

# HACKFEST 2019: FIGHTING WITH MY FAMILY DAY 1

(20 points possible per team)

## HOLES 1-9: You're Not That Good

(8 points possible per team)

- Two-man teams TBD
- Two-man scramble from tee shot until the ball is holed. Each hole worth one point, but if hole is not won, the points ARE carried to the next hole.**
- Travis, Jim Kenealy, Eric, Brett & Jeff** hit from the back tees.
- On all par 4s and par 5s, Roger and Chuck** may place the ball 230 yards from the tee in the center of the fairway, **on 3 non-par 3s of their choice John and Duke** may do the same.
- On par 3s, Roger and Chuck** may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard.
- Roger may tee up any shot not lying on a green.**
- Worst possible score is double bogey (pick up after that).
- Twosome within each foursome earning the most points, wins the match. Within each Foursome: 2 points to a winning twosome; 1 point each if split; 0 points to losing twosome.

## HOLES 10-18: He is Not That Good Either

(12 points possible per team)

- Two-man teams TBD. All Players start on the same tee box.
- Two-man scramble from tee shot until the ball is holed. Par or better moves your team back one set of tees, bogey or worse moves you forward one set. Hole 10 is worth 1 point, 11 is worth 2 points, etc., such that hole 18 is worth 9 pts. If a hole is pushed, the points DO NOT carry over to the next hole.**
- Same personal handicaps as Holes 1-9.
- Worst possible score is double bogey (pick up after that).
- Twosome within each foursome earning the most points, wins the match. Within each Foursome: 3 points to a winning twosome; 1.5 point each if split; 0 points to losing twosome.

## DAY 2

(44 points possible per team)

### HOLES 19-27: Nobody is Very Good

(12 points possible per team)

- Two-man** teams TBD
- Two-Man Alternate Shot Scramble Putt** (meaning if Brett and Jeff are a team, they each tee off, then Jeff hits from Brett's tee shot and Brett hits from Jeff's. Player rotation continues until each ball lands on the green or has been surrendered). Once both balls are on the green (or one has been surrendered), they scramble putt one ball. Even-numbered holes are worth 2 points, odd-numbered holes are worth only 1 pt. If a hole is not won, the points ARE carried over to the next hole.
- Travis, Jim Kenealy, Eric, Brett & Jeff** hit from the back tees.
- On all par 4s and par 5s, **Roger and Chuck** may place the ball 230 yards from the tee in the center of the fairway, on 4 non-par 3s of their choice **John and Duke** do the same.
- On par 3s, **Roger and Chuck** may place their tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard.
- Roger may tee up any shot not lying on a green.**
- Twosome within each foursome earning the most points, wins the match.
- Within each Foursome: 3 points to a winning twosome; 1.5 each for a tie point each if split; 0 points to losing twosome.

### HOLES 28-36: Singles

(32 points possible per team)

- Singles Matchups** TBD
- Singles play their own ball in a match play format with additional rules described in player profiles.
- Each hole is worth 1 point. No Carryovers. Player earning the most points, wins the match.
  
- Any Eagle or better wins a match automatically unless the opposing player also is able to eagle a hole during the match in which case the match is scored per the rules above.
- Each singles match is worth 4 points to the winner; 2 points for a split; and 0 points to the loser.

## Player Profiles for the Singles Matches

**Eric**-Hits from back tees (except vs. Jeff), automatically loses a hole if he gets a triple bogey (except vs. Jeff), may hit from the result of his opponent's shot (other than a putt) rather than his own shot 2 times.

**Tim**- Automatically loses a hole if he gets a triple bogey (except vs. Jeff), may hit from the result of his opponent's shot (other than a putt) 3 times.

**Jim K.**- Hits from the back tees (except vs. Jeff), automatically loses a hole if he gets a triple bogey (except vs. Jeff), may hit from the result of his opponent's shot (other than a putt) 3 times.

**John K.** On 4 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may hit from the result of his opponent's shot (other than a putt) 5 times.

**Mike A.** May hit from the result of his opponent's shot (other than a putt) 6 times.

**Trent** - May hit from the result of his opponent's shot (other than a putt) 6 times.

**Tom**- On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may hit from the result of his opponent's shot (other than a putt) 7 times.

**Roger**- May choose on any par 4 and par 5, to place the ball 230 yards from the tee in the center of the fairway, on par 3s may place tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard, may hit from the result of his opponent's shot (other than a putt) 12 times, may tee up any shot not lying a green, gets 1 Mulligan.

**Jeff**-Hits from the back tees, loses a hole if he gets a double bogey, may hit from the result of his opponent's shot (other than a putt) rather than his own shot 1 time.

**Brett**-Hits from the back tees, loses a hole if he gets a triple bogey, may hit from the result of his opponent's shot (other than a putt) rather than his own shot 3 times.

**Travis**-Hits from the back tees, loses a hole if he gets a triple bogey, may hit from the result of his opponent's shot (other than a putt) 4 times.

**David**- May hit from the result of his opponent's shot (other than a putt) 4 times.

**Gary**- May hit from the result of his opponent's shot (other than a putt) 6 times.

**Jim H.**- May hit from the result of his opponent's shot (other than a putt) 6 times.

**Duke**- On 5 non-par 3s of his choice drives the ball 230 yards to the center of the fairway, may hit from the result of his opponent's shot (other than a putt) 7 times.

**Chaz**- May choose on all par 4s and par 5s to place the ball 230 yards to the center of the fairway, on par 3s, may place tee shot 4 paces off the green in the location farthest from the hole that is not in a hazard, may hit from the result of his opponent's shot (other than a putt) 9 times.

*NOTE: choosing to hit from the result of your opponent's shot rather than your own is only applicable when you are both on the same shot sequence, that is, you could only use the result of Jeff's second shot to replace your second shot. You can't use his third shot to replace your second shot, or his second shot to replace your third, etc. However, it does mean that if you hit, for example, your second shot into a lateral hazard and taking it out to place it in play would be your third shot (then hitting it would be your fourth), you could use the result of Jeff's third shot to replace your penalty.*

**IN THE CASE OF A TIE BETWEEN THE TWO TEAMS THERE IS NO WINNER  
THE ARTISTIC DIRECTOR RESERVES THE RIGHT TO MODIFY ANY RULE  
AT ANY TIME**