

ABSTRACT

Apparatus and methods are disclosed for a standalone and multi-game miniature golf structure. A structure includes a digital display screen positioned to align vertically with a rear end of a putting surface and sensor(s) positioned below the digital display screen. The sensor(s) are configured to detect lateral positions at which balls cross the rear end. The structure includes processor(s), that for each shot of a plurality of miniature golf games, are configured to send command signals to the digital display screen to display putting target(s); identify, via the sensor(s), a lateral position at which a golf ball crosses the rear end of the putting surface; determine whether the lateral position of the golf ball aligns vertically with any of the putting target(s); and generate a score for the shot based on the lateral position of the golf ball relative to the putting target(s).

[Figure 1]