

Bank Heist - Disc Golf Putting Game

These rules apply to an actual disc golf putting game using real golf discs and baskets. There are separate rules for the Racing for Chains board game version of Bank Heist.

The Lobby

Place a marker at 4 meters, 5 meters, 6 meters, 7 meters, 8 meters, 9 meters, 10 meters, 11 meters, and 12 meters in a straight line away from any basket. This is 1 “Line”. You can space them any distance equally apart as long as they are in a straight line away from the basket. (See Diagram) Each marker is considered 1 “Space” and 3 spaces make up 1 “Section”. In total, you will have 9 markers/Spaces and 3 Sections. Create as many “Lines” as you want extending out from the basket (Recommended maximum is 8). Choose a “Space” on any “Line” that will always go first. Players rotate after each turn so everyone will have a chance to go first, and each eligible player will have a chance to putt every turn.

“Section 1” consists of the first 3 markers closest to the basket. I will refer to these as:

Blue 1 – marker 4 located meters from the basket

(Requires three made putts to move back to Blue 2)

Blue 2 – marker located 5 meters from the basket

(Requires three made putts to move back to Blue 3)

Blue 3 – marker located 6 meters from the basket

(Requires three made putts to move back to Yellow 1)

“Section 2” consists of the next 3 markers in line to the basket after Blue. I will refer to these as:

Yellow 1 – marker located 7 meters from the basket

(Requires two made putts to move back to Yellow 2)

Yellow 2 – marker located 8 meters from the basket

(Requires two made putts to move back to Yellow 3)

Yellow 3 – marker located 9 meters from the basket

(Requires two made putts to move back to Red 1)

“Section 3” consists of the last 3 markers in line to the basket after Yellow. I will refer to these as:

Red 1 – (marker located 10 meters from the basket)

(Requires one made putt to move back to Red 2)

Red 2 – (marker located 11 meters from the basket)

(Requires one made putt to move back to Red 3)

Red 3 – (marker located 12 meters from the basket)

(Requires 1 made putt to move back to the Vault)

Vault Location

Create one last space anywhere you like. This will be the final space of the game and should be the most difficult putt of the round. We like to make mandatories if possible but farther back works as well.

The Game

Start the game with 3 discs only. In order to win you must make it through the Lobby and clear the Vault before each of your opponents. The “Space” you are on, and how many putts you make, will dictate how many times you putt each turn. Each eligible player will have a chance to putt every turn, but no player will putt more than 3 discs during any turn. In some examples, a player may end up throwing less than 3 putts during a turn.

Starting / Turns / Rotation

Every player starts on Blue 1 on a different “Line”. The player on the “Designated Starting Line” goes first. They putt up to all 3 discs. Take turns clockwise until everyone has a chance to putt. **Every player must VERBALLY ANNOUNCE the “SPACE” they are on immediately BEFORE THEY PUTT.** (Blue 1, Yellow 3, Red 2, etc.) This helps remind everybody of which “Space” everybody else is on throughout the round. After everyone has had a chance to putt, the turn is over. Each player collects their discs and rotates clockwise to the next appropriate “Line” and “Space” they are on. Each player rotates to the next “Line” that was used by the player before them last turn. If there are more lines than there are players then any line that did not have a player start on it is skipped for the entire round. Nobody collects their discs until after everyone putts, even if the basket is full.

The Blues

Blue 1, Blue 2, and Blue 3 require you to make all 3 putts before you can move back to the next space. This could result in you throwing less than 3 putts in any given turn. If you miss your first or second putt on any blue space then your chance to putt that turn is over. It is no longer possible to make 3 out of 3 putts. You will rotate and start the next turn from the same “Space” you just missed. If you make all 3 putts then you will rotate and start next turn on the next “Space” back and putt from there.

The Yellows

Yellow 1, Yellow 2, and Yellow 3 only require you to make 2 out of 3 putts before moving back to the next "Space". If you miss your first putt then you still have 2 discs to try and make 2 out of 3 putts. If you miss your first and second putt then your chance to putt is over. You will rotate and start from the same "Space" you just missed.

