Sept. 21, 1926. 1,600,600

J. W. RUNCHEY ET AL

GAME

Filed Dec. 8, 1925 2 Sheets-Sheet 1

