What A Putts! Mini-Golf

Course Designer: Mike McKenney
Total Par: 60

Give the caddy the day off, grab a cheap rubber coated putter and brightly colored ball, and prepare for 18 holes of artificial turf and mechanized obstacles!

A mix of popular (and frustrating) mini-golf classics, this course will test even the most seasoned pro. Whether it’s a quick solo 18 or a leisurely foursome (playing with a group of mixed-quality golfers is recommended), everyone is secretly vying for the course record (and free junior sized ice cream cone that comes with that honor).

Playtesting Record Holder: Loren Roberts 51 (-9)

RULES
(That differ from or add to HMG rules)

Read and follow hole text from top to bottom.

ACE TRY
When instructed, roll a die (after a made putt). On a 1, the putt was a hole-in-one!

Chip Usage
Chips are earned for CLUTCH and made DB DIFFICULT puts (standard rules), when noted on hole cards, and possibly on Weather Effects chart. Hole text trumps standard rules.

BLUE chips spent to:
• Reduce NORMAL putt difficulty or improve CLUTCH putting ability one level
• On holes with their own roll chart (Holes 1, 6, 10, 15), subtract 1 from die roll result (spend before rolling)
• Unspent BLUE chips are wasted and must be dropped into 18th cup after the ball

RED chips spent to:
• Increase NORMAL putt difficulty or reduce CLUTCH putting ability one level
• On holes with their own roll chart (Holes 1, 6, 10, 15), add 1 to die roll result (spend before rolling)
• Unspent RED chips add 1 stroke per chip at end of round (and are angrily dropped into the 18th cup after the ball)

Par for the hole is shown in the big circle.

“Play safe” can only be used when the hole presents it as an option.

Caddy cards cannot be used. Why would you even think they could be?

Weather Effects Chart
Roll before deciding to play a round.

1: Sunny. Course is packed. Lots of distractions. Decider die for each golfer: Dot starts with RED chip.

2: Slightly cloudy but still warm. Decider die for each golfer: Dot start with a BLUE chip.

3: Cloudy but rain will stay away. No effect.

4: Cool. Remember jacket? Decider die for each golfer: Dot starts with BLUE chip.

5: Cold, steady breeze. Decider die for each golfer: Dot starts with RED chip.

Ramp Up

No warm up here! Get the speed correct on the long ramp to jump the channel (which carries the ball around and near but not at the cup). Too fast will leave a long putt back to the cup.

Due to lack of practice with cheap rubber putter and turf, ignore any golfer qualities. **Roll a die and consult below:**

6: Didn’t see the curled edge on the rubber tee pad which slows the putter. Ball rolls back. Second putt clears ramp by too much. Long putt back leads to **EASY** putt for **BOGEY**.

5: Didn’t give it enough. Ball rolls back. Second putt is better, leaving **EASY** putt for **PAR**.

4: Cleared top edge of ramp but ball is caught in channel just in front of ramp and rolls to far left side of putting green. **DIFFICULT** putt for **BIRDIE**.

3: Too concerned about coming up short. Ball sails past cup. **MODERATE** putt for **BIRDIE**.

2: Got up ramp but ball falls into channel. As it leaves the channel, lucky kick off some debris on the green. **EASY** putt for **BIRDIE**.

1: Ball just clears the channel and trickles up by the cup. **EASY** putt for **BIRDIE. (ACE TRY)**

Cool Down

A chance to regroup after a potential rough start, Cool Down is a straight putt with no obstacles. However, there are some subtleties to read.

**PROSPECT?** Didn’t notice patched section of turf. Ball catches patch edge and veers to right edge unexpectedly. **DIFFICULT** putt for **PAR** due to awkward stance.

**ICON?** Great read on patched section of turf that’s a slightly different color. **EASY** putt for **BIRDIE (ACE TRY)**.

**OTHERWISE,** ball travels just far enough for a reasonable chance. **MODERATE** putt for **BIRDIE.**
3 What A Putts! Mini-Golf
Turf Toe

A long hole with a lot of turf to walk from tee to cup. Even on a quieter day, groups back up at this tee. A gallery forms...

DYNAMIC? Showing off for the crowd, the slight curve is played with a light kiss of the edge before the ball releases down the long straight. The crowd cheers! (BLUE chip) DIFFICULT putt for EAGLE.

GILDED? Attempting to show off for the crowd by taking a no-look swing, the ball ricochets around and dies within feet of the tee. The crowd laughs and points. (RED chip) After a recovery putt, DIFFICULT putt for BIRDIE.

OTHERWISE, after waiting for the crowd to be distracted by something else, a couple of putts lead to EASY putt for BIRDIE.

4 What A Putts! Mini-Golf
Quixote

Forever the bane of mini-golfers everywhere, the windmill and its rotating blades are a classic fixture.

