

# RULES

## Hackfest 1990: Die Harder

### Holes 1 Through 9

Single 1	Team 1
Jeff Carter	Tim Hidani
	Gary M-S
	Steve Blake
Single 2	Team 2
Mike Sauer	Steve Lyford
	Brett Johnson
	John Kast
Foursome 1	Foursome 2
Jeff Carter	Mike Sauer
Tim Hidani	Steve Lyford
Gary M-S	Brett Johnson
Steve Blake	John Kast

-Mike and Jeff will be playing as singles for holes 1-9.  
-All other players will participate as best ball threesomes. Your score on holes 1-9 will be based on your performance (as a team) in a nine hole "three-man best-ball" format. For the purposes of this tournament "best-ball" is defined as:

All players on a team drive the ball, they choose the best shot out of the three drives and hit their next shots from where that "best" shot lay. This process is repeated to include all shots on the front nine including putts.

-Honors are by team (for this purpose one single is considered as one team) and are based on the best individual score from the previous hole.  
-All members of a given team will receive the same score for the front nine.  
-Jeff and Mike will each be allowed one mulligan (on drives only) on the front nine, it cannot be saved for later use.  
-All other rules of golf and the particular Golf Course apply (ie lost balls are not penalty enough).

### Holes 10 Through 18

Singles 1	Team 1	Singles 2	Team 2
Jeff Carter	Gary M-S	Mike Sauer	Brett Johnson
Tim Hidani	Steve Blake	Steve Lyford	John Kast
Foursome 1	Foursome 2		
Same as 1-9	Same as 1-9		

-Jeff, Mike, Tim and Steve Lyford will play as singles for holes 10-18.  
-All other players will participate as best ball twosomes. Their score on holes 10-18 will be based on team performance in a nine hole "two-man

best-ball" format. For the purposes of this tournament "best-ball" is defined as:

All players on a team drive the ball, they choose the best shot out of the two drives and hit their next shots from where that "best" shot lay. This process is repeated to include all shots on the front nine including putts.

-Honors are by team (for this purpose one single is considered a team) and are based on the best individual score from the previous hole.

-All members of a given team will receive the same score for holes 10-18.

-All other rules of golf and the particular Golf Course apply (ie lost balls are not penalty enough)

### **Holes 19 Through 27**

Team 1	Team 2	Team 3	Team 4
Low Score	3rd Score	2nd Score	4th Score
8th Score	6th Score	7th Score	5th Score

Foursome 1	Foursome 2
Best Score	2nd Score
8th Score	7th Score
3rd Score	4th Score
6th Score	5th Score

-As noted, foursomes and pairings will be based on 1st round scores. In the case of ties the tournament artistic director will moderate a debate on nominations for filling out the conflicting positions.

-All teams will participate in a two-man Hackmania format. For the purposes of this tournament Hackmania is defined as follows:

Either:

your two-man team will make alternating shots for each hole (19-27). Meaning one ball is played between the two players. Ex. Player A tees off, player B takes the next shot, player A the next and so on through and including all putts on each hole. If player A makes the putt player B would tee off at the next hole.

Or:

your two-man team will divide up the striking duties. In this case player A (to be designated before the start of the round) will hit all the tee shots and attempt all the putts for the entire nine holes. Player B is responsible for all shots once the ball is off of the tee and until it comes to rest on the green.

-Which method is chosen is strictly up to each individual team, but must be made known to the tournament artistic director before the start of the second round of play. Whichever format is chosen will hold true for the entire nine holes.

-Each team will have one mulligan to be used anywhere on holes 19-27 except the putting surfaces.

-Honors are by team and are based on the best individual score from the previous hole.

-All members of a given team will receive the same score for holes 19-27.

-All other rules of golf and the particular Golf Course apply (ie lost balls are not penalty enough)

**Holes 28 Through 36**

Foursome 1

Foursome 2

Same as 19-27

Same as 19-27

-All golfers will play for individual scores.

**Notes**

-The overall winner will have the lowest total score (team scores and individual scores combined) over the entire 36 holes.

-In the case of a tie, the winner will be decided via arm wrestling. Best two out of three pins using alternate hands.

-All rules are subject to the interpretation of the tournament artistic director at the playing site(s).

-The Hackfest will be played on two \*different courses on the same day. Courses under consideration are, Voyager Village, Majestic Oaks, Bunker Hills and Chomonix.

\*If Voyager Village is chosen, both rounds will be played on the same course.

## **Player notes/Predictions**

### **Jeff Carter:**

Strengths: eminently employable, a fair outside shooter, can hold his breath for up to three minutes, no known felony convictions, able to dash off the occasional odd poem, a past range game legend, has been to Florida.

Weaknesses: a weak and choking backhand, unable to play with both hands around throat, tendency to crumble under pressure, unable to win the ones he's supposed to, not the guy to go to in the clutch, charter member of the Bud Grant/Dan Reeves fan club.

Notes: Jeff should make sure someone in his foursome knows the Heimlich maneuver. . . even that won't help. A screaming, downhill slide into a last place tie.

