom, Duke, and Duane 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

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

Winning group receives 5 points for their team, tie is 3 points each. Your two-man scramble group score (plus or minus any bonus strokes) will count as your individual score for the Birdie King competition. There is a 2-stroke differential ceiling for this 9.

Each winning team member subtracts 2 points from their individual score as it relates to the individual Birdie King competition.

Day 2: FTG Folds

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

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

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 or not to place a drive 230 yards out, 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.

Your score for the Birdie King competition will be your individual score (there is a two-stroke differential ceiling for this nine). Once the nine is over, Team FTG and MTAT will be individually ranked (based on stroke count) best to worst, 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.

Each winning single also subtracts 2 points from their individual score,

Player Profiles for the Singles Matches

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

Roger- Standard tees. May choose on all par 4s and par 5s to place the ball 15 yards from the green (lying 1 on a par 4 and 2 on a par 5), on par 3s, may place tee shot 4 paces off the green, farthest from the hole not in a hazard. May use 1 mulligan (not putts- and limited to one per hole).

Duane- On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 7 mulligans (not putts). On par 3s, may place tee shot 4 paces off the green, farthest from the hole not in a hazard.

Panther- Shorter tees. On 4 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 5 mulligans (not putts- and limited to one per hole).

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

Chaz- Standard tees. May choose on par 4s and par 5s to place the ball 15 yards from the green (lying one on a par 4, and 2 on a par 5), on par 3s, may place tee shot 4 paces off the green, farthest from the hole not in a hazard. May use 1 mulligan (not putts- and limited to one per hole).

John -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- and limited to one per hole).

Duke- 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- and limited to one per hole).

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

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

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

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

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

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

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

Tom- Shorter tees. On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway. May use 7 mulligans (not putts).

Day 3: Now It's Real

HOLE 1-9: Relax and Execute

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

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

Scramble Drive, then best ball. Best score on the hole is the only one that counts.

On all non-par 3s of their choice Roger, Chaz, Duke, and Duane 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, Chaz, Duke, and Duane 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 the stroke count of your group.

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

Day 3: Now It's Real

HOLES 10-18: Chicago

Group 1

Roger 15

Jeff* 21

John 16

Travis 14

Group 2

Chaz* 13

Phil 20

Spesh 18

Panther 16

Group 3

Duke 14

Brett* 15

David 20

Ding 24

Group 4

Duane 12

Gary 31

Eric 16

Tom* 12

Starting handicaps listed above.

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, and Travis--designated tees, Chaz, Duke, Panther, 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, Ding) = +2

Double bogey or worse (Gary) = +1

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

Individual stroke play, except as provided below.

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

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

On par 3s, Roger, Chuck, Tom, and Duane may 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.

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.