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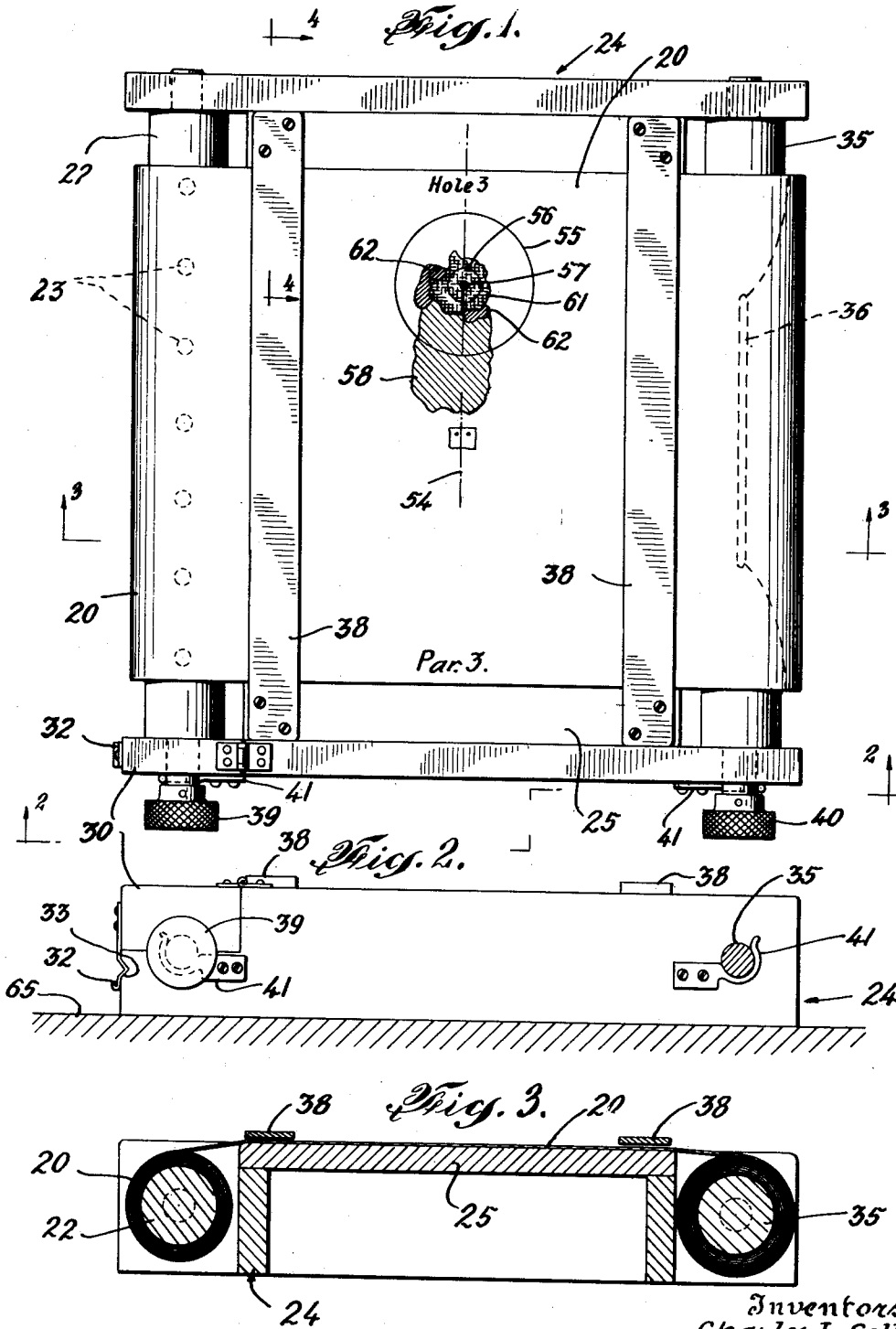
C. J. SELL ET AL

1,928,768

GAME OF SIMULATED GOLF PLAYED WITH DARTS

Filed April 25, 1931

2 Sheets-Sheet 1



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2 Sheets-Sheet 2

Fig. 5.

