



The Origin of PUTTLE

During the early Winter of 2006, I was practising my putting while art directing Armchair General Magazine. Even with a high speed internet connection, large image files took several minutes to download. During this time, I would practice my short game in my office.

I looked up on a shelf and noticed my father's bowling trophy from year's past, then looked down at the "hole" where I was about to putt and envisioned ten small pins set up in a traditional bowling format.

Realizing that ten pins would be difficult to arrange, I discounted the idea for a while.

But before the day was done, I had edited down the number of pins to just three and was intrigued by the novelty of trying to knock down just the center pin.

PUTTLE was born.

It didn't take too long after to create a prototype and give it a try. Being the average golfer that I am, I was convinced I had found an interesting little game that would not only help my game, but could have some fun as well.

Launch online in the Spring of 2008, PUTTLE is available to all who enjoy golf.

Enjoy.

Play by the rules.

Sincerely,
K.O. Kleppert / "Mr Puttle"