

Welcome to the 3D Putter Target Pockets Gaming Sheet – learn to stop the ball!

Gaming starts with resolving some simple questions to setup, play and score.

How many holes ?

How many balls (or swings per hole) ?

Decide alternate shooting or one player per time.

How many targets to use ?

Where you want to place and space multiple targets for chipping or putting

PLACE BRACE and PLAY

We have set points for landing a ball in the pocket as described below. If you space out the target, you can assign 2x, 3x the points if you want to make longer shots worth more points.

How to go about Scoring ?

Where the ball stops, score it or count who is closest to the bulls eye. See who out putts who

Center Bullseye Area

3.5 points

where the bullseye center pointer is on the ball



First Row Sunk Area

1.0 point

where the ball is touching the first cross rail and in the area closest to the plate



Second Row Lip Area

0.5 point

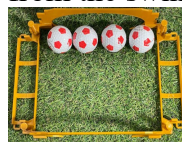
The bonus area between the two cross support



Third Row TapIn Area

0 points

The area past the second cross support furthest from the swing



Miss 0.5 points :(minus)

you can play 'take aways', if you cannot put it in the box, you loose points



TILT RULE : if a player hits the target so hard it knocks it out of place, the player loses the hole. There is discretion on what is moved and what is hitting too hard. Players can decide.

** The rotating rails can be rotated and setup for front and rear reference.