RULES

Hackfest '94: The Paradoxicon

Holes 1 Through 9

Foursome #1
Mike Sauer
John Kast
Steve Blake
Jeff Carter

Foursome #2 Eric Petersen Tim Hidani Roger Mahre Brett Johnson

Four Man Average

-All golfers in each foursome will play for individual scores. Within each foursome those scores will be averaged (added together and divided by four) to determine a single score for all players in each respective foursome.

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

-There is a 48 stroke ceiling for this nine.

Holes 10 Through 18

Team #1 Team #3
Mike Sauer Brett Johnson
John Kast Roger Mahre

Team #2 Team #4
Steve Blake Tim Hidani
Jeff Carter Eric Petersen

Play Both, Score Yours:

-Drive and Putt your own.

-All golfers in each twosome will play for individual scores. However each team member will hit his partner's ball on every other shot until the ball reaches the green. For example, Steve and Jeff are partners. On every hole each player tees off using his own ball, Jeff tees off with ball J, Steve with ball S. However, on the second shot, Jeff strikes ball S, and Steve strikes ball J. On the third shot, Jeff once again hits his own ball J, and Steve hits S. This continues until each ball reaches the green. If Steve's ball S is on the green in 2 shots and Jeff's ball J is not, both players continue to alternate shots on ball J until it too reaches the green. Each player then putts only his own ball. Jeff always gets the total score for ball J, and Steve for ball S. -Honors are by team based on individual scores.

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

- -There is a 48 stroke ceiling for this nine.
- -It is assumed that partners will hit the most productive shot they can for their partner.

Player Notes and Predictions

in order of this year's computer rankings

Jeff Carter -1 Tim Hidani-2 Brett Johnson-5 Steve Blake-7 Eric Peterson-4 Mike Sauer-3 Roger Mahre-6 John Kast-8

Holes 19 Through 27

Foursome #1 Foursome #3 Foursomes will be named by the Tournament Director on site

Personal Responsibility plus 3:

Each player is responsible for his foursome's score on 3 preassigned holes, with one player predesignated as the foursome's wild card. His score can be substituted for the others on any 3 holes. We played this last year.

Tournament artistic director will give more details on-site.

Holes 28 Through 36

Do-it-Yourself and the Head-to-Head Addendum

-Foursomes are the same as those for holes 19-27.

-All golfers will play for individual scores. In addition each golfer also will be going head-to-head with one other golfer (on paper only, the golfer won't be in your foursome so you won't know how you did until you get to the clubhouse). In the head-to-head competition each player who wins the most holes (out of nine) over his opponent will be allowed to subtract the difference (of total number of holes won) from his total score. Ex., Jeff and Eric go head-to-head and Jeff wins all 9 holes, Jeff will be able to subtract nine from his total score. If Jeff wins five holes and Eric wins four, Jeff will subtract one from his overall total.

The head-to-head contestants are as follows:

Mike Sauer Brett Johnson
versus Jeff Carter versus Tim Hidani
Roger Mahre John Kast

versus Eric Peterson versus Steve Blake

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

Notes

- -The overall winner will have the lowest total score.
- -In the case of a tie, the player wearing the ugliest hat wins.
- -All rules are subject to the interpretation of the tournament artistic director.

6 June 1994 Dear Mr. Blake,

If you're reading this you obviously have at least a second grade education, and you therefore qualify for Hackfest '94: The Paradoxicon.

Yes, you sir have been selected to once again drag your sorry ass around a golf course on what otherwise could be a relaxing early fall day. With any luck you will have to drive a long way and pay a lot of money to do it too. And, make no mistake you will be soundly pummeled, emotionally and physically throughout the duration of this hack-kneed excuse for a pissing contest. The tired young men who will join you are, like yourself, universally nondescript. A rag-tag group of free-loading fun seekers, this year's group will doubtless acquit itself with the usual amount of deception and fear. But lest I judge to quickly, last year's fest saw some of the best mediocre golf produced to date, and hence the following eight have been invited to strap it on, trot it out, and take it for a spin in this always nearly eventful chasing of the balls:

Past Champions

Jeff "The Raven" Carter (1987, 1993)
Mike "The Disappearing Egg" Sauer (1988, 1989)
Steve "Who Shaves the Barber?" Blake (1990)
Brett "The Disappearing Rabbit" Johnson (1991)
Eric "The Confounded Eye" Peterson (1992)

Fragile Egos

Tim "The Prisoner" Hidani John "Necker Cubes" Kast Roger "Statistical Reversal" Mahre

Gosh, as always I'll just be crushed if you decide not to play. But my wife has a Ph.D. and teaches at Harvard so I suppose I'll survive. This ultimate transfiguration is scheduled to take place on Saturday, September 10th, 1994 at Whitefish Golf Course. Let me know right away if you have scheduling conflicts!

By agreeing to play in this tournament you are also tacitly agreeing to abide by the tournament rules and (if by some miracle you should win) to proudly display the trophy whenever a Hackfest player comes to your home and asks you to do so. Enclosed please find the rules and other miscellany in regard to this year's Hackfest. Read the rules! Know the Rules! Love the Rules! You must contact me upon receipt of said materials in order to confirm your place in this year's Hackathon. Nah nah nah nah, nah nah nah nah, hey hey, goodbye. I am outta here,

Brett Johnson
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