



Minigolf Regulations (Concrete Lanes)

1. The purpose of the game is to play the ball from the tee point into the hole with as few strokes and extra points as possible on each hole. Each shot counts 1 point. The next shot may only be taken when the ball is no longer moving. The ball may only be played with one hit with the golf club, i.e., not pushed, pulled or shovelled.
2. You can play on each hole until the ball is in the hole or a maximum of 6 points including additional points have been reached. If the ball is not in the hole with 6 points, an additional point must be counted. 7 points are the maximum for a course!
3. If a ball comes to rest on a cushion or obstacle on a white marker, it can be placed at right angles to the cushion at the edge of this mark.
4. If a ball leaves the lane after the wide white line running across the lane (obstacle line), it must be put back on the lane at the point where it left the lane **without any additional point**. In front of the obstacle line, the game is played from the tee point again.
5. **Lanes 3, 4, 8, 9, 16, 17:** If a ball does not completely go through the obstacle in one shot, the next shot must always be played from the tee point. After three unsuccessful attempts, the play continues after the obstacle (past the obstacle line) with credit for an additional point.
6. **Lanes 1, 2, 5, 10, 11, 12, 13, 14:** If a ball does not reach at least the white line across the lane with one shot, the next shot must always be played from the tee point. After three unsuccessful attempts, the play continues after the obstacle (past the obstacle line) with credit for an additional point.
7. **Lane 6:** If a ball does not land directly on the **playing surface** after the obstacle, the next shot must be played from the tee point, **even if the ball bounces back onto it**.
8. **Lane 7 (long throw):** The obstacle is overcome as soon as the ball has passed between the two posts. If a ball remains on the lawn, it must be placed in a straight line to the hole in the circle, **adding an additional point**.
9. **Lane 10:** The ball must not fly. It must touch the lane between the waves.
10. **Lane 15:** The obstacle is overcome when the ball has reached the plateau in one shot. After three unsuccessful attempts, the play is continued from the auxiliary tee point on the plateau, taking into account an additional point. If the ball remains on the plateau, it can be played on from the auxiliary tee point (without an additional point).
11. **Lane 18:** The ball must reach the pillar in one shot from the tee point. After three unsuccessful attempts, an additional point is added and the game is over.



Special Rules for the Minigolf Tournament MCB

- **Only golf clubs and balls from the Waldau facility may be used.**
- **The same ball must always be played for a whole round.**
- **The Minigolf regulations 'Concrete Lanes, Issue 01/2019' of Minigolf Club Bern apply to the game.**
- **In the event of an unforeseen event, the tournament director will decide.**
- **MC Bern wishes everyone a lot of fun and**

GOOD LUCK!