CLUTCH putt from tee to clear blades. HOWEVER, RUST putters have advantage because trying harder to time the blades only makes it worse. (Spending RED chips here is a great idea)

Clutch putting chart for this hole only:
GOLD: 1
NEUTRAL: 1-3
RUST: 1-5

MADE? What amazing blind luck! The ball sails through untouched. EASY putt for BIRDIE. Mood is SUNNY.

MISSED? Balls stops dead directly in front of blade. Angrily punch it through. EASY putt for PAR. Mood is STORMY.
5 The Terrace

A series of 3 ‘steps’ downward, with each sunk putt leading to a lower level. This hole requires a series of simple putts to get near the cup for a birdie attempt.

Roll 3 consecutive MODERATE putts for PAR (up to two can be modified with chips)

3 misses: A choke for ages! BOGEY or DOUBLE BOGEY.
2 misses: It’s only hole 5 and it’s not going well. BOGEY
1 miss: Glad to make it past this one. PAR
0 misses: Consistent play throughout! EASY putt for BIRDIE

6 The Tornado

A giant plastic funnel drops the ball somewhere down below. It’s fun to watch the ball go around for a while.

First putt requires no roll or skill. Roll a die for outcome:

The ball exits the mouth of the funnel...

1 ...and rolls directly at the cup. ACE or BIRDIE.
2 ...and rolls towards the cup, grabbing the lip but not dropping. EASY putt for BIRDIE.
3. ...and rolls away but leaves a clean line to the cup. MODERATE putt for BIRDIE.
4. ...and rolls behind a large rock near the cup, which is unfortunately part of the course landscape and requires a banked shot. DIFFICULT putt for BIRDIE.
5. ...and rolls in the wrong direction. Long putt back to get near the cup, which requires navigating some obstacles. EASY putt for PAR.

6. ...and stops dead. Course rule is to play it as it lies. Shoot it pool cue style with the butt end of the putter. DB DIFFICULT putt for BIRDIE (Miss? Back on feet. MODERATE putt for PAR).
High Road, Low Road

The high road is a clear path to the area near the cup. The low road is a direct line to the cup but is bumpy, narrow, and without edges to keep an errant shot on the course. Which way?

**HOT?** The putter grip feels like it was made for these hands. Take the low road as if there was no other choice. **EASY** putt for **BIRDIE.**

**COLD?** The old, worn grip is slick with sweat. Confidence shaken, take the high road and leave it short. **MODERATE** putt for **PAR.**

**OTHERWISE,** make the choice. **GO FOR IT** or **PLAY SAFE.**

**GOING FOR IT?** Take a deep breath. **CLUTCH** putt for **BIRDIE.**

**Missed?** Ball off course. Penalty assessed. **EASY** putt for **BOGEY.**

**PLAYING SAFE?** Don’t want risk a bogey or worse. **EASY** putt for **PAR.**

Take It To The Bank, Pt. 1

The first in a three-part series, this hole features a tall, rising bank up and around to the right. The cup is just feet from the tee pad but it’s a long shot up and back.

Making the bank is the hard part. **CLUTCH** putt for **BIRDIE.**

**Made?** Great play on the big, banking curve! **ACE TRY**

**Missed?** Ball rolls back near tee but acquired a feel for the power required. **DB DIFFICULT** putt for **BIRDIE** (Miss? **GIMME** putt for **PAR).**
Waterfall
A pretty waterfall splashes across the fairway and through a screen grate, obstructing the view of the cup but otherwise, not offering much challenge.

PROSPECT? Assumed the water and screen grate had zero effect. Ball slowed, leaving long DIFFICULT putt for PAR.

ICON? Noticed the pump supplying the water is old and inconsistent. Waited for low flow. MODERATE putt for BIRDIE (ACE TRY).

OTHERWISE, ball gets wet and nothing else exciting happens. Admire the water one more time while walking past. MODERATE putt for BIRDIE.

Ahoy!
A large pirate ship deck, this hole is a tough start to the back nine. The turf has been replaced with uneven (probably not always this way) wooden planks and three cannons serve as ramps to the blue ‘ocean’ turf surrounding the cup.

STORMY? Try to get down the wooden planks by brute force. Out of control, the ball enters a random cannon. Roll a die:

1-2 The cannon pointed directly at the cup! No longer STORMY. EASY putt for BIRDIE. (ACE TRY)

3-4 The cannon pointed close to the cup. No longer STORMY. EASY putt for BIRDIE.

5-6 The cannon pointed far from the cup. No change in MOOD. DIFFICULT putt for BIRDIE. (Made? No longer STORMY)

SUNNY? Search and spot the plank in the best condition. Putt along that plank. The ball finds the best cannon, but doesn’t have enough force to reach the cup. EASY putt for BIRDIE. (Miss? MOOD is now STORMY)
A fairway full of angles will likely require several putts. Only a good knowledge of geometry with help here.

