

Nature - Trail Mini Golf

Maini's Hill Cottages, Oak Tree Hill, Natadol

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About Nature-Trail Mini-Golf

Nature-Trail Mini Golf is a 18-hole private mini-golf course, located within the premises of Maini's Hill Cottages.

Mini-Golf game is an offshoot of the sport of golf focusing solely on the putting aspect of its parent game. The aim of the game is to score the lowest number of points. It is played on courses consisting of a series of holes (usually a multiple of 9) similar to its parent, but characterized by their short length. Nature Trail Mini-Golf has 18 holes.

Mini-Golf is also known by various other names : mini-putt, goofy golf, crazy golf, or putt-putt.

At Nature Trail Mini-Golf, the course has been professionally designed and provides a variety of play experiences. Each hole is different.

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Charges

INR 1000 per head (per day).

For guests staying at Maini's Hill Cottages, it is charged at INR 500 per head (per day), or it may be complimentary depending on the package provided.

Any damage to the playing equipment is to be borne by the players.

Nature Trail Mini-Golf related merchandise can be purchased separately when available.

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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 strictly 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 (though it's your wish!). 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. Signage will guide you.

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.

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Game Rules

All the players take a first hit and the one closest to the hole completes the hole 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 strokes). 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. Even if the ball gets moved while trying to remove a grass twig, it 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 after the previous stroke.

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 10-15 minutes in this green. Start the game as soon as you can. That's the fun part!

Each hole is Par 3. Maximum 7 strokes are allowed per player on any hole of this course. If you have already taken 7 strokes, enter +5 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 1 foot (30 CM) from where it left the green. The penalty is added at the end of the turn and does not reduce the permitted maximum strokes per hole.

If the ball goes out of green and bounces back to the green, next stroke will be taken from the point where the ball has reached. No penalty is added.

If the ball goes out of the green and can't be found within 3 minutes, ask us for a new ball, and take the stroke from where the ball was hit before it went missing. Add a penalty of one stroke.

If a ball is hit by another ball, the new position is to be used for taking the next stroke. No penalty is added. 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 1 foot (30 CM) 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 completely 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.

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Additional Game Rules

For ease of putting, the flagstick can be removed from the hole whenever the player taking the stroke. However, if the player is hitting from the rough (area with tall grass), flagstick should not be removed.

If a player hits the ball and it lands up near the hole, and the other players feel that in the next stroke this player will sink the ball into the hole, then for faster game-play, this can be agreed on. It is 'given' that the player will sink the ball in the next stroke and so there is no need to attempt it. The given stroke is also added to the score.

If a player's ball is close to another's and is creating a difficulty in hitting, then the ball can be removed for the time being. The location is marked using a coin or a ball-marker. After the player has played the stroke, the original ball is kept back and the coin / ball-marker removed.

Free relief (relief with no penalty) may be available from leaves, insects, worms that may end up lying on the greens. These can be removed without any penalty. Stones or plants growing in the greens should not be moved.

Pathways and outside of the greens are 'no play zone'. The ball has to be within the green for playing.

At any time, a player may take stroke-and-distance relief by adding one penalty stroke and playing the original ball or another ball from where the previous stroke was made.

A player may stand out-of-bounds or in areas not included in green for playing. The ball has to be in the green.

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Alternate Ways of Playing

Match Play

When there are just two players (or teams), 'Match Play' can be done.

Match play is a scoring system for golf in which a player, or team, earns a point for each hole in which they have bested their opponents; as opposed to stroke play, in which the total number of strokes is counted over one or more rounds of 18 holes. In match play the winner is the player, or team, with the most points at the end of play.

In this method, a score of +1 is given to any of the two players (or team) who sinks the ball in lower number of strokes. If in the second hole, the same player again has lower number of strokes than the other player, then another +1 is added to the original score of +1 making it +2. In case of loss in a hole by the winning player, 1 is deducted from his score.

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Filling the Score Card

Score cards will be provided before you begin the game.

Enter the initials of each player before starting the game.

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.

Fill in the number of strokes above or below the par value as + or - number. Par value for each hole is 3.

Example – If someone sinks the ball in three strokes, it's entered as 0 in the score card. If in two strokes, the value is entered as -1 (one stroke less than the par value of three). If in five strokes, the value is entered as +2 (two strokes above the par value of three).

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.

Total the number of strokes at the end of the game.

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

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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. Par for every hole in Nature Trail Mini-Golf is 3!*

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. This is included here just for knowledge. In Nature-Trail Mini-Golf this does not happen since each hole itself is par 3.*

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.*

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