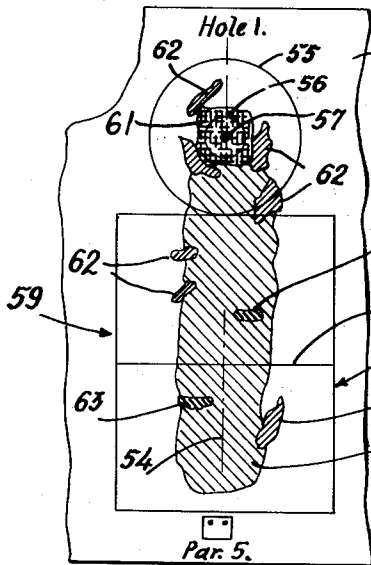


Fig. 6.

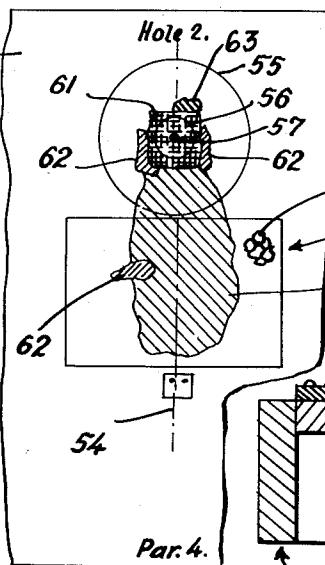


Fig. 12.

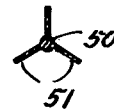


Fig. 4.

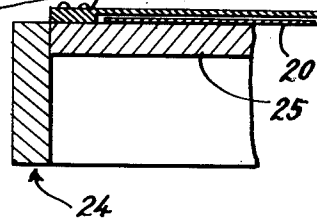


Fig. 8.

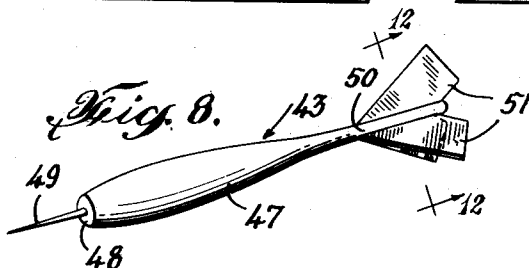


Fig. 10.

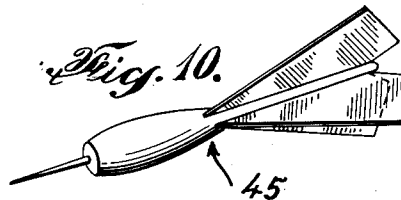


Fig. 9.

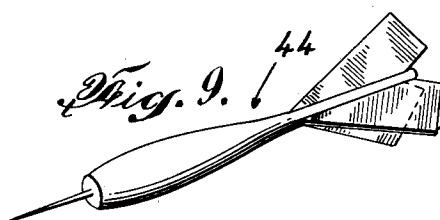
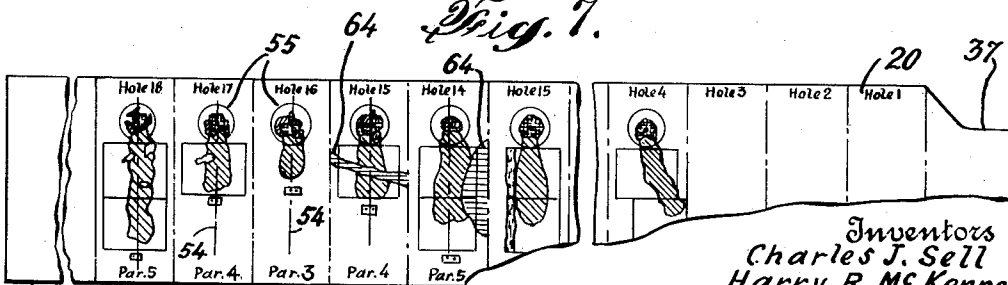


Fig. 11.



Fig. 7.



20

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GAME OF SIMULATED GOLF PLAYED WITH
DARTSCharles J. Sell, Jackson Heights, N. Y., and
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5 Claims. (Cl. 273—87)

This invention relates to games, and more particularly to a game of simulated golf played by means of various types of darts representing golf clubs and associated golf ball, and targets representing holes of a golf course.

The primary object of the invention is to provide a fascinating and competitive game of skill of the dart and target type, which simulates a game of outdoor golf in regard to rules of play and scoring, in the various golf clubs used, and in the trials of advancing the play from the tee to cup in playing various holes having different hazards and yardage.

One embodiment of the invention consists in the provision of a plurality of darts varying in size, weight and fin-area corresponding to the characteristics of the various types of golf clubs and the provision of a plurality of target diagrams in colors representing the holes of different par value of a fanciful golf course or a facsimile of an actual golf course, whereby one or more players can advance and throw the darts at the fairways, greens and cups on the targets from various distances and angles according to guiding rules which are based on the standard rules of golf so as to enable the players to use their skill and to score the number of strokes the same as in a real game of outdoor golf.

