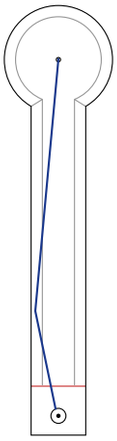
Attendorn (Sterngolf)

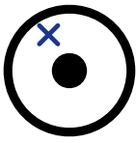
Spechtstraße, 57439 Attendorn, Deutschland

Stand: September 2026

created with Balldatenbank App

1

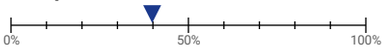




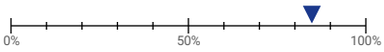
Ball:
Bo 1, Bo 2 KL
Olching
FFK orange KL

Schlag / Lauf:
Aus Loch von 11 Uhr hinter den dritten Anker links anspielen. Fällt im Vorlauf oder dicht links vorbei, dann Rücklauf.

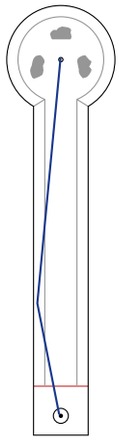
Tempo:

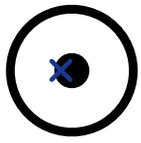


Erfolgsquote:



2

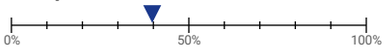




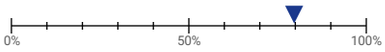
Ball:
FFK rot KL
Ravensburg 252, 253 kx
FFK hellblau KL

Schlag / Lauf:
An den zweiten Anker links anspielen. Kommt im Vorlauf oder Rücklauf von links.

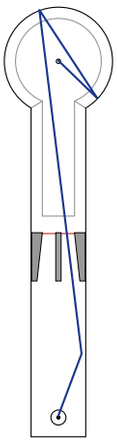
Tempo:

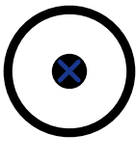


Erfolgsquote:



3

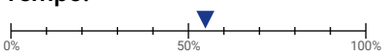




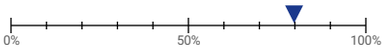
Ball:
mg D 8 Rohling speckig
Super 10 Rohling speckig

Schlag / Lauf:
An die rechte Vorbande auf Höhe des mittleren Ankers. Hinten 10 cm links am Loch vorbei und dann auf Doppelbande.

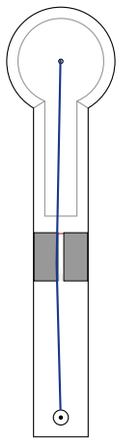
Tempo:

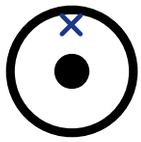


Erfolgsquote:



4

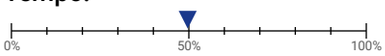




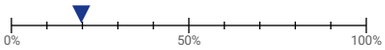
Ball:
FFK rot +/- KL
FFK hellblau KL

Schlag / Lauf:
Fällt im Vorlauf. Alternativ dicht links am Loch vorbei, dann auch im Rücklauf.

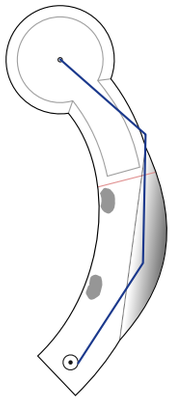
Tempo:

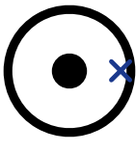


Erfolgsquote:



5

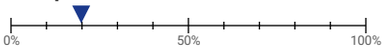




Ball:
Gebi
Schlossbergp. 22
Jupiter r
Chawär KR, Turbofant KR

Schlag / Lauf:
Knapp am linken Stein vorbei. Fällt im Vorlauf oder selten von links oder rechts im Rücklauf.

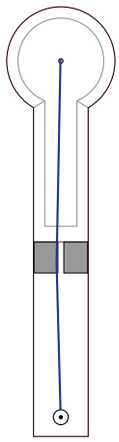
Tempo:

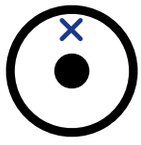


Erfolgsquote:



6

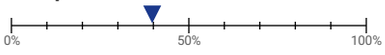




Ball:
FFK hellblau +/- KL
Ravensburg 252, 253 kx

Schlag / Lauf:
Leicht rechts durch das Hindernis spielen. Fällt im Vorlauf oder wenn dicht links am Loch vorbei im Rücklauf.

