



## COPPLESTONE'S PUTTING RAIL™

LOOKING FOR A NEW ACTIVITY?  
**THE ONE PUTT!!!**

**MEETING! BEACH PARTY! FAMILY GATHERING!**

- American made from genuine oak.
- Putter and ball not included.
- 48" x 3 1/2" x 3/4".

Start a **TOURNAMENT!!**



## The Putting Rail HOTSHOTS

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This game allows you to show off your shot making skills as well as your ability to make good strategic shot selections.

Each player has nine shots (eighteen shots in tournament play) to make as many points as he needs to be the player with the greatest point total. He may choose to attempt each of his nine putts from any of the forty-eight rail locations. In the numbered box record the rail location that you will be attempting and then give it a try. If you sink the putt record the location number on the point's scored line next to the box. If you miss, put a zero on the line and move on to the next hole. When you have completed all nine holes add up your points. The player with the highest point total wins. We suggest that players take turns, three putts at a time, until all players have taken their nine strokes. You may choose to acknowledge 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers.

## THE PUTTING RAIL

Want to shave points off your golf score? Use the Putting Rail. The idea behind this golf aid is that the more time a golfer spends with a putter in his hand making smooth and consistent strokes, the more his putting stroke and golf score will improve. So, choose between five engaging games that you can play on the Putting Rail, and enjoy.

# COPPLESTONE'S PUTTING RAIL™



## Eagles – The Convex Rail Golf Game

OK here's what you do. Put the rail down on the floor with a wall or some object behind it to stop the golf ball when you miss and I am afraid to say you will miss. The rail is just four feet long. However, because of its convex top surface the rail simulates much longer putts. The 6 inch mark simulates a one foot putt, the 12 inch mark simulates a three foot putt, the 18 inch mark simulates a six foot putt, the 24 inch mark simulates a 24 foot putt, and the 48 inch mark simulates a forty eight foot putt. When you are playing a par five and you are putting from the 48 inch mark you are putting for a triple eagle. If you are putting from the 36 inch mark, you are putting for a double eagle, if you are putting from the 24 inch mark you are putting for an eagle, if you are putting from the 18 inch mark you are putting for a birdie, if you are putting from the 12 inch mark you are putting for a par and when you are putting from the six inch mark you are putting for a bogey.

## EAGLES

To set the record for the least number of strokes needed to complete 18 holes of play, tee it up 18 times - four times from the spot on the rail marked Par 5 (48), four times from the spot marked Par 3 (24), and ten times from the spot on the rail marked Par 4 (36). Count the number of strokes that it takes you to work your way from the tee down the rail and into the cup. There is a process to follow.

Let's have the first hole be the very challenging Par 5 (48). Grip it and rip it. This is your shot at the rare triple eagle. For your second shot and your attempt at the coveted albatross, pick up the ball and place it back on the rail at the Par 4 (36) tee spot and go for it. Your third stroke (eagle) if needed, will be from the Par 3 tee spot (24). Your fourth stroke (birdie), if needed, would be from the spot on the rail marked (18). Your fifth stroke (par) will be from the spot marked (12), any remaining putts that you may need to complete this hole will be taken from the spot marked (6). Keep your score and take your turns just as you would at your favorite golf course. You might use their score card or download one from the internet. Play each of the 18 holes in any order you wish, but we suggest: par 5,4,4,3,4,4,4,3,5 and repeat.

In the case of a tie, play a three hole playoff (par 5, par 4, and par 3). If there are still players tied, play par 5s in sudden death until a winner emerges.

## The TOUGHEST TWO FEET IN GOLF

Set the record for the least number of strokes needed to make a hole in one from each of the 18 positions indicated on the 48"x31/2"x3/4" Putting Rail. Begin by placing the golf ball on the space marked #1. Putt the golf ball down the center of the rail and into the hole at the end of the rail. If you fail try again and again until you are successful. Mark the number of strokes taken on the regulation scorecard and proceed on to hole #2. Repeat this process until you have played each of eighteen holes in order.

Maximum ten strokes per hole.

Game score = total strokes per eighteen holes.

## The PERFECT PUTT CHALLENGE

Its miraculous, it's improbable it's almost impossible.

