

# Course map

## BGC Neutraubling / miniaturegolf

### 1. Straight lane without obstacles

Balls: D 084, D 081, 3D EM 2014 Neutraubling KL



Tee-off:

Line: Dark ball: Play straight out, the lane falls to right on first half, then slightly back to left, right rebound or straight in.

White ball: Play a bit to the right, the lane will fall to left. Right rebound or straight ace.

General: Pay attention to possible changes in the inclination depending on the temperature.

### 2. Double wedge

Balls: any dead, not totally hard ball



Tee-off:

Line: Play straight. Pay attention not to play too fast as the ball climbs quite easily out of the bowl. Therefore don't use too hard balls and remember to set the gravel right before the shot.

### 3. Bridge

Balls: Maier Classic 3, Reisinger Brücken As 2, mg Raika Algund purple, Ravensburg 866



Tee-off:

Line: Play from left corner a regular bridge shot from left to right with high pace and good spin. You need to enter the circle quite perfectly in order to go nicely round the circle. Straight ace or sometimes right rebound with Classic 3, if passing the hole very close. Very difficult lane as a precise shot is needed.

There is also a possibility to play slower pace with Brücken As 2 or Raika Algund, but there are no significant advantages with it, except from not having to play as fast. Possibly try to tee-off more from the middle with these faster balls.

### 4. Pyramids

Ball: Maier Classic 4, Reisinger BM 09 Neutraubling



Tee-off:

Line: Orange ball: This is the line for Classic 4 etc. Play from right corner of a bit in, straight to second pyramid, very slow pace. The ball will turn left after the right frame and touch the last pyramid before going straight in

Blue ball: You can also play the first pyramid and try to make the likelihood smaller to go between hole and last pyramid.

General: left rebound is as good as zero. So try to get straight in. Sometimes when the ball touches the last pyramid, it can still pass the hole on the right, but if the pace is nice and slow, it may come in with right rebound. Nothing to rely on though.

## 5. Sticks

Balls: anything like D 081, D084 w up to D 084, 3D EM 2014 Neutraubling KL, 3D 326 KL



Tee-off:

Line: Play from the middle or 1-2 plastic rings left straight out (or from left slightly to right). The lane has some semi-strange lines, but this is nothing serious. You should still make it straight in or with right rebound. By playing from left you can avoid hitting the last stick, which can sometimes happen if playing from the middle. The rebound is good, but not quite as good as on lane 1, so play nice and slow pace and don't play too fast balls.

## 6. Window (favourite killer)

Balls: Rebound over the hole: 3D 726 KL, Reisinger ÖM 2012 Manu Zojer, any fast and soft balls

Straight in: slow to medium-slow balls



Tee-off:

Line: Rebound over the hole: Play from the spot of the balls in the picture or from the left top of N. From the spot of purple ball straight out. From N minimally to left. You need to pass the window centrally and go straight or max. 1 cm left over the hole.

Straight in: Probably you need to play a bit more from right, as the lane falls slightly to right after the window. No rebounds.

General: long putts fall a bit to right.

## 7. Flat loop

Balls: 3D DM 2013 Trappenkamp KX (warm), lots of possibilities to test...



Tee-off:

Line: Play in with the right frame quite early before the obstacle. If you play slowly, the ball will always hit the hole and rebounds are anything but safe. You need to play fast to pass the hole on the left. Then it is all about finding a ball which takes the right spin in the back frame. Not too difficult, but don't forget to pay attention on this!

## 8. Pipe

Balls: Bof JEMM 2009 Germany boys KL, Reisinger Tanto Time Gustav Björnberg...

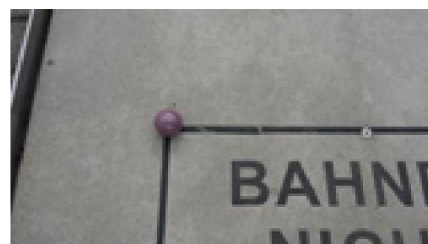


Tee-off:

Line: Play from the middle, the lane is straight. The obstacle doesn't forgive much to left or right. The ball comes quite often badly out of the pipe, if you played in badly. Badly means here mostly too fast. The best shot is entering the pipe with slow pace. It is questionable, if medium or big balls come out better. Possibly they help a bit, but the entrance into the pipe is more important.

## 9. Slope without obstacle

Balls: most favoured are soft, dead balls like Reisinger SEM 2002 Göteborg, Caddy 0, but find the one that suits to your shot!



Tee-off:

Line: The most popular line is the right rebound passing the hole at 5-10 cm distance with quite high pace. The ball then “dies” on the back frame and falls down to the hole. The lane falls to right before the hole, so when playing from the shown spot, play a bit to left.

You can also play left rebound from the middle or slightly left, especially if your natural shot has some left-hand top spin, which makes the right rebound more difficult.

There is also a chance to play straight in from half- to far left. Here the lane falls to right, you have even a second chance from behind, if the ball doesn't lip off, but it is not totally reliable.

Of many difficult lanes this is probably the most difficult.