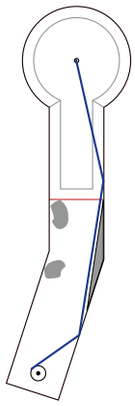
Tempo:

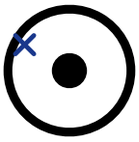


Erfolgsquote:



created with Balldatenbank App

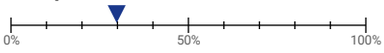




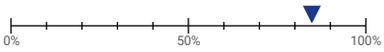
Ball:
mg A GL
FFK lila KL
Hochwasser, nein danke KL

Schlag / Lauf:
Vor dem Hindernis am Anker anspielen, Wand nicht berühren.
Vorlauf oder rechts dicht vorbei, dann Rücklauf.

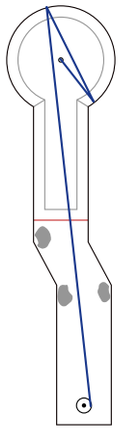
Tempo:

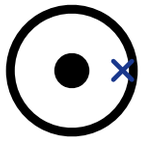


Erfolgsquote:



7

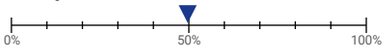




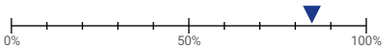
Ball:
Turbo 4 KR
Reisinger Spring KR (grün)

Schlag / Lauf:
Im Endkreis auf 11 Uhr den Anker anspielen.
Fällt dann auf Doppelbande.

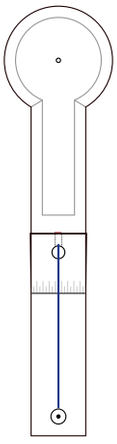
Tempo:

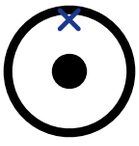


Erfolgsquote:



8

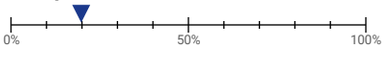




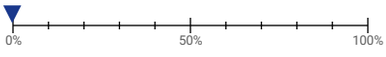
Ball:
Ravensburg 254 kx
egal

Schlag / Lauf:
Ball kommt unkontrolliert aus dem Hindernis heraus.
Ein Ass ist Glückssache.

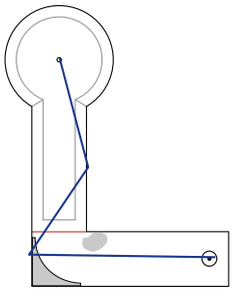
Tempo:

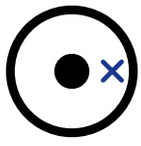


Erfolgsquote:



9

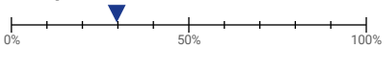




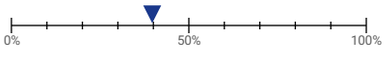
Ball:
Super 10 glatt (speckig Rohling)
25 Jahre Herscheid

Schlag / Lauf:
Dicht an den Stein heranspielen.
Fällt im Vorlauf oder von beiden Seiten im Rücklauf, wenn das Tempo passt.

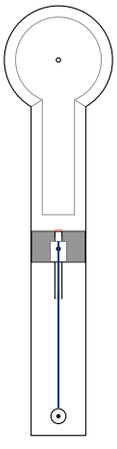
Tempo:

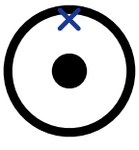


Erfolgsquote:



10

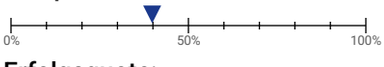




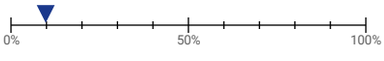
Ball:
Jüre 5 KL
Maier Magic 1 oder 2 KL
egal

Schlag / Lauf:
Kommt unkontrolliert aus dem Hindernis.
Ass ist Glückssache.

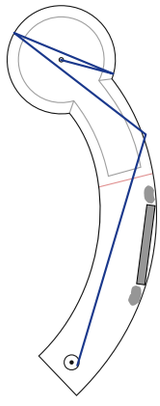
Tempo:

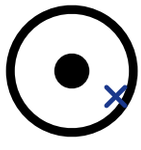


Erfolgsquote:



11

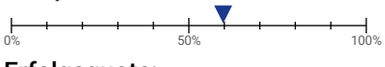




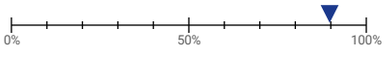
Ball:
Turbo 4 speckig

Schlag / Lauf:
Dicht an die linke Bande spielen, im Endkreis handbreit links am Loch vorbei und dann auf Rücklauf.