Be the player who sinks the PERFECT PUTT – THE MIRACLE PUTT - from the furthest spot on the rail marked (48). The prize is up to you, as is the entry fee, if any. It is too early to know exactly what the odds are of sinking a putt from the 48" distance but we are confident that it will be at least 50 to one and possibly far greater.

## Race to 21

The player who scores 72 points in the least number of putts wins. Take turns putting on the Putting Rail and take as many rounds as you need. Each player has one putt per round. Each successful putt adds points to a player's point total. The number on the rail at which you place the ball and putt, determines the points that you will receive for sinking that putt. The maximum point total per game is 72. Each player may complete each round. A playoff will settle all ties. The player who scores 24 points in the least number of putts wins the playoff. Repeat if necessary.

Tournament - All players complete four games to 72. The player who scores 288 points in the least number of putts wins. A playoff will settle all ties. The player who scores 36 points in the least number of putts wins the playoff. In case of ties - repeat.

Points	Description	Ball Location
1	Bogey	#6
3	Par	#12
5	Birdy	#18
10	Eagle	#24
20	Double Eagle	#36
50	Triple Eagle	#48

## TEN PUTTS RULES:

Each player tries to sink as many putts from the #1 location as he can in ten tries. When ready, each player should repeat the procedure with putt #2. This procedure continues until all players have attempted all six putt locations ten times each. A referee is positioned at each rail and records, on the player's scorecard, the number of putts that the player successfully sinks at each of the six locations. Each putt location type has a different point value. Multiply the number of successful swings by the swing point value to arrive at each swing's point total. Add up all six swing point totals to find your point total for that round. When the referee finishes his work, he will hand the card to the player to review. The player is responsible for his card's accuracy. (When in tournament play, both the referee and player will sign the card.)

Email: [copplestonegames@verizon.net](mailto:copplestonegames@verizon.net)

Web.: [www.copplestonegames.com](http://www.copplestonegames.com)

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EAGLES!!!**

**MEETING! BEACH PARTY! FAMILY GATHERING!**



## **EAGLES - Convex Rail Golf Game:** 48" Rail

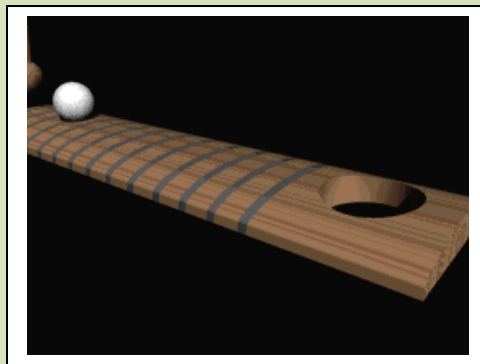
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### **EAGLES:** 48" Rail

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Let's have the first hole be the very challenging Par 5 (48). Grip it and rip it. This is your shot at the rare triple eagle. For your second shot and your attempt at the coveted albatross, pick up the ball and place it back on the rail at the Par 4 (36) tee spot and go for it. Your third stroke (eagle) if needed, will be from the Par 3 tee spot (24). Your fourth stroke (birdie), if needed, would be from the spot on the rail marked (18). Your fifth stroke (par) will be from the spot marked (12), any remaining putts that you may need to complete this hole will be taken from the spot marked (6). Keep your score and take your turns just as you would at your favorite golf course. You might use their score card or download one from the internet. Play each of the 18 holes in any order you wish, but we suggest: par 5,4,4,3,4,4,4,3,5 and repeat.

In the case of a tie, play a three hole playoff (par 5, par 4, and par 3). If there are still players tied, play par 5s in sudden death until a winner emerges.



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# COPPLESTONE'S PUTTING RAIL™ HOTSHOTS SCORECARD

Participants name: \_\_\_\_\_ [coppystonegames.com](http://coppystonegames.com)

This game allows you to show off your shot making skills as well as your ability to make good strategic shot selections. Each player has nine shots (eighteen shots in tournament play) to make as many points as he needs to be the player with the greatest point total. He may choose to attempt each of his nine or eighteen putts from any of the forty-eight rail locations. In the numbered box record the rail location that you will be attempting and then give it a try. (If you sink the putt, on the point's line next to the box, record the location number.) If you miss, put a zero on the line and move on to the next hole. When you have completed all nine or eighteen holes add up your points. The player with the highest point total wins. We suggest that players take turns, three putts at a time, until all players have taken their nine or eighteen strokes. An entry fee is optional. When you have a large group playing, you may choose to have it be winner-take-all or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.)



