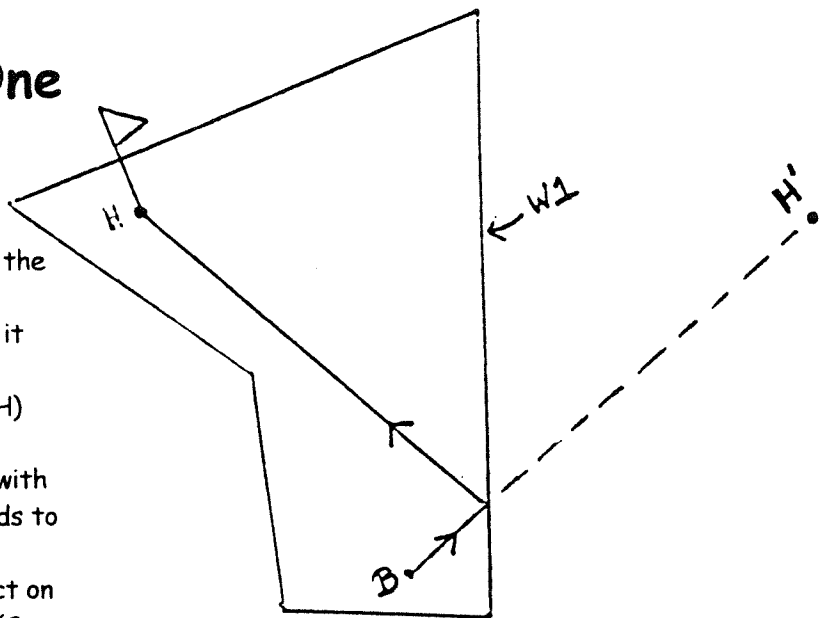


How to get a Hole-in-One Miniature Golf

Example 1: Banking the ball off of one wall

1. Locate the hole (H) & beginning position of the ball (B).
2. Pick a wall to bank the ball off of and label it W1.
3. With a compass or mira, reflect the hole (H) over wall 1 (W1) and mark it H1.
4. With a straight edge, connect the ball (B) with H1 to locate where on the wall the ball needs to hit.
5. Connect the hole (H) to the point of contact on the wall to complete the path of the ball. (See the diagram)



Example 2: Banking the ball off of 3 or more walls

(* Note: not all choices of walls will result in possible holes-in-one because of the design of the hole. If you begin connecting points and the points of contact do not end up on a wall, that path is not possible and other walls should be chosen or the placement of the ball or the hole must be changed.)

1. Locate the hole (H) & beginning position of the ball (B).
2. Pick and label the walls (W1 for the first wall to hit, W2 for the second, W3 for the third, etc.) to bank the ball off of.
3. With a compass or mira, reflect the hole (H) over the last wall (W3 on this example) and mark it H3. You may have to extend a wall to be able to complete a reflection.
4. With a compass or mira, reflect H3 over wall 2 (W2) and mark it H2. Then reflect H2 over wall 1 and label it H1.
5. With a straight edge, connect the ball (B) with H1 to locate where on the wall the ball needs to hit. Then connect that point of contact with H2 to locate where on wall 2 the ball needs to hit. Then continue until all of the walls chosen have points of contact.
6. Connect the hole (H) to the point of contact on the wall to complete the path of the ball. (See the diagram)