Banking

If a player makes their first 2 putts on a yellow "Space", then they can move back to the next "Space", in the same "Line", and putt their last disc from there during the same turn. This putt is considered a "Bank" attempt for that "Space". If that putt goes in then that player has "One in the Bank" for that "Space" going into next turn. Meaning they have a chance to make 1 less putt from that space to move back again. If they miss their "Bank" attempt then they will still start next turn from that "Space" but with nothing in the "Bank".

"The Heist - One in the Bank"

If you go into a turn with "One in the Bank" then your "Bank" is applicable to your **FIRST PUTT ONLY**. If you make your **FIRST PUTT ONLY** then move back to the next "Space" during the same turn, to try and Heist that Space by making 2 out of 3 putts with the remaining discs in your hand. If you made your "Bank" this turn and miss your first putt on the next Yellow Space back then your turn is over. You can no longer make 2 out of 3 putts from that "Space". Rotate and start next turn from the same "Space" with nothing in the "Bank".

If you **MISS** your **FIRST PUTT** with "One in the Bank", then your "Bank" **GOES AWAY**. You still have the opportunity to make 2 putts and move back on yellows, but the "Bank" no longer applies. If you miss your first two putts, regardless of whether you have "One in the Bank" or not, then your chance to putt this turn is over. You did not get your bank, and you cannot make 2 out of 3 putts. Banking is not applicable on blue spaces, and by nature, works a little differently on red spaces.

The Reds

"Red 1, Red 2, and Red 3" only require you to make 1 putt to move back to the next "Space". If you miss your first putt, then you still have 2 more chances to make it during the same turn. If you make it from a red "Space" then instead of having "One in the Bank", you just move back to the next red "Space" and putt from there during the same turn. Once you make Red 3 then your turn is over and you start next turn "In the Vault". Even if you have extra discs in your hand. You have to wait until next turn to putt from the Vault. When any player makes a putt from Red 3 then that "Line" is closed and will no longer be played for the rest of the round. Each player remaining in the Lobby will skip that "Line" when they rotate. If the "Designated Starting Line" is closed out then the new "Designated Starting Line" is the next "Line" clockwise a player started from that has not been closed out.

Note: Closing out “Lines” helps keep track of who goes first (which can definitely come into play when applying pressure), but you don’t have close “Lines” if you can remember who goes first next. The same applies to skipping “Lines” during the round. You can technically use all of the “Spaces” on all of the “Lines”, but remembering who goes first has proven itself to be a thing if you rely on group memory alone.

In the Vault

You are not considered to be “In the Vault” until the start of the next turn after making your putt from Red 3.

Players in The Vault will always putt last. After the players in the Lobby have had a chance to putt. If multiple players make it to the Vault, then they putt in the same order that they reached it. (First person to enter goes 1st, second to enter goes 2nd, so on and so forth) This order will stay the same until somebody wins. If two players make it to the Vault on the same turn then whoever made Red 3 first will putt from the Vault first starting next turn.

The first player to make more putts from the Vault than anyone else wins the game.

If you make it to the Vault in a turn before anyone else then you could have free chances to win the game.

For example:

You are starting this turn from the Vault while 3 other players are starting from Red 3 in the Lobby. All 3 of them make it which puts them in the Vault starting next turn. If you make 1 of your Vault putts then you win the game. The other 3 players are not considered to be “In the Vault” until the start of next turn.

Multiple Players in the Vault - Elimination

Since every player gets a chance to putt each turn, if there are multiple players in the Vault, then you must make more putts than every other player on a turn to win. If you do not tie with the player who makes the most putts in any turn then you either lose or are eliminated.

For example:

5 Players “In the Vault” with nobody in the Lobby. Two players make 2 putts, two Players make 1 putt and one player makes 0 putts. The two players who made 1 putt and the person who made 0 putts are eliminated because they did not tie with the player who made the most putts. The two players who made 2 putts start next turn from the Vault and continue to throw 3 discs each turn until one of them makes more putts than the other.




If any player makes a putt from “Inside the Vault”, then all players remaining in the Lobby are eliminated, including anyone who made Red 3 this turn. If players in the Vault continue to miss then all players in the Lobby stay in the game and have the opportunity to catch up.