Other objects and advantages of the invention will appear more fully from the following description when taken in conjunction with the accompanying drawings, in which,

Fig. 1 is a front elevational view of a target board supporting a rotatable roll of cloth or paper on which is depicted eighteen separate and distinct holes of a golf course;

Fig. 2 is an end view thereof partly in section, taken on line 2—2 of Fig. 1;

Fig. 3 is a cross-sectional view taken on line 3—3 of Fig. 1;

Fig. 4 is a partial sectional view taken on line 4—4 of Fig. 1;

Fig. 5 is a fragmentary view of the target cloth showing hole No. 1 of a golf course;

Fig. 6 is another fragmentary view of the target cloth showing hole No. 2 of the particular golf course;

Fig. 7 is a miniature fragmentary front elevational view of the target cloth or paper unrolled, showing several holes of an eighteen hole golf course;

Figs. 8 to 11 inclusive are perspective views of darts of different construction representing the "driver", "mashie", "putter" and "niblick" golf clubs respectively; and

Fig. 12 is a sectional view taken on line 12—12 of Fig. 8 showing the angular position of the guide fins on the "driver", "mashie" and "putter" darts.

Referring now to the drawings in which like reference numerals designate similar parts throughout the several views, 20 represents a roll of target cloth or paper on which is depicted in colors eighteen holes of a known or fanciful golf course. The left hand end of the roll 20 (Fig. 1) is secured to a wood spindle 22 by tacks 23. This spindle is removably mounted in a frame 24, the front or target board 25 of which may be made of wood, cardboard, papier-mâché or any suitable perforable composition or material capable of supporting a weighted dart when the sharp point thereof has penetrated it. A bearing block 30 is hinged to the frame 24, whereby the block can be swung back and the spindle 22 removed to permit the insertion of another roll depicting "holes" of an entirely different golf course. The block 30 has a steel spring 32 normally engaging a depression 33 in the frame to lock the block in its closed or operative position. At the other end of the frame 24 another spindle 35 is mounted having a slot 36 in which a tapered end 37 (Fig. 7) of the target cloth 20 is inserted so that the cloth can be moved at intervals to display the various golf holes as the play progresses from the first hole to the eighteenth hole. Secured to the target board 25 are two undercut strips 38—38 which, as seen from Figs. 3 and 4 keep the cloth 20 in contact with the target board. The spindles 22 and 35 are provided with handles 39 and 40, respectively, so that the spindles can be manually rotated to unroll and reroll the target cloth 20. Flat springs 41—41 bear against a portion of the periphery of each spindle to hold the spindles from idly rotating and thus maintain the cloth in a taut condition over the target board 25.

Upon the completion of play at the eighteenth hole by all players the cloth can be wound back onto the spindle 22 by turning the handle 39 to again bring the first hole over the target board 25 or to completely reroll the target cloth so that it may be replaced by another roll depicting holes of a different golf course. In place of using the roll of target cloth 20, eighteen separate sheets of any suitable material can be used on which are shown the various 18 holes of any desired golf course.

Four darts, 43 to 46, inclusive, (Figs. 8—11), designated and identified by different colored handles and construction are used by the players

to be thrown from varying distances and angles at the golf course target. The "driver" dart 43 (Fig. 8) is the largest of the set of four darts and is so constructed that it has a long shank 47 made of wood, having a head 48 in which a needle 49 is secured and a tail extension 50 to which radial fins or feather guides 51—51 are attached. The "mashie" dart 44 shown in Fig. 9 is slightly shorter than the "driver" dart, is of greater weight, and the feather guides or fins are longer than those on the "driver" dart to thus give the player better directional control when throwing this particular dart. The "putter" dart 45 (Fig. 10) is shorter than the "mashie" dart, the feather guides are longer and the weight is slightly increased whereby still greater directional control is obtained and approximates the skill required in using a "putter" club in a game of outdoor golf. The "niblick" dart 46 (Fig. 11) is about the same size as the "mashie" dart, except that there are only two feather guides or fins 52—52 spaced 240 degrees apart, whereas all of the other darts as disclosed in Figs. 8 to 10 inclusive have three fins spaced 120 degrees apart. The "niblick" dart is thus constructed to require greater skill on the part of the player to throw the dart accurately, and a psychological hazard is presented as is the case when a player on an outdoor golf course is in a sand trap or behind a bunker; consequently this dart is used in recovering from all traps and bunkers.

