



Congratulations on buying StarPro's Professional Practice putting greens! The best practice putting green anywhere! Our greens can be used indoor for basements and game rooms or outdoor for patios and poolside. Our greens can also be installed permanently in our yard with our in-ground regulation putting cups. This box contains patented StarBall Putting Cups (Pat.No. 6,287,213) that work exactly like a real golf hole - without coring a hole!

INDOOR/PATIO INSTRUCTIONS, CARE OF THE GREEN, AND PROPER STORAGE



Fig. 1–StarBall fingers should just touch the top of a pencil for best accuracy.



Figure 2 - StarPro Greens have a great 9-hole tournament play pattern to optimize the longest putts. Place decals on flags as shown



StarPro Greens are the perfect pool table companion for any game room.

Installation – Remove green from box and roll out backing side up. With scissors, cut only the two tabs on each hole that you want to use and remove (you have the option of using one to five holes plus the challenge hole). The challenge hole does not have a cup. It is a precision training tool.

- 1) StarBall Putting Cups** - Flip the green over and insert the StarBall putting cup bases. Place one decal on each side of the flag per **Figure 2**. Put flag pole through hole in StarBall and insert into putting cup base. Position ball on flag in accordance with **Figure 1**. **If StarBall is deformed in transit, bring water to a boil, turn off heat and drop the balls into the hot water for 30 seconds and they will regain their original shape.**
- 2) Perfect Tuning of Cup** – For perfect tuning of the putting cup (realism), place a standard pencil across the top of the golf hole on the turf (See Fig. 1). Move the StarBall on the flag pole so the bottom of the fingers of the StarBall just touch the top of the pencil. If the flag pole ever breaks in the cup, insert a small nail through the center of the base and push out the broken piece and reinsert the flag.
- 3) Transportation and storage** – If green is used patio or poolside, allow both sides to dry completely before rolling up for storage. Flip the green over, roll up the green (**green side out**) with a 5" center core aligning the top straight edges of the green as you roll. Place green **top side down** into box and store the box standing up.
- 4) Cleaning** - Our greens can be scrubbed (mild detergent), swept, vacuumed (using a beater bar can slow down the green), blown or hosed.
- 5) Contours and breaks** – Contours add a lot of fun and make the green more challenging. For best results, use sand bags (**1/2 - 1 cup of sand in a 12"x12" Ziploc freezer bag works best**) and place as many as you see fit under the green to create contours.

STARPRO GREENS, INC.

**See our larger and outdoor greens
at www.starprogreens.com**

email: info@starprogreens.com

Golf Games

The 5 holes are placed and the flags are numbered for variation and for a standardized tournament course of long challenging putts. (If you master the course, don't forget to add sand bags (1.5 cups of sand in a 12x12 zip lock freezer bag) under the turf to create breaks and keep the green challenging.

When you are gaming, each player must remove their ball from the cup after putting out.

9-Hole Tournament Play

Using the standard rules of golf, start play at the 4/8 hole and follow flag numbers 1 through 9. Putt to the next hole from behind the last hole completed. The winner of the hole goes first on the next hole. Players receive a point or score for each shot taken. Par is two shots per hole. Low score (minus handicap) wins tournament.

Skins Progressive

Same as 9-Hole Tournament Play above except **the flag numbers (1-9) equals the point value for the hole**. Winner of the hole (low score on the hole) receives the points of that hole added to their score. If a hole is tied, points carry forward to the winner of the next hole. Ex: If hole 6 is tied, hole 7 is worth 13 points. High points wins the Skins Tournament.

Horse

Choose a leader (easiest way is to lag to the end of the green, closest to the end without going off wins). Predetermine if off the putting green shots are legal. Leader or winner of the previous hole chooses the next shot (exact ball placement and target hole). If the leader makes their chosen putt, the next player(s) has to make the same putt or player(s) receives a letter. If the leader misses their chosen putt, the next in line becomes the leader (leader does not get a letter for missing their chosen putt). Spell "horse" and you are out of the game.

Rush

Play holes 1-5 with a stop watch and complete the course as fast as you can. When a putt is made, the player removes the ball from the hole and places it a club head length from the hole. **Players cannot putt a ball until it has stopped rolling COMPLETELY**. If a rolling ball is struck, the player is disqualified. Golf scores do not count. The fastest time wins.