

A Ho Ho Hole in One! TOURNAMENT

Format

- This will be a 9 hole PinGolf tournament. Each hole will consist of a goal to be achieved on a pinball machine (e.g. starting a mode or completing a specified game objective).
- The number of balls played to reach the objective will be counted as strokes; the fewer balls the better/lower the score. A penalty stroke is scored for failure to accomplish the objective.
- The top players of the 9 holes of the PinGolf tournament qualify for finals.
- This will be an IFPA event with each player's finishing position used for ranking within the world of competitive pinball.

Games / Objectives

Game	Objective	Max Strokes
Taxi	Pick up Santa Claus	4
Attack From Mars	Destroy one UFO	4
Diner	Stir the cup	4
Indiana Jones	Travel down the Path of Adventure	4
Doctor Who	Complete W-H-O combo	4
Monster Bash	Start Ball and Chain	4
The Getaway : HS2	Shift to 3rd gear	4
Tales of the Arabian Nights	Start lightning lamp	4
Night Rider	Knock down a bank of drop targets (5)	6

Qualifying Round

- Players will be put in groups of 2 and provided a shared scoresheet. Each game will count as one hole played. Each round will be 9 holes (games). When the group is done on a hole, the group will then move to the next hole.
- Each player will play for the goal/objective indicated on the game/hole. The number of balls played to reach the objective will be counted as strokes. If the player doesn't reach the objective by the end of the game, one stroke is added to the score. For example, on a 3-ball game, the player would receive 4 strokes, or on a 5-ball game, the player would receive 6 strokes.
- If a player earns an extra ball (should be turned off), playing the extra ball will not be counted as an additional stroke, but rather as a continuation of the current ball being played.
- When a player reaches the intended objective on a hole, the player must stop playing, let the current ball drain, and must plunge and drain any of the remaining balls when their turn comes up to help maintain the tournament schedule.
- When a group finishes the 9-hole course, each player should initial next to the totals. One player should turn in the scoresheet to a tournament official. Once all players have completed their 9 holes, the players who will continue to the playoffs will be announced.

Game Malfunctions

- If a game malfunctions or a ball gets stuck, the player on their turn must stay at the game in case the problem resolves itself.
- Another player in the group must contact a tournament official to ask them to visit the game for a ruling on how to proceed in the event of a malfunction (broken part, malfunctioning flipper, game reset, etc).

Penalty Strokes

- Triggering a game slam tilt that affects other players will result in the maximum number of strokes for the hole/game being assigned to offending player. A second offense could result in disqualification from the tournament.
- Playing another player's ball will result in the maximum number of strokes for the hole/game being assigned to the offending player.
- Excessive abuse of a game (kicking, hitting, punching, lifting, dropping, etc) may result in disqualification of the tournament.
- Death saves / bang backs will not be allowed, and a ball saved using those techniques must be immediately drained. If a player does this a second time, it will result in the maximum number of strokes for the hole/game being assigned to the offending player. Additional offenses may result in disqualification from the tournament.

Finals

- After completing a round of 9 holes, players with the lowest number of strokes will move onto finals. In the case of a tie, one additional hole will be played to determine the top 4 qualifiers.
- The top 4 players will compete in a group matchplay round of 3 games with PAPA scoring (4-2-1-0).

HO HO HOLE in one SCORESHEET

Score each objective by the ball it was achieved on. Accomplish it on ball 1 = 1 stroke. Ball 2, 2 strokes and so on. Penalty stroke if you do not achieve the objective. The maximum strokes are 4 except Night Rider is 6.

- Announce you are playing your pingolf round.
- Start a one player game. (No restarts)
- Have your partner witness and initial your score.
- Play the 9 games in any order.