Tempo:

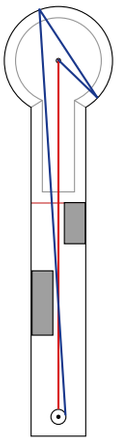


Erfolgsquote:



12

created with Balldatenbank App

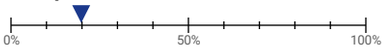




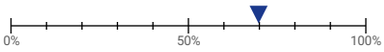
Ball:
Turbo 4 speckig
FFK braun KL

Schlag / Lauf:
Turboschlag auf Doppelbande:
auf 11 Uhr im Endkreis
anspielen.
Alternativ: mittig gerade durch
auf Vorlauf.

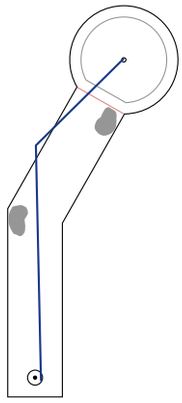
Tempo:

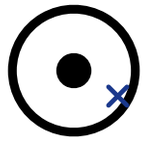


Erfolgsquote:



13

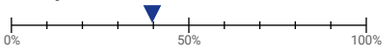




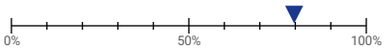
Ball:
50 J Herscheid KL
FFK orange KL
Turbo 4 speckig

Schlag / Lauf:
Hinter dem ersten Hindernis links an
den Anker anspielen.
Fällt im Vorlauf oder wenn dicht rechts
vorbei im Rücklauf.
Alternativ: derselbe Schlag mit
speckigem Turbo 4 auf Doppelbande.

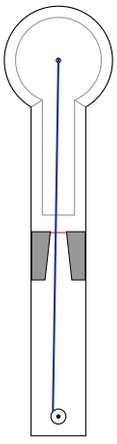
Tempo:

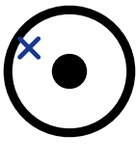


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14

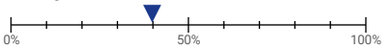




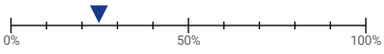
Ball:
813r
Bo 2
Bel Ami KR speckig

Schlag / Lauf:
Von links rechts durch das
Hindernis spielen, auf Vorlauf
oder wenn dicht rechts vorbei
auf Rücklauf.

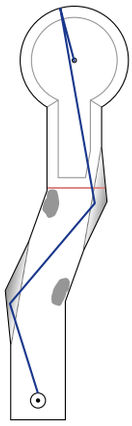
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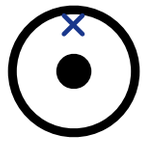


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15

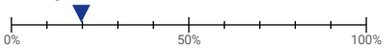




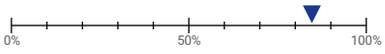
Ball:
Super 8
25 J Herscheid
Super 5

Schlag / Lauf:
Am Riss in das linke Hindernis
spielen.
Fällt im Vorlauf oder wenn er
links vorbeigeht im Rücklauf.

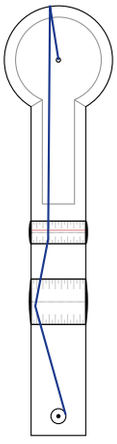
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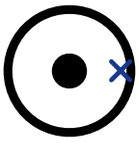


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16

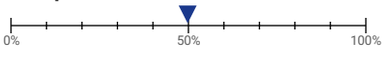




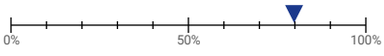
Ball:
Ravensburg 250-252 kx je
nach Temperatur
FFK bordeaux

Schlag / Lauf:
Fällt im Rücklauf, wenn er links
am Loch vorbeigespielt wird.

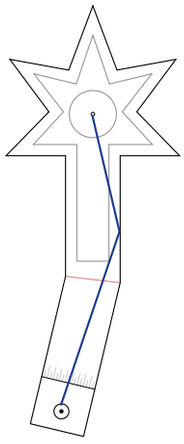
Tempo:

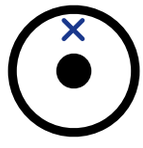


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17

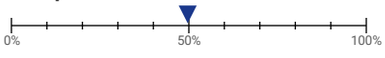




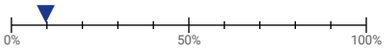
Ball:
Herscheid 50 J KL
FFK orange KL
Jüre 5 KL

Schlag / Lauf:
Kurz vor dem Anker anspielen.
Temposchlag.

Tempo:



Erfolgsquote:



18