### **Mike Sauer:**

Strengths: the first repeat winner in Hackfest history, a very pretty driver, good vertical leaping ability, rugged good looks, only effective range game referee in the history of the event, has lived with Glen Kallevig.

Weaknesses: a poor speller, has been known to hang upside down for long periods of time, has lived with Steve Blake.

Notes: It's Mike's last year of organized baseball. He will be waxing nostalgic the entire round and without good concentration will finish in a tie for first but lose the arm wrestling tie break.

### **Tim Hidani:**

Strengths: can get free Northstar's tickets, owns two Chevettes, never lived with Steve Blake or Glen Kallevig, likes to mix it up in the paint, never seen picking his own nose, wears a size 7 shoe.

Weaknesses: wears a size 7 shoe, spends a lot of time in a "clean room", doesn't like the taste of fluoridated water, has never gone sky diving on purpose.

Notes: His lack of ability to shoot the three pointer will hurt him down the stretch. Will finish in a tie for first, but lose the arm wrestling tie break.

### **Gary Mullen-Schultz:**

Strengths: ?

Weaknesses: !

Notes: ?!

### **Steve Lyford:**

Strengths: ability to ride motor scooters in the rain, owner of a couple real man automobiles, has slept in the same room with Scott Kirpatrick's chin, fashion sense, last year's Hackfest performance.

Weaknesses: a sucker for a high rising fastball, has done a lot with John Jackson, keeps up-to-date on the Green Bay Packers, knows the words to all the songs by "The Village People".

Notes: Steve is seldom able to find his driver, and is even more seldom able to hit the ball with it. Will finish in a tie for first, but lose the arm wrestling tie break.

### **Brett Johnson:**

Strengths: wife makes more money, has recently added 15 pounds of near muscle, dunked a basketball once, one of three people in the field not to pass calculus, has seen Todd Baily drunk.

Weaknesses: hangs out with thespians, has learned to like sushi, has no will, talent or means to excel in any type of athletics, can't go to the hole with his left, can't write any better than this.

Notes: Brett has more overall weaknesses than anyone in the field (except Steve Blake), but will still finish in a tie for first and lose the arm wrestling tie break.

**John Kast:**

Strengths: crowd favorite, best mustache in the field, experience as a Cub Foods Bag Boy, understanding sports wife, used to watch Finley's red TV, good retirement plan, no pressure to repeat, has done the same day ice fishing/golf double header.

Weaknesses: not a very good cook, unsure what to do with a ball in the fairway, big time truck payments.

Notes: Has finished higher in the standings in each of the last three tournaments, will tie for first and easily win the arm wrestling tie break.

**Steve Blake:**

Strengths: The love of a good woman, popular when wearing pastel color clothes, only player in the field to successfully execute the driving nyborg, tireless procrastinator, saves lots of money on shaving equipment.

Weakness: Space limitations preclude an accurate listing, but . . . prone to poison ivy and ring worm, fear of hot air balloons, chewing tobacco and cardiovascular exercise, large hands and feet offset by other appendage.

Notes: Will probably be paired with Jeff Carter to start the 2nd round and will suck Jeff down into the sulfuric pits of golfing hell. Steve will finish tied with Jeff for last place.

1 July 1990

Dear Mr. Mullen-Schultz,

Welcome to the 90's. Yes a new decade has begun and with it the heinous and ever present spectre of yet another Hackfest looms before the chosen eight like a giant, putrid, oozing pustule on Dr. John Jackson's ass. With an expanded format (36 holes) and an "early fall" schedule Hackfest 90: "Die Harder" promises to raise golfing to truly mediocre heights. Early reports are, despite rigorous off season conditioning programs, 1990 has already seen some of the most amazingly poor-to-average golf ever produced in the twin cities area. While it may be true that we are all becoming older, fatter, balder, richer, more conservative, less and less tolerant of KQRS, owners of more suits than jeans, the drinkers of more mineral water than beer, the consumers of more diapers than pizzas, more apt to watch football than play it, less likely to understand what "gleaming the cube" means, more afraid of being poor than dressing like our fathers, deafer, more stooped, slower to heal, faster to hurt and more widely admired than ever before, it is also somewhat comforting to note that our golf games remain mired in collective, subjective, across-the-board futility.

I have my friends tossed a wide loop over metro area courses and gleaned from them the signature efforts of true Hackfest participants. It is with great pleasure and unparalleled pride that I reveal to you the astoundingly poor-to-average golfers that make up the field for this year's Hackfest:

Steve Bla(n)ke

Jeff " Mexican Sweatshop" Carter

Tim "Two House" Hidani

Brett "The Parasite" Johnson

John "In a position to hire the rest of us" Kast

Steve "A week on, a week off, life's sooooo tough" Lyford

Gary "There is only a one in ten thousand chance of anything going wrong Mr." Mullen-Schultz

Mike "Field of Dreams--no, really it's my last year" Sauer

I will be out of the country from July 26th until August 29th, so the Hackfest is being tentatively scheduled for Saturday, September 15th. Enclosed please find the rules and other miscellany in regard to this year's Hackfest

Sincerely Yours,

Brett Johnson

Artistic Director