

## Hackers Format - Explained

1. When you arrive, report to the organizers' table. You will pick a number from the plastic container. Let the organizers know your name and number selected. This number will determine which group you will be playing with, and which nine (front or back) you will be playing. The number will also determine the order on the first tee **only**. Place the number selected in the Discard container. **NOTE: FORGET your number once you have teed off. It has NO bearing on who will win prizes at the end of the night.** You do not need to pay at this time;
2. The organizers will make announcements shortly before the first tee-off time (4:00 p.m.). Scorecards will be distributed to someone in your group. A tee sheet will be printed and made available for review at the organizers' table so you can see who you are playing with and which tee you will report to;
3. Report to the appropriate tee box (1 or 10) with your group in the designated order. The organizers will be in the first two groups;
4. On the first tee, a ball from every member of the group will be collected and tossed up. Depending on proximity of balls to the next closest ball, teams will be established for the first three (3) holes. At the end of three holes, a member of the group will determine randomly (usually a coin toss) who will be teamed up next. After 6 holes, players that have not already been teamed together will form the last pairing;
5. If the group consists of a threesome, two players will be paired up on the first three (3) holes. The remaining player will play with the GHOST. Essentially, the remaining player will have an opportunity to hit two (2) balls for every shot and pick the best ball. The GHOST's score does not need to be recorded. So, each player in the threesome will have an opportunity over the nine holes to play with the GHOST;
6. Usually, the format is two-ball best-ball. Each member of the team tees off and the best drive/tee shot is selected. Each member continues to hit shots until the best ball is holed (or a gimme occurs – no longer than a putter grip in length). Each team member receives the same score for the holes on which they are paired up. If the format is different on any given night, the organizers will announce that;

7. **If you are the last group out on either the front or back nine, it is your responsibility to collect the KP markers and measuring tapes on your way back into the Club House.** Turn in the KP markers and tapes to the organizers when you come in;
8. When you finish your round, report to the organizers' table. You will again select a number. Let the organizers know the number you have picked. This number will now determine who of the other golfers that night you will be paired with. For example, if you now pick number 3, you will be paired with the golfer that, at the conclusion of their round, picks number 4. This is a totally random process to determine the total score of the pairing. So, if you (number 3) had a 38 and the player that now selects number 4 had a 42, your total score is 80 for the event. Again, the numbers you selected prior to going out on the course **ONLY** determined who you played with. The number you picked when you finished your round determines the pairings and winners/Hackers;
9. Pay your \$5.00 entry fee. We do not collect the money before the rounds so that we don't have to worry about securing funds during the event;
10. Once all players have completed their rounds and scores have been entered, prizes will be announced including KPs, First Time Hackers, top 3, etc. After winners have been announced, a random draw will occur for sleeves of golf balls for remaining Hackers;
11. Have another beer, go home and come back next week!

