

WMF World Adventure Golf Tour Final 24/25



Family Golf Park
vilamoura

Organiser World Minigolf Sport Federation (WMF)

Location Rua dos Marmeleiros 5, 8125-507 Quarteira, Portugal

WMF World Adventure Golf Tour The WMF World Adventure Golf Tour Final is the culmination of the WMF World Adventure Golf Tour.

- 42 Players will qualify to play the Final
- Winners of the 15 WMF World Adventure Golf Tour Events earn an Automatic Qualification in to the Final
- Tour Sponsors can each nominate one player to play in the Final
- 4 spaces are reserved for the women with the most Ranking Points in the 24/25 Season
- After this, [this table](#), of Ranking Points in the 24/25 Season will be used to make up the 42 total players. Those with the highest Ranking Points in the 24/25 Season will be invited first

More information can be found at <https://www.wmfwagt.com/>

De-registration If you have registered for the WMF World Adventure Golf Tour Final and your plans change, you must deregister [here](#).

If you fail to de-register up to **two weeks** before the Final, or fail to present viable evidence for the last-minute cancellation in the last two weeks before the Final, and do not attend the Final, you will be banned from competing in the next WMF World Adventure Golf Tour Final.

Once a player de-registers, the player with the next highest Ranking Points (who has previously registered) will be informed that they have qualified to play in the Final.

Format In randomly drawn groups of three, players will play five traditional rounds of stroke play.

At the end of these five rounds, the best 16 players will qualify for the final stage and be assigned a **Seed number** based on their total score (the person with the lowest score will be assigned #1 Seed and so on). If there is a tie for #16 Seed, a sudden death playoff will be held. If there is a tie for any other Seed, the player with the most Ranking Points will be awarded the lower Seed number (in the case where tied players have the same amount of Ranking Points, the seeding will be assigned randomly).

Players will be sorted into a knock-out bracket according to:
<https://www.wmfwagtour.com/FinalBracket>.

In this bracket players will face off in head-to-head single round match play based on strokes. This means, that at the end of each single round, the player with the fewer total strokes over 18 Lanes will advance and the other player will be eliminated. If there is a tie between the two players after a single round, a sudden death tie breaker beginning from Lane 1 will be held to see who advances.

At the end of this bracket there will be a Final Round. The winner will become champion of the WMF World Adventure Golf Tour 2024/25.

Play-offs Sudden death play-offs for the Semi-Finals and the Final will take place exclusively on **Lane 18**. Players will play Lane 18 (alternating starting order) until one player scores better than the other. All other play-offs will begin on Lane 1.

Timetable Friday 9th May

10am Technical Meeting – Explanation of Bangolf Arena
Mobile Scoring, rules briefing and draw of the
groups (and start times) for Saturday

Picture of Finalists taken (on steps overlooking
Lane 18)

11am Interviews for all players (details below)

Saturday 10th May

All Times TBC Training

Tournament start – 2 rounds for all players
(groups pre-assigned)

Break

2 rounds for all players (same groups)

Training

Sunday 11th May

All Times TBC Training

Final Round for all players (groups reordered according to reverse leaderboard order)

Break

Start of knock-out bracket. Best-16 round of 8 groups (groups according to Seeding)

Quarter-Finals

Semi-Final 1

Semi-Final 2

Final

Estimated Finish

Player Interviews On Friday 9th May all Players should make themselves available on the following Lanes for an interview at the following times:

Player 1	Lane 1	11 am	Player 15	Lane 15	1.20pm	Player 29	Lane 11	3.40pm
Player 2	Lane 2	11.10am	Player 16	Lane 16	1.30pm	Player 30	Lane 12	3.50pm
Player 3	Lane 3	11.20am	Player 17	Lane 17	1.40pm	Player 31	Lane 13	4 pm
Player 4	Lane 4	11.30am	Player 18	Lane 18	1.50pm	Player 32	Lane 14	4.10pm
Player 5	Lane 5	11.40am	Player 19	Lane 1	2 pm	Player 33	Lane 15	4.20pm
Player 6	Lane 6	11.50am	Player 20	Lane 2	2.10pm	Player 34	Lane 16	4.30pm
Player 7	Lane 7	12 am	Player 21	Lane 3	2.20pm	Player 35	Lane 17	4.40pm
Player 8	Lane 8	12.10pm	Player 22	Lane 4	2.30pm	Player 36	Lane 18	4.50pm
Player 9	Lane 9	12.20pm	Player 23	Lane 5	2.40pm	Player 37	Lane 1	5 pm
Player 10	Lane 10	12.30pm	Player 24	Lane 6	2.50pm	Player 38	Lane 2	5.10pm
Player 11	Lane 11	12.40pm	Player 25	Lane 7	3 pm	Player 39	Lane 3	5.20pm
Player 12	Lane 12	12.50pm	Player 26	Lane 8	3.10pm	Player 40	Lane 4	5.30pm
Player 13	Lane 13	1 pm	Player 27	Lane 9	3.20pm	Player 41	Lane 5	5.40pm
Player 14	Lane 14	1.10pm	Player 28	Lane 10	3.30pm	Player 42	Lane 6	5.50pm

Pace of Play Players must play each stroke within 60 seconds according to the WMF rules. The 60 seconds begin for the first stroke when the previous player has

completed the lane, and for the following strokes right after the completion of the previous stroke.

