

# *Nature - Trail Mini Golf*

Maini's Hill Cottages, Oak Tree Hill, Natadol

## **Rules related to Play Area (Greens)**

Only players are permitted on the greens. If you are not playing, please avoid walking around on the greens.

Smoking is prohibited on the course. No eatables are allowed on the course. Not even chewing gums or candies.

Please wear proper footwear (sports-shoes). Shoes with spikes are not permitted.

Choose a club (putter) of the length that suits you and choose your ball before starting. We recommend choosing a club is so that the length of the club is almost to your belt level from the ground. The balls chosen by the group members should be of different colors from each other.

Don't raise the club over the knee level. It can be dangerous. The clubs provided are meant only for putting.

Don't whack anything with the club. Don't use it as a walking stick. Use it for putting only.

Walk only on pathways and greens. This will keep your footwear relatively clean and you will be directed to the sequential holes one by one. By sticking to pathways and greens, you'll also be comfortable while moving on from one hole to the next.

Maximum of 4 players are allowed per hole. If there are more than 4 of you, then split yourself into two or more groups before playing. Let one group complete the green and then the second group starts.

Either play till 9 holes or complete 18 holes. Playing any other number of holes is not recommended. Please decide it with your group before starting the game and let us also know.

If your group is playing only 9 holes, return back using the alternate pathway. Don't return back using the route you took while playing.

Please be kind and considerate to other players. If your game is going slow and another group is waiting, let them play first and after they complete you can resume your leisurely play.

Do not start a hole until the group ahead finishes. If the group ahead seems to be going slow, you can request them to let your group finish first. It is up to the group ahead to consider your request.

Injuries can and do happen on the course. Be careful and play at your own risk.

Be careful of the terrain too. It's raw and rough. There are rocks, sharp edges, thorny bushes, and places where one can trip and fall. Be careful of how and where you walk and play. It is entirely your responsibility.

For your safety, the mini-golf course is closed during nights and during periods of snow and/or frost.

## Game Rules

Players can decide to play sequentially. The one who has decided to play first, plays first on all the hole and so on. Another option can be that the players all take a hit and the one closest to the hole completes the play first, followed by the one next closest and so on. The player plays till the ball falls in the hole or the number of strokes reach maximum limit ( 7 on par 3, and 8 on par 4). Second player starts after the first player completes the play.

Players start from behind the indicated area.

Each hit to the ball is counted as a stroke. Swings above the ball are not counted as strokes.

Next stroke is made only after the ball has stopped moving.

The ball must not be played in the air and must remain in contact with the surface. A simple way to ensure this is to hit the ball a little above its mid (that's what seasoned golfers do).

Practice Putting Green is the first green in the course. Use it to know the putter (club), ball, and the playing surface. Don't spend more than 15 minutes in this green. Start the game as soon as you can. That's the fun part!

Maximum 4 extra strokes than the given strokes (par) are allowed per player on any green on this course. If you have already taken 4 extra strokes over and above the par, add 5 to the given strokes (par) in your score card and allow others in your game to complete and when all are done, move to the next hole.

If the ball goes out of green, add a penalty of 1 stroke. Replace the ball within 6 inches from where it left the green.

If the ball goes out of green and bounces back to the green, add a penalty of 1 stroke. Next stroke will be taken from the point where the ball has reached.

If a ball is hit by another ball, the new position is to be used for taking the next stroke. No penalty is added.

If a ball hits another player's ball, no penalty is placed. The other player has to play from the place where the ball finally reached. If due to a hit by another ball, the first ball happens to leave the green, it has to be placed back in the green within 6 inches from where it left and no penalty is added.

If the other player's ball ends up in the hole as a result of a hit from another ball, the one whose ball goes into the cup gets the advantage. Without adding a stroke, the player whose ball hit the hole as a result of hit from another ball puts the last stroke played as the final stroke.

No hole can be attempted twice. The way you have played is your score for that game. If you want to reattempt it, start a complete new game after finishing all the holes on the ongoing game.

Don't move to the next green till all the players in your group have finished the hole.

The score card has to be filled as soon as a player completes one hole or reaches the maximum stroke limit. This has to be shown to other players too.

There are two ways to fill the score card-

1. Fill in the total number of strokes used, or,
2. Fill in the number of strokes above or below the par value as + or - number. Whatever method you use, it has to be the same for all the players and for all the holes.

If there is a mistake, strike it off, enter the correct number and sign it so that others know who corrected it. It's always a good idea to show it to the other players before doing so.

The player with the lowest total number of hits (strokes) at the end of the game wins.

## Game Lingo

Learn the commonly used terms while you play. These will help you discuss your game with other golfers too.

**Green:** *The playing area.*

**Hole:** *The 'hole' where ball is supposed to sink into. Each hole has a number and these are to be played sequentially.*

**Rough Patch:** *Part of green that is not the smooth playing area. Seems simple, doesn't it?*

**Putting:** *This is what you actually do through-out the mini-golf course. The holes on a full sized golf also end on a green which is where the golfers do putting. The club that you use for putting is called 'putter'.*

**Putt:** *Any shot taken on the green by the putter.*

**Duff:** *Simply a bad shot.*

**Hazard:** *Anything on the green that is designed to increase the number of strokes. Hazardous to one's score!*

**Par:** *The number of strokes it takes on a particular hole for an average golfer to sink the ball.*

**Birdie:** *Scoring 1 less than the par.*

**Eagle:** *Scoring 2 less than the par.*

**Albatross (also called Double-Eagle):** *Scoring 3 less than the par.*

**Hole-In-One:** *Sinking the ball in the hole using just a single stroke.*

**Bogey:** *One stroke above the par.*

**Double Bogey:** *Two strokes above the par.*