Bank Heist Putting Game

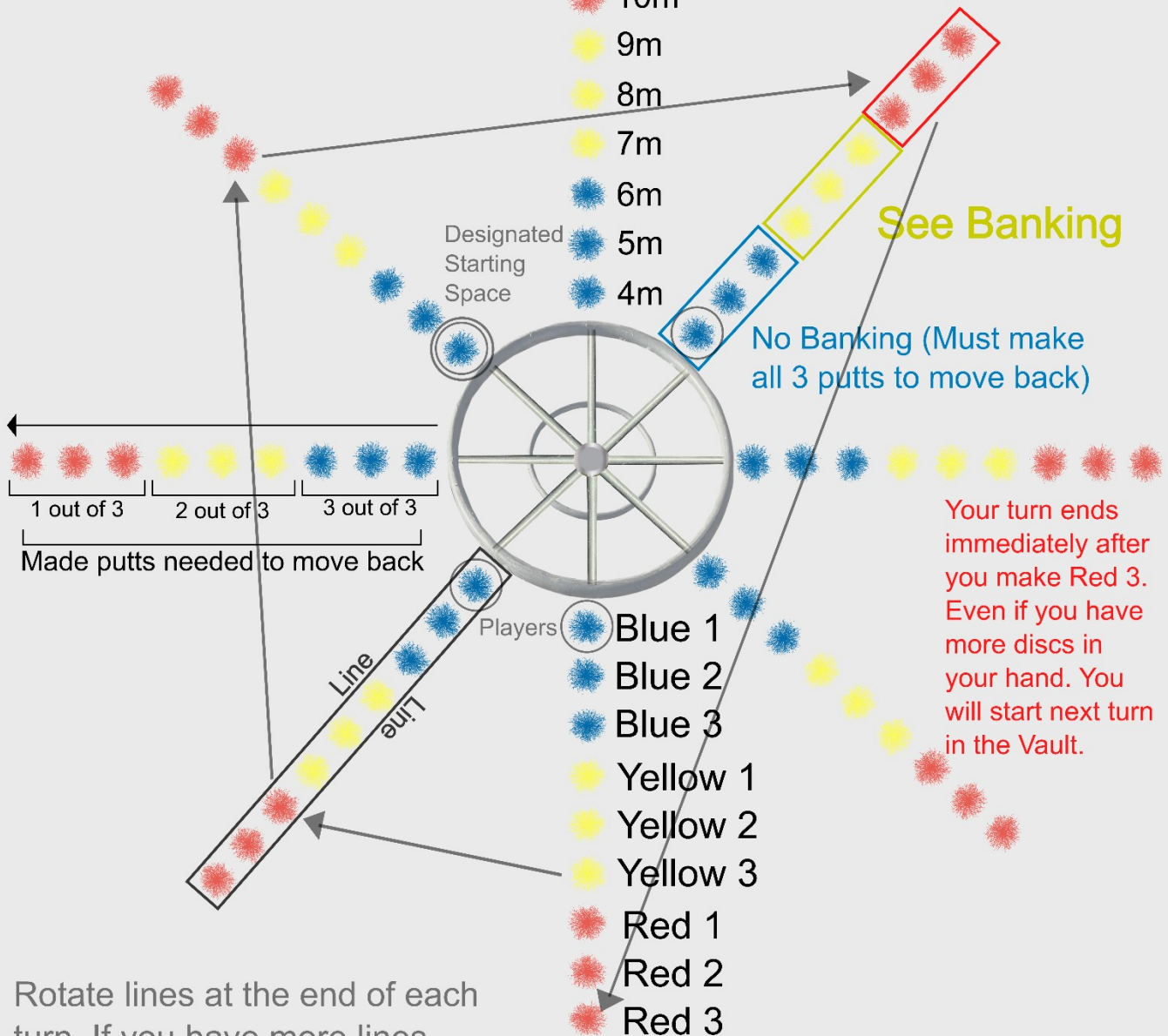
The Lobby

3 Discs Total
(preferably putters)


Markers/
Spaces

-  12m
-  11m
-  10m
-  9m
-  8m
-  7m
-  6m
-  5m
-  4m

No Banking (If you
make your putt then
move back 1 space)



Rotate lines at the end of each turn. If you have more lines than you do players, each player skips any line that did not have a player start on it at the beginning of the round.

 Vault (Final Space)