

MINIATURE GOLF

Players use a club to propel a ball towards a series of holes on a miniature golf course, aiming to sink the ball into the holes using as few strokes as possible.



EQUIPMENT

- Club – An implement with a grip at the top and a club head on the bottom used to hit the ball towards and into the hole. Offered in different lengths to accommodate different heights of players.
- Ball – Balls are dimpled and come in a variety of colors so players can identify their ball.
- Putting green – Surface that the ball rolls on to reach the hole.
- Obstacle - An area or object that impedes or impacts the direction or momentum of the ball. In the Par'Fect Miniature Golf kit, obstacle bars attach to sides of the green and carpet with hook-and-loop fasteners. In Giant Obstacle Course Putt Billiards and My MiniGolf, different pieces like bridges, loops and mazes can be re-configured in a number of ways to vary the course.
- Hole - A cup either sunk below the putting green, or within an angled riser where the ball can rest. Can be repositioned to create new challenges.
- Border – A barrier bar that helps guide the ball toward the hole. Its placement can determine if a shot is in or out of play.
- Scorepad

SCORING

When the player hits the ball, this is called a stroke. Players must record the number of strokes for each hole on a scorecard. There are two approaches to scoring.

- **Stroke Play** takes a player vs. the course approach to scoring, where players aim to use the least amount of strokes. At the end of the game, the player with the least amount of strokes for the whole course wins. In case of a tie, play continues on an extra hole until one player uses fewer strokes to complete the hole, making that player the winner.
- **Match Play** is a player vs. player or side vs. side approach to scoring, where players vie against each other to win the most individual holes. The opponent who uses the least strokes to hit the ball into the hole wins credit for that hole, and the player who wins the most holes wins the match.

If players use the same amount of strokes for a hole, each gets 1/2 point. When one side is ahead by the number of holes that exceeds the number of holes left to play, the match is won, therefore a game may end before all holes are played.

If there is a tie at the end of the match, play continues until one side wins a hole to win the match.

TERMS

- **HOLE-IN-ONE:** When the ball makes it into the cup on the first shot.
- **PAR:** In stroke play, par is the set number of strokes that the player is expected to use for that hole. The teacher can set the par for each hole.
- **BIRDIE:** One stroke under par.
- **EAGLE:** Two strokes under par.
- **BOGEY:** One stroke over par.
- **DOUBLE BOGEY:** Two strokes over par.

NUMBER OF HOLES

With a portable or indoor set, each course can be unique in design, while incorporating common elements. The number of holes can vary based on available space and number of players. Some variables and options:

- In a small space, or with a small group of players, the same green can be used multiple times. Obstacles can be reconfigured to keep the game interesting and diverse.



- If there is a larger space, a course can have up to 9 holes. (Outdoor courses typically have 18 holes.)
- With a large number of players, one team can play on each hole simultaneously. Clubs can be shared at each hole, but each player can have their own colored ball.

RULES

- Starting the game: To determine order of play, each player takes a stroke. The player whose ball comes the closest to the hole will go first.
- Variations for the first hole once play begins
 - The first player can continue to play until finishing
 - Each player can play in sequence
- Variations for subsequent holes
 - The original order can continue on as before
 - Player with the least strokes can go first
 - Order can be reversed
- If a ball goes out of bounds or behind a border, the player must place the ball inside the course at the area nearest where it went off course. This stroke should be counted into player's score, plus one penalty stroke. Variations:
 - Place the ball one club head length away from the barrier edge
 - Do not count the penalty stroke
- A swing is not counted until contact is made between club and ball.
- If a ball blocks the ball in play, it may be lifted and put back into place after the blocked player swings.

SAFETY TIPS

- The ball should stay on the putting green and should not be launched into the air.
- The putter should not be brought back above knee height at any time during the stroke.
- Players should not stand behind the player who is swinging a club.

IDEAS FOR ADAPTED PLAY

- FlagHouse offers special clubs that allow the angle of the head to be adjusted, and wheels that let the user hit the ball straight on from a sitting or standing position.
- Have ace bandages, easy-off adhesive tape, stick-on hook-and-loop fasteners and masking tape on hand to secure the club to the player's hand.
- If the player is in a wheelchair, the ball can be relocated to accommodate access. Have another player retrieve the ball and place it in a location of equal distance from where it landed.
- Level the playing field by having better players swing left-handed if they are "righty."

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