

Hackfest 2026 –The Real Odyssey

Day 1–Friday–Teams–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>FTG</u>	<u>vs</u>	<u>MTAT</u>	
Eric		Gary		Brett*		Phil*	
Ding*		Read*		Panther		Spesh	
John		Travis		Jeff		Tom	
Long		Duke		Duane			

Everyone starts on the same tee.

Groups 1-3 Scramble Drive, Then 3 + 1 Best Ball. Following a scramble drive, Duane, Duke, and Long 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.

Group 4 Scramble Drive, Then 2 + 1 Best Ball. Following a scramble drive, Tom is always part of a two-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 two-man best ball score divided by two and rounded up to the next nearest whole number.

On par 3s, Duane, Tom, Duke, and Long 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).

The 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–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	Brett*	Phil*
Ding*	Read*	Panther	Spesh
John	Travis	Jeff	Tom
Long	Duke	Duane	

Everyone hits from the same tees.

Scramble Drive, then individual best ball. 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 (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. Each match-up is worth three points for a win, one point for a tie.

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

Blind 2-Man Scramble (30 points possible/team)

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

Scramble match play no carryovers

For Groups 2-4 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 5 points. If a hole is not won, the points ARE NOT carried over to the next hole. Your two-man team will earn the number of points it wins. These earnings will be ranked 1-6 with the 1st place team earning 12 points for its team, 2nd place earns 10, 3rd place 8, etc.

For Group 1 Starting from tees immediately forward to those used by Groups 2-4, three-man scramble from tee shot until the ball is holed, however any putt inside the length of the flag stick (6 feetish, whatever it is) is counted as made; any drive over 140 yards that is not lost is placed where it lands, or in the middle of the fairway 200 yards from the tee. Using the same per hole scoring described above, if Team 1 beats or ties 1 or more of the teams in Groups 2-4 the losing twosome loses 3 points (tie loses 2) for its team (MTAT or FTG).

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 winning twosome team member subtracts 2 points from their individual score (after the 2-stroke differential has been applied), and if Group 1 beats anyone, each member of Group 1 subtracts four points as it relates to the individual Birdie King competition.

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

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

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

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).

Hove - 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).

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).

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

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

Duke - Standard 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).

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).

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

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).

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

Travis - Standard tees. May use 3 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).

Day 3–Sunday–Birdie King–HOLES 1-9

Relax and Execute Shamble

Group 1

Eric
Jeff*
Travis

Group 2

Tom
Brett
Read
John*

Group 3

Gary*
Phil
Duke

Group 4

Tim*
Panther
Ding
Spesh

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

Scramble Drive, then best ball. On all non-par 3s of their choice John 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, John 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.

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

Read 18

John 16*

Group 3

Gary 22*

Phil 35

Duke 26

Group 4

Tim 14*

Panther 15

Ding 20

Spesh 17

Starting handicaps listed above.

Jeff, Phil, Eric, Brett, David, Spesh, Gary, Ding, Tim, and Travis--designated tees, 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) +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.