

Hackfest 2025:

Day 1: FTGs Rule

Holes 1-9: Match 'em up

Group 1	Group 2	Group 3
Duane	Hove	Phil*
Ding*	Jeff*	Spesh
<u>VS</u>	<u>VS</u>	<u>VS</u>
Duke	Eric	Gary
Travis	Tom	David

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

Groups 1 and 2, 2 man scramble. Standard 2 man scramble match play. Special rules apply for the following:

On par 3s, Duane, Tom and Duke 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 their partners have hit their drives).

On par 4's, Duane and Tom may choose to place their tee shots 200 yards from the tee in the middle of the fairway. This shot may be selected as scramble drive (decision can be made after their partners have hit their drives).

On Par 5's, Duane and Tom may choose to place their ball 140 yards from the front of the green lying 2 (hitting 3). This may be selected as their teams scramble shot (decision made after his partner plays his second shot).

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).

Group 3, 2 man best ball with a scramble drive. Nothing special here. You know the game. Try and hit a golf ball like you see on TV.

All matches are match play format. No carry overs. Odd holes are worth 1 point, Even holes are worth 2 points. There is a 3 stroke differential on this 9 holes.

Day 1: Go FTGs

Holes 10-18: Burn 'em down

Group 1

Duane

Ding*

VS

Duke

Travis

Group 2

Hove

Jeff*

VS

Eric

Tom

Group 3

Phil*

Spesh

VS

Gary

David

Mirror, Mirror. Remember the last 9 holes? Lets do it again! But hmm, what club did your opponent really like? Same rules apply for this 9 with one exception...Each team can take away 2 clubs from each player on the opposing team (excluding the putter). These clubs cannot be used for this 9 holes.

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).

Match play for this 9 holes **WITH** carryovers. One point per hole. 3 stroke differential on this 9 holes.

Day 2: FTG Folds

HOLES 1-9: Choose your poison

Group 1	Group 2	Group 3
Gary*	David	Jeff
Travis	Jim	Duke
<u>vs.</u>	<u>vs.</u>	<u>vs.</u>
Phil	Eric*	Spesh*
Ding	Duane	Tom

Choose your favorite clubs – Each player not named Jeff or Duke must choose 3 of their clubs to use in addition to their putter on this nine holes. No other clubs can be used on these holes. Jeff and Duke, you get to pick 3 clubs out of your partners bag to use in this format (in addition to your own putter). Watch your opponents! If your opponent uses a club that was not initially selected, they automatically are out of that hole and their partner must finish the hole on their own. This only applies if they are caught and called out on this before another shot by anyone in the foresome is taken.

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

Duane, Duke, Panther, and Tom on 3 total par 4s or 5s are allowed 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, 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

Winning group receives 5 points for their team, tie is 3 points each, loss is 0.

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

HOLES 10-18: Individual Match Play Rank the six

Group 1	Group 2	Group 3
Gary*	David	Jeff
Travis	Jim	Duke
Phil	Eric*	Spesh*
Ding	Duane	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.

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.

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).

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).

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).

Travis- Standard Tees. May use 3 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).

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

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

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Day 3: Now It's Real

HOLE 1-9: Relax and Execute Shamle

Group 1	Group 2	Group 3
Tom	Duane*	Eric
Duke	Gary	Travis*
Ding	Spesh	Phil
David*	Jeff	Jim

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

Scramble Drive, then best ball. On all non-par 3s of his choice 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, Panther may choose to place his 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) 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

Tom 12
Duke 30
Ding 21
David* 19

Group 2

Duane* 12
Gary 24
Spesh 18
Jeff 20

Group 3

Eric 14
Travis* 13
Phil 20
Jim 16

Starting handicaps listed above.

Jeff, Phil, Eric, David, Spesh, Gary, Ding, and Travis--designated tees, Duke, Panther, Duane, 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 (Panther) and four (Tom, Duke, and Duane) non-par three holes of their choosing, players will play from best drive in their group.

On par 3s, 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.

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.