## 10. Net

Balls: your regular net ball



Tee-off:

Line: Play straight from any of the holes. From the big hole in the back the balls jumps, but it never jumps off the ramp, so you have to roll it in. Play rather fast, because if you enter the net low, the ball may come out sometimes.

## 11. Double waves

Balls: Open choice on both sides, depends totally on the chosen strategy, can be rough, rough lacquered or smooth and grippy. Lots of testing and individual choices!



Tee-off:

Line: As stated above, you can play right or left frame. There are no advantages in the circle for any of the sides. You can play various balls depending on the pace and spin.

Rough balls have a tendency to take too much spin if passing close to the hole and played too fast. Then again, they make it when passing the hole further. Vice versa for lacquered balls.

Anything that touches the hole slightly on the way to back usually goes in, so this is an option to consider.

## 12. Right angle

Balls: Bod DM 2007 Oliver Rathjens KR, bof JEM 2011 Kathi Benn MR, Reisinger Fun for Kids green KR, 3D EM 2014 Neutraubling KR (warm)



Tee-off:

Line: Play from anywhere from right corner up to N. Three-framer for straight ace or right rebound. The ball should not be too fast or soft, otherwise it will bounce too much off the frames and pass the hole too far on right. It should also take fairly good spin on the back frame, otherwise it will not cut enough for the rebound. It is important to play long enough on the first frame (middle to bit after the middle of the plate joints) and to play fast enough not to allow the ball to fall too much to right after the last frame.

## 13. Looping

Balls: 3D 163 KR, 3D 175 KR, 3D 40 Jahre BGC Wien KR (Schwandl), Birdie Z 01 little ML...

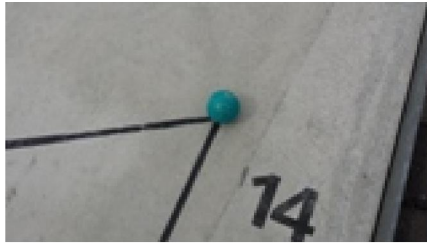


Tee-off:

Line: Play from anywhere around the middle. Enter the loop approx. in the middle with good pace and not too heavy spin (right-hand slice). The ball needs fairly much spin in the back, but must not come too much off the cheek of the loop when exiting it. Hence rather hard balls. Of course there are more individual lines with other balls. E.g. Z 01 lacquered with entrance more left and some more spin. Generally the ball needs quite much spin on the back frame, the circle doesn't help with any fall towards the hole. You need to make the ace! One of the hardest lanes to ace.

## 14. Lightning

Balls: Reisinger Swiss Champion 2008 Nikolai Bhend, 3D 872 KL



Tee-off:

Line: Play straight through to hit the left frame at the last screw. Then back frame, right frame, left frame and in. Same line than in Bad Munder basically, but here you need to do much more to get it in. No fall on the lane, so you need to play it to the right spot on the left frame.

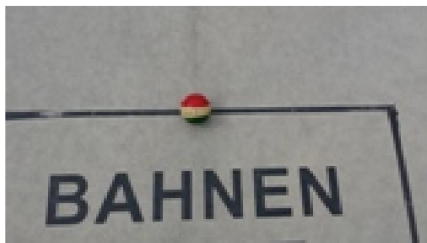
You need a bit of pace to make the ball to take the angles right. Choose a ball that rolls well, the bounce alone is not decisive.

Of course you can also play the spin shot... The usual double-frame shot has rather bad lines, no double chance there.

Long putts possible also with four frames in the back, or regularly straight in of course.

## 15. Middle hill

Balls: Your favourite ball



Tee-off:

Line: Play from the middle, straight out. Nothing special here. The hill is rather steep, so pay attention not to leave it short, especially the putts from the wide angles. Never up, never in, you know!

## 16. Gate (flat window)

Balls: 3D EM 2014 Neutraubling KL, any rather heavy ball



Tee-off:

Line: Play from E, to the left, mainly straight in. There are several minor differences in the lines you can choose, but generally play to left (aiming approximately at left post of the gate, as the lane falls slightly to right. It is preferable to play with a bit more pace in order not to allow the lane to decide too much on the lines...

Absolutely one of the decisive lanes. Basically not hard, but often very tricky. Some players also play from the middle, still a bit to left. Anyway, the balls should have the bounce to make the rebounds if lipping off.

## 17. Sloped circle with kidney

Balls: Straight line: your favourite ball, should however not be too light

Right frame: Reisinger EC 2005 Bergheim, bof DJM 98 Sally Ziewers



Tee-off:

Line: Straight line: Play straight out from the plastic ring 2 cm left of the middle, or from the middle (white ring) slightly to left. Not too slow, as there is a very small fall to right after the obstacle.

Right frame: Any of the left side rings depending on the ball choice. Hit the frame before the red line with nice pace just up to the hole. The lane falls to the right after the frame, so don't choose too soft/fast balls or tee-off too far from left. Too much pace means the ball goes easily around the hole.



## 18. Plateau

Balls: Reisinger Hochtellerkiller 2, Maier Classic 6, Bof EM 2012 Achim Braungart Zink



Tee-off:

Line: From the middle, straight out. One of the very few easy lanes. Just don't leave it short. You can hardly play it too fast.

Enjoy the course if you can! It won't be easy...