According to one embodiment of the invention, each hole of the golf course, representing a golf green, fairway and hazards, with the cup in the green, is shown on the cloth 20 as a target area approximating a size of 11 inches by 6 inches. A blue circle 55, three inches in diameter, and a red circle 56, $\frac{3}{4}$ of an inch in diameter, are concentric with the black cup 57, $\frac{1}{8}$ of an inch in diameter. The fairways 58 on par 4 and 5 holes are shown in light green and are bounded by red lines 59 forming a rectangle, which, in the case of a par 5 hole (Fig. 5), is divided by a black cross line 60 to represent two driving distances of approximately 200 yards each. The golf "green" 61 at the cup 57 is depicted in greenish-yellow and sand traps 62—62 in dark brown. Dark green areas represent bunkers 63—63 and blue depicts a water hazard 64 (Fig. 7). The golf greens 61, fairways 58 and hazards 62—64 are drawn to scale sufficiently to approximate actual conditions as found on an outdoor golf course.

In playing the game of dart golf the frame 24 is hung on a wall 65 (Fig. 2) or suspended or placed on any suitable support so that the cloth target is in an upright or perpendicular position, the horizontal center line thereof being approximately on a level with the player's shoulders. Distances of 3, 4, 5, and 6 feet are marked off on the floor directly in front of the target on a line at right angles thereto and the player throws the darts from these distances in accordance with the rules as hereinafter explained. The distances from which the darts are thrown are not necessarily fixed, but may be increased or decreased according to the size of target used and the skill of the group of players participating. Hole 1 is played out in turn by all players; then the target cloth is advanced by turning handle 40 until hole 2 is disclosed and the play progresses until the entire course of eighteen holes is played.

Rules of play

Each throw of a dart is counted a stroke and if the dart lands in a water hazard or in a section

marked "unplayable lie" 53 (Fig. 6) in making any shot other than a "tee" shot an extra stroke is added for removing the dart (the ball) from the hazard. Upon removing the "ball" from the hazard the player throws for the next objective area. In making a "tee" shot if the ball lands in a hazard, the player is penalized a stroke and drives again from the same position.

A dart that lands outside the objective area for that portion of the hole in play is considered a "dubbed" shot, and the dart must be rethrown from the same position until it lands within the particular objective area.

In case a dart fails to stick in the target board, it is counted as a stroke and the player remains at the same position and throws at the same objective area. If such an unsuccessful shot was made while playing on the fairway it is considered a lost ball, and if made at the green it is termed a "dubbed" shot.

In playing a par three hole, the player selects a "mashie" dart 44, stands at the five foot mark from the target and endeavors to make a successful approach shot by landing the dart on the objective area within the blue circle 55. The possible objective combinations in which hazards are avoided to play par golf or better are as follows: (a) If the "mashie" dart 44 lands in the cup 57 (black disc) a hole-in-one is made; (b) if the "mashie" dart lands in the red circle 56, but outside the cup 57, the player advances to the four foot mark, selects the "putter" dart 45 and throws, and if it lands in the blue circle 55 a "birdie" (one stroke less than par) is made; and (c) if the "mashie" dart lands in the blue circle 55, but outside of the red circle 56, it is equivalent to landing on the green 61. The player is now ready to putt, the "putter" dart 45 is selected and thrown from the four foot mark. If this second shot lands in the cup 57 a "birdie" is made. If the dart 45 lands within the blue circle 55, but not in the cup 57, a third shot is taken with the "putter" dart 45 from the three foot mark on the floor. If this dart 45 lands within the blue circle 55 the player has "holed out" in three strokes or par.

When an approach shot lands in a trap 62 or a bunker 63 at the green 61 it is considered a stroke and the player advances to the putting line on the floor (4 foot line) and takes two steps, approximately 24 inches, to the right or left according to which side of the center line 54 the dart struck. Using the "niblick" dart 46 from that position the player attempts to land the dart in the blue circle 55, but outside of a trap 62. If successful, the play is equivalent to having landed on the putting green 61 and the player returns to the center line of throw and proceeds with the play as outlined in (b) and (c) above. If unsuccessful, that is, if the "niblick" dart lands in the same trap or another trap on the same side of the center line, the player again throws from the off-center position. In case the dart then lands in a trap on the other side of the center line, the player sidesteps two steps on the opposite side of the center line and again attempts to place the dart within the blue circle 55 without landing in a trap. After a successful approach shot the player is considered to be putting, as outlined in (b) and (c) above. Traps 62 at the green 61 are ignored when putting; that is, if a dart lands in a trap 62 within the blue circle 55 when putting it is considered as being on "the green" 61. Of course, it is possible for a player

to "hole out" from a trap if the "niblick" dart lands in the cup 57 on the next throw.