Hole	ATTEMPT LOCATION	POINTS SCORED		Hole	ATTEMPT LOCATION	POINTS SCORED
1.	<input style="width: 100%;" type="text"/>	_____		10.	<input style="width: 100%;" type="text"/>	_____
2.	<input style="width: 100%;" type="text"/>	_____		11.	<input style="width: 100%;" type="text"/>	_____
3.	<input style="width: 100%;" type="text"/>	_____		12.	<input style="width: 100%;" type="text"/>	_____
4.	<input style="width: 100%;" type="text"/>	_____		13.	<input style="width: 100%;" type="text"/>	_____
5.	<input style="width: 100%;" type="text"/>	_____		14.	<input style="width: 100%;" type="text"/>	_____
6.	<input style="width: 100%;" type="text"/>	_____		15.	<input style="width: 100%;" type="text"/>	_____
7.	<input style="width: 100%;" type="text"/>	_____		16.	<input style="width: 100%;" type="text"/>	_____
8.	<input style="width: 100%;" type="text"/>	_____		17.	<input style="width: 100%;" type="text"/>	_____
9.	<input style="width: 100%;" type="text"/>	_____		18.	<input style="width: 100%;" type="text"/>	_____
OUT _____				IN _____		

Player: X \_\_\_\_\_  
 Attest: X \_\_\_\_\_

TOTAL \_\_\_\_\_  
 Hcp \_\_\_\_\_  
 Net \_\_\_\_\_

# TEN PUTTS SCORECARD

Points	Description	Ball Location	Each player tries to sink as many putts from the #1 location as he can in ten tries. When ready, each player should repeat the procedure with putt #2. This procedure continues until all players have attempted all six putt locations ten times each. A referee is positioned at each rail and records, on the player's scorecard, the number of putts that the player successfully sinks at each of the six locations. Each putt location type has a different point value. Multiply the number of successful swings by the swing point value to arrive at each swing's point total. Add up all six swing point totals to find your point total for that round. When the referee finishes his work, he will hand the card to the player to review. The player is responsible for his card's accuracy. (When in tournament play, both the referee and player will sign the card.)
1	Bogey	#6	
3	Par	#12	
5	Birdie	#18	
10	Eagle	#24	
20	Double Eagle	#36	
50	Trinle Eagle	#48	

Participant's name: \_\_\_\_\_ Date: \_\_\_\_\_

**COPPLESTONE'S PUTTING RAIL™**

Score: \_\_\_\_\_

1 2 3 4 5 6 7 8 9 10

Swing #1  
1 point

1


Swing #2  
3 points

2

Swing #3  
5 points

3

Swing #4  
10 points

4

Swing #5  
20 points

5

Swing #6  
50 points

6

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**Point Total**

Player: X \_\_\_\_\_ Attest: X \_\_\_\_\_

Perfect score - 10 30 50 100 200 500 Total - 890

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**VIDEO**

Start a **TOURNAMENT!!**



## The Putting Rail – putting race to 72

The player who scores 72 points in the least number of putts wins. Take turns putting on the Putting Rail and take as many rounds as you need. Each player has one putt per round. Each successful putt adds points to a player's point total. The number on the rail at which you place the ball and putt, determines the points that you will receive for sinking that putt. The maximum point total per game is 72. Each player may complete each round. A playoff will settle all ties. The player who scores 24 points in the least number of putts wins the playoff. Repeat if necessary.

Tournament - All players complete four games to 72. The player who scores 288 points in the least number of putts wins. A playoff will settle all ties. The player who scores 36 points in the least number of putts wins the playoff. In case of ties - repeat.

## The Putting Rail – putting race to 3

Play as many rounds as you need to produce a game winner. A round is completed when each player has putted once in that round. In each round the players will set the ball on the rail at any numbered spot that they choose. The player who sinks the putt from the highest numbered spot wins the round and one point. If one or more players tie in a round each tying player receives one point. The first player to win three points wins the game. If there is a tie of players scoring 3 points then those tying players will play rounds, in sudden death style, to determine the game's winner.