**DYNAMIC?** Able to use several good caroms on each putt leading to an **EASY** putt for **BIRDIE**.

**GILDED?** Bragged about math SAT scores before putting, instead of lining up shots. **DIFFICULT** putt for **PAR**.

**OTHERWISE**, fight through obstacles easier than fight with protractor and compass. **MODERATE** putt for **PAR**.

Take aim for the mouth to roll up the tongue, over the teeth, and towards the cup behind the head.

**CLUTCH** putt for **BIRDIE**.

**Made?** The balls wobbles a little at the top of tongue and appears like it might stop and roll back before rolling up near cup. **ACE TRY**.

**Missed?** No **RED** chip yet...

**MASTER?** Amazing recovery with a hard shot off the tongue. The ball gets air and makes a fast exit out the back before bouncing off the back edge and rolling up to cup. **EASY** putt for **PAR**. (No **RED** chip)

**WORKMAN?** Bubbles wins again. A third putt gets through. **RED** chip. **EASY** putt for **BOGEY**.

**OTHERWISE**, second putt goes through but is long. **RED** chip. **DIFFICULT** putt for **PAR**.
13 What A Putts! Mini-Golf
Throw Me For A Loop

A bright red (recently painted, at least some upkeep is done here), 2 foot wide vertical metal loop sits in the middle of the fairway.

STORMY? Must **GOT FOR IT**.

PLAY IT SAFE? Take the long way around. **BLUE** chip for patience. **GIMME** putt for **PAR**.

GO FOR IT? The ball speeds towards the loop. A lot of noise as the ball bounces around inside! **CLUTCH** putt for **BIRDIE** (ACE TRY)

14 What A Putts! Mini-Golf
The Terrace (Revisited)

Another multi-level hole with at least two putts to make the final green.

**MASTER?** Small pebble on the green would mean a par for most. Great recovery on the third putt! **EASY** putt for **BIRDIE**.

**WORKMAN?** The ball left the tunnel from previous green at a strange angle. Tough recovery putt, leaving **DIFFICULT** putt for **BIRDIE**.

**OTHERWISE**, roll 3 consecutive **MODERATE** putts for **PAR** (up to two can be modified with chips)

- **3 misses**: The anxiety about stringing together multiple consecutive putts is just too much. **DOUBLE BOGEY** or **BOGEY**.
- **2 misses**: It could have been worse. **BOGEY**.
- **1 miss**: Whew! It’s over. **BIRDIE** or **PAR**.
- **0 misses**: Amazing! **GIMME** putt for **BIRDIE**.
15 What A Putts! Mini-Golf
Plinko

A giant sloped peg board, this hole is pure luck. Give the ball a tap, watch it bounce down, and see which scoring slot it winds up in.

Roll a die:

1: The ball barely moves side to side as it races down towards the center slots, where the best scores are! ACE or BIRDIE.

2: The ball veers far to the left, then back to the right before coming to a stop. BIRDIE.

3: The ball gets some air and flies above the board. It appears to be headed for disaster but settles down just in time. BIRDIE or PAR.

4: Someone stuck some chewing gum in front of a birdie slot and the ball slides left for PAR.

5: The ball goes immediately hard right and stay there. It’s not looking good... PAR or BOGEY.

6: The ball gets stuck on a peg close to the top. Nudge it (in a favorable direction) with the handle end of the putter when no one else is looking. ACE or PAR.

16 What A Putts! Mini-Golf
Ocean Waves

A series of 3 short, steep rolling waves along the fairway lead to different areas around the cup. Speed is critical, as the middle valley is the best option.

HOT? Great feel for the speed of the artificial turf. CLUTCH putt for BIRDIE. (ACE TRY)

COLD? Can’t read the turf. Putt goes long. CLUTCH putt for PAR. (Missed? RED chip. Such a bad misread, the ball rebounds back and has a shot at the cup! ACE TRY)

OTHERWISE, didn’t have a shot at the cup for an ace but left a reasonable MODERATE putt for BIRDIE.
The tee area is a ‘bunker’. The sand is shallow but will certainly affect the putt. Sprayed sand covers the area in from the trap/tee.

**SANDY?** Smooth putt that lifts the ball enough to get it going. Just a few grains of sand leave the bunker. **EASY** putt for **BIRDIE** (ACE TRY).

**CHUNKY?** Dig the putter head into the sand but the ball still gets moving. A lot of sand flies forward. **DIFFICULT** putt for **BIRDIE**.

**OTHERWISE,** equal parts ball and sand shoot forward. Ball rolls past hole, leaving **MODERATE** putt for **BIRDIE** (ACE TRY).

The cup is surrounded by a large ‘bank vault’ box with an open vault door on all 4 sides and open on the top to view inside. The green inside slopes to the cup (which keeps your ball), so aces are common here.

**CLUTCH** putt for **ACE** (Missed? No RED chip. The ball banks off the edge of the hole and heads towards the vault. **ACE TRY**, followed by **GIMME** putt for **BIRDIE**.)