In playing par four holes the player uses the "driver" dart 43, stands at the six foot mark 5 and attempts to make a successful drive by avoiding traps, bunkers, and other hazards and placing the dart safely within the fairway area 58 enclosed in the red rectangle 59. After a successful drive has been made, the play is the same as for 10 a par three hole, the player then advances to the five foot line for the approach shot and uses a "mashie" dart 44.

A dart that lands between the fairway 58 and the red boundary lines 59 at the sides is considered "in the rough". When in the rough 15 the player takes one side step of approximately twelve inches to the right or left of the center line of throw according to which side of the perpendicular center line 54 of the fairway the 20 dart landed before the next shot is attempted with the "mashie" dart. However, the player is now making an approach shot and he advances to the next nearest throwing line marked on the floor before throwing the "mashie" dart 25 from the aforementioned angle.

When a dart lands in a trap 62 or bunker 63 on the fairway, the player moves sidewise two steps, approximately 24 inches, depending on which side of the center line 54 the particular 30 hazard is located but advances to the next throwing line and attempts to place the "niblick" dart within the blue circle 55. In case this dart lands in the cup 57 the player scores an "eagle" for the hole.

On par five holes the player stands at the six foot mark and attempts to make a successful "tee" or "drive" shot by landing the "driver" dart 43 on the fairway 58 within the red rectangle 59 and below the black line 60. If the 40 dart lands in a trap or bunker on the fairway the rules described for traps and bunkers on the fairway for par four holes are then applied. When making a "tee" shot, if the dart avoids the hazards and lands on the fairway below the 45 black line 60, the player remains at the six foot mark and again uses the "driver" dart 43, but this time attempts to land the dart in the red rectangle 59 above the black line 60. This latter play is the same as making the first drive or 50 "tee" shot on a par four hole and the rules for playing a par four hole are now followed.

To record the number of throws, score cards are furnished which are used in the same manner as in a game of outdoor golf to record the number 55 of strokes each player uses in playing each hole.

It will be understood that the invention is capable of many other modifications and adaptations and is to be limited only by the scope of the appended claims.

What is claimed is:

1. A game apparatus of skill comprising a game

target indicating a series of courses to be traversed, each of said courses including a series of distinguishable areas at various distances from the ultimate objective, and a plurality of darts of different construction and difficulty of manipulation representing implements used in an outdoor game and to be thrown at said course, the area struck by each dart determining the dart to be thrown next.

2. A game of simulated golf comprising a target bearing a representation of a golf course, each "hole" of the course being divided into predetermined areas, a plurality of darts of different construction representing the various golf clubs, which darts are thrown by the players at the areas in a given sequence to advance the play from "tee" to "cup" in a minimum number of strokes according to the skill of the players, the area struck by a particular dart determining the type of dart to be thrown subsequently.

3. A game of simulated golf comprising a target having a representation of a "hole" of a golf course, the fairway, hazards and green of said golf "hole" being provided with boundary lines indicative of the possible lengths of drive of a golf ball in play, and a plurality of different darts requiring different degrees of skill in manipulating and representing golf clubs, which darts are to be thrown by the player from various distances and angles at certain areas within the boundary lines to advance the golf play according to the skill of the player and predetermined rules.

4. A game of simulated golf including a target depicting a plurality of "holes" of a golf course, means for moving the target to bring each "hole" successively into view, and a plurality of darts of different construction and difficulty of manipulation representing the various golf clubs, which darts are thrown at successive parts of each "hole" depicted on the target from various distances, the particular darts to be thrown from particular positions being determined by the areas struck in sequential play.

5. A game of simulated golf including target material depicting a golf course and having distinguishable areas, a target board, means for moving the material over the target board, means for maintaining the material in a taut condition over the target board, and a plurality of darts of different construction and difficulty of manipulation representing different golf clubs associated with a golf ball, by means of which golf plays may be simulated including the sequential plays of driving, approach, hazard and putting from various distances and angles by throwing the darts at the areas in a predetermined succession, the area struck by a dart determining the position of the player and the particular dart to be thrown next.

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