



FINAL ROUND MODE:

- Best 6 players after the qualification (10 rounds of Grand Prix) play the final, in case of equal scores in qualification a sudden death will determine who will go to the final
- Final starts from zero scores
- All 6 players play in one group
- In case of equal total qualification scores the ranks 1 to 6 are defined by sudden-death playoff right after the end of qualification
- 9 + 9 lanes, start on felt
- Felt lanes: 1 (middle green), 2 (cross), 3 (ditch), 4 (illusion), 5 (angle), 6 (middle hill), 7 (middle hole in slope), 8 (Möllberg), 15 (boxes)
- Miniature lanes: 1 (sticks), 3 (double wedges), 4 (double waves), 5 (cones), 10 (plateau), 12 (ramp), 13 (lightning), 14 (flat window), 17 (looping)

“Speedgolf point play”

- Player has 60 seconds to complete each lane (ball has to be holed according to the rules)
- A shot clock will be used – tablet with Tabata app 60 second shot time, 10 seconds transition time between players, if a player finishes the lane within 60 seconds, the clock will be set forward to the next 10 seconds transition time for the next player (we will not wait until the full 60 seconds are over)
- 2 points for each ace, 1 point for each completed lane inside the time limit, 0 points for not completed lanes
- In Bangolf Arena this will be shown as: ace=1, lane completed=2, not completed=3
- Player with most points is the winner (= in Bangolf Arena least points)
- Transition to next lane is called by referee
- Only the player is allowed to touch the ball during the 60 seconds
- The currently last player according to the point scores is eliminated from the final after 6, 9, 12 and 15 lanes
- After 15 lanes only two players are left and these will complete the final round
- Higher point score after 18 lanes wins the final (= least points in Bangolf Arena)
- Best player from qualification plays last on lane 1, 6th player begins, same order for first 6 lanes
- For lane 7 new reverse order according to current final round standings is made and this is repeated after every cut, players play again in the same order until next cut
- In case of tied scores after a cut lane no sudden-death will be played to decide the eliminated player, the lower-ranked player in the qualification is eliminated
- In case of tie between the last two players after lane 18 a sudden-death playoff will be played on the last lane of final by using the final rules, same lane is played as long as there is a winner
- Penalties: In the final every rule violation leads to 0 points to the player in question on the next not finished lane, or on lane 18 if the penalty is applied on lane 18