For both the Semi-Final and Final Rounds, a 60 second shot timer will be enforced by the Referees. Failure to hit a stroke within the 60 second timer will result in an automatic extra stroke being awarded.

In the section below on Course Statistics, please note the following:

- Lane 5 has an average of 2.97, Lane 8 has an average of 2.84, Lane 9 has an average of 2.66 and Lane 10 has an average of 2.96
- In contrast, Lane 11 has an average of 2.15 and Lane 12 an average of 2.09
- Lane 5 and Lane 6 have no recorded Tournament aces. Lane 9 and 10 have a total of five Tournament aces
- In contrast Lane 11 and Lane 12 have a total of 100 Tournament aces

The above means that it is likely that certain Lanes on the course will be empty during Tournament play. Or, in other words, players should not treat empty lanes as definite evidence for the 60 second stroke rule being broken.

To help with the Pace of Play, we ask players that **once their group finishes Lane 5 and Lane 10, they step to the side and let the next group play immediately.**

Training Training is possible on the Monday – Friday before the Tournament at 10am – 7pm. There is a special €20 day rate which must be paid to the course on each day a player wishes to train.

Registration Fee There is no registration fee for entering the Final.

Prizes The Prize Pot is currently a minimum of €4,000. Prizes are awarded as following:

1st Place: €3,000

Runner-up: €500

Players who are knocked-out in Semi-Finals: €250

Live Scoring To enable people to follow along from the scores at home, and to display realtime scores on the live stream, the Bangolf Arena Mobile App will be used for Live Scoring.

More details about the app can be found [here](#). Players will be given an instructional demonstration on how to use the app before the tournament.

All players are asked to bring to the tournament their mobile phone **fully charged**. No player should have to score more than 2 rounds.

Scoring In groups of 3 scoring will be done in the following manner:

- Player 1 – Uses mobile app

- Player 2 – Uses a scorecard and pencil that will be provided
- Player 3 – Does a visual check

Live Streaming Weather permitting, the tournament will be live streamed with English commentary. The World Adventure Golf Tour association reserves the rights to broadcast highlights from the Tournament in the future. All players must sign a standard release form.

Rules WMF MOS (Adventure Golf) rules will be used. They can be viewed [here](#). In particular please note:

- The bunkers filled with rocks **do count** as Hazards as part of the MOS Rules. This means that players can either play from the bunker or move the ball back to the location of the previous shot to play the next shot (without penalty). Players **are not** permitted to give themselves relief from where the ball entered the bunker.
- The tee-off positions are shown at the end of this document
- There are some locations where the lane has a rock close to the boundary. On these Lanes, in order to be allowed relief on the side of the hole, players must fully pass the rock. During the rules briefing we will visit these lanes and explain in more detail.
- **On Lanes 8 and 16 there is a special rule.** On these Lanes if you hit any shot out of bounds you must play your next shot from the location of the previous shot, without penalty. So, for example, if you hit your 4th shot out of bounds, your 5th shot is played from the same location as the 4th shot.

Referees Tournament Director Pasi Aho will act as supervisor of the tournament.

Approved Balls WMF-approved golf and minigolf balls are permitted to be used in this Tournament.

Various players have contacted the World Adventure Golf Tour association asking for guidance on which Minigolf balls to use. To ensure fairness for all players, this information is shared for the first time here:

Previous players of Family Golf Park Vilamoura have used the following balls:

- Golf ball
- Minigolf ball ~55cm bounce ~30sh
- Glass ball
- Mingolf ball ~20cm bounce
- Minigolf ball ~5cm bounce
- Minigolf ball ~60cm bounce. Unlaquered rough
- Minigolf ball ~45cm bounce

Course Statistics Find below statistics from all Tournaments played at Family Golf Park Vilamoura. This information is also available at <https://www.wmfwagtour.com/scores>

Lane ▲	Aces	2s	3s	4s	5s	6s	7s	Avg
Lane 1	127	533	55	5				1.91
Lane 2	44	546	120	10				2.13
Lane 3	23	327	260	77	22	8	3	2.70
Lane 4	39	572	96	10	3			2.12
Lane 5		264	290	120	27	11	8	2.97
Lane 6		506	183	30	1			2.34
Lane 7	59	497	148	14	2			2.17
Lane 8	13	268	303	102	28	3	3	2.84
Lane 9	1	380	229	89	16	4	1	2.66
Lane 10	4	152	455	97	11	1		2.95
Lane 11	59	518	123	17	3			2.15
Lane 12	41	572	105	2				2.09
Lane 13	13	464	199	36	7		1	2.39
Lane 14	29	579	103	9				2.13
Lane 15	47	539	123	10	1			2.14
Lane 16	2	399	219	67	26	5	2	2.64
Lane 17	32	626	55	6	1			2.05
Lane 18	72	400	197	46	3	2		2.33
Total	605	8142	3263	747	151	34	18	2.37

Additional Information

All additional information, can be found on the Tour website here:
<https://www.wmfwagtour.com/final-24-25>

Tee-off Positions

Imagine a line extending from the front of the tee-off mat. The ball can be placed anywhere on this line, and anywhere behind this line (including the tee-off mat itself). This line will be marked during the Tournament.

To visualize this, it means you can place the ball on, or behind, the line in the pictures below:

