

HACKFEST 2015: MARYLAND IS IN THE BIG 10?

DAY 1

HOLES 1-9: MIKE THE LEGEND'S: "Charm City Scramble"

Group 1

Pro-Jim K.
John
Tom
*Pro-Brett

Group 2

*David
Pro-Gary
Mike A.
Chuck

Group 3

Pro-Jeff
Duane
*Roger

Group 4

*Pro-Tim
Trent
Jim H.

Group 5

Pro-Mike S.
*Duke
Eric

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- **Par 4s and par 5s:** Three-man scramble on every shot (in the foursomes, one player sits out each shot on a rotating basis).
- **Par 3s:** Play your own ball, the best single score will be the only score counted for a group. On each separate par three, each player in a group will use the same club from the tee, not the same number club, the exact same club (e.g., everyone in Group 1 will hit Tom's 7 iron). If there is more than one par 3, a different club may be used from the tee for each hole, but each player must use the same club on each particular hole.
- There is a three stroke differential ceiling for this nine (best v. worst group).

HOLES 10-18: TIM THE LEGEND'S: "Looters Stole My Clubs"

Group 1

Jim K.
Tom
*Brett

Group 2

*David
Gary
Mike A.

Group 3

*Jeff
Duane
Chuck

Group 4

*Tim
Trent
Jim H.
John

Group 5

Mike S.
*Duke
Eric
Roger

* Denotes official group Marshal and scorer.

- Players whose names are in **bold and underlined** change groups at the turn.
- All Players start from the same tee. All groups use two-man scramble putting (hole-by-hole).
- Group 1, two-man rotating scramble on every shot, except three-man scramble on par threes.
- Group 2, three-man scramble, Mike no driver, Gary no 4, 5, or 6 iron, David no wedges.
- Group 3, three-man scramble on drives and par threes, otherwise 2-man rotating scramble. Jeff must WALK backwards from each tee to where the chosen drive lands.
- Group 4, three-man rotating scramble, Tim no hybrids, Trent no wedges, Hove no 8 or 9 iron, John no talking.
- Group 5, three-man rotating scramble, no drivers, no sand wedges, no beer, no cigarettes.
- Any group that scores **a birdie or better** moves back one set of tees on the next hole. **A bogie or worse** moves a team forward one set of tees.
- There is a three stroke differential ceiling for this nine (best v. worst group).

DAY 2

HOLES 19-27: BRETT THE LEGEND'S: "Quoth the Raven, Nevermore"

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
*Mike A.	*Roger	Pro-Jeff	*David	*Brett
Tim	Jim K.	Pro-Mike S.	Trent	Gary
Tom	Jim H.	*John	Eric	Duke
Duane	Chuck			

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- **Foursomes**: Three-man scramble (on an evenly rotating basis) on all shots other than putts. Two-man scramble putting (players to sit out on a **Hole-by Hole** rotating basis-i.e., one two man team putts the even holes, one the odd). **Worst score possible for a foursome on any hole is a double bogie**. The two foursomes will be playing head-to-head with the lowest scoring foursome receiving a two-stroke deduction.
- **Threesomes**: Scramble drive and then best ball (lowest individual score applied to each player in the group). The three threesomes will be playing head-to-head with the lowest scoring threesome receiving a two-stroke deduction and the second-lowest-scoring threesome receiving a one-stroke deduction.
- No one may use their own driver for any shot on any hole (maybe your friends will lend you one).
- Jeff Carter and Mike Sauer will each use the other's set of clubs for the entire nine holes (putter included).
- A four-stroke-differential ceiling applies to this nine before the match-play bonuses are calculated.

HOLES 28-36: Chicago

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
*Mike A-18	*Roger-16	<u>Chuck-9</u>	*David-15	*Pro-Brett- 20
Pro-Tim -20	<u>Duane -20</u>	Pro-Mike S-24	Trent-28	Gary-16
Tom -11	Jim H- 14	*John-20	Pro-Eric-16	Duke-32
			Pro- <u>Jim K-14</u>	Pro- <u>Jeff-23</u>

* Denotes official group Marshal and scorer.

- "Pro" players hit from the designated tees, other players hit from the next shorter tees.
- Players whose names are in **bold and underlined** change groups at the turn.
- Starting handicaps listed above.
- Quadruple bogie or worse (Tom, Jim H.) = +1
- Triple bogie or worse (Tim, Brett, Special K., Gary, Eric, Roger, David, and Mike A.) = +1
- Double bogie or worse (Duke, Trent, Jeff, Mike S.) = +1
- Bogey = -2; Par = -4; Birdie = -5; Eagle = -7
- 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 (best three out of five).**
- **THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE AT ANY TIME.**