Name		Name		Name		Name	
_____		_____		_____		_____	
Strokes	Initials	Strokes	Game/Obj	Strokes	Initials	Strokes	
_____	_____	_____	Taxi: Pick up Santa Claus	_____	_____	_____	
_____	_____	_____	Attack From Mars: Destroy one UFO	_____	_____	_____	
_____	_____	_____	Diner : Stir the cup	_____	_____	_____	
_____	_____	_____	Indiana Jones : Travel down the Path of Adventure	_____	_____	_____	
_____	_____	_____	Doctor Who : Complete W-H-O combo	_____	_____	_____	
_____	_____	_____	Monster Bash : Start Ball and Chain	_____	_____	_____	
_____	_____	_____	The Getaway : HS2 : Shift to 3rd gear	_____	_____	_____	
_____	_____	_____	Tales of the Arabian Nights : Start lightning lamp	_____	_____	_____	
_____	_____	_____	Night Rider : Knock down a bank of drop targets	_____	_____	_____	

Instructions for Pingolf Objectives:

PINGOLF TAXI: Pick Up Santa Claus

- At the start of the game PINBOT and GORBY are lit for pickup.
- When a passenger is picked up, the next one lights.
- The order is GORBY, PINBOT, DRAC, LOLA, **SANTA**.

Tip: If you light and hit “Carry Passengers”, your passenger progress will be saved on the next ball.

PINGOLF Attack From Mars: Destroy One UFO

- Knock down the force field and continue hitting the flying saucer until it explodes.
- Progress is saved on every ball.

Tip: Hold the left flipper button when launching your ball for the super skill shot. If you can hit the force field during this skill shot, it will drop with just one hit.

PINGOLF Diner: Stir the Cup.

- Hit the right ramp to open the cut.
- Hit the right ramp again before the hurry up expires to stir the cup.

Tip: Hit the left ramp and rolling flipper pass to setup the cup shot.

PINGOLF Indiana Jones : Travel Down the Path of Adventure

- The letters from the word ADVENTURE can be spotted in on of two ways:
 - a direct hit on the corresponding target
 - a hit on any of the three groups (ADV, ENT, URE) once that group is lit which will spot the next unlit letter.
- When complete, shooting the right ramp gets you with the chance of playing on the raised mini-playfield, **The Path of Adventure**.
- Path of Adventure will remain lit until the 15 sec timer expires, or you drain.

Tip: We know, we know, it's a lot of shots. Keep the ball in play and you'll get there.

PINGOLF Doctor Who : Complete W-H-O Combo

- The **right ramp** will award the letter "**W**" in W-H-O anytime when hit.
- This must be followed by a hurry up shot to the **left hang-on** to award the "**H**".
- Finally, when the ball returns from the hang-on use the upper left flipper to hit the **upper right ramp** for the "**O**".

Tip: Selecting Doctor #3 will allow you more time to make the W-H-O combo.

PINGOLF Monster Bash : Start Ball and Chain

- Shoot each ramp (left & right) three times to start. (Gargle, Warm Up, Primp).
- Progress is saved on each ball.

Tip: You cannot advance the mode during Frankenstein multiball.

PINGOLF The Getaway : HS2 : Shift to 3rd Gear

- Begin the game in 1st Gear, and advance to higher gears by collecting RPMs on the Left and Right Orbits.
- Progress is saved on each ball.

Tip: The Speed Millions shot (which can be lit on the Left Loop) will also award an RPM increment.

PINGOLF Tales of the Arabian Nights : Start Lightning Lamp

- Every time the lamp turns by about 180 degrees, a Lamp Spin is counted.
- Completing the path of blue lights will add 15 to these numbered lights.
- At 15 spins the lightning lamp mode begins.

Tip: The count of Lamp Spins **is reset** with each ball if you do not get 15 spins.

PINGOLF Night Rider : Knock Down a Bank of Drop Targets (5)

- Complete either the left **or** right bank of 5 drops targets.
- Only one completed bank is required for the objective.
- The banks reset on each turn.

Tip: A gentle nudge when the ball hits the slingshots will often send the ball to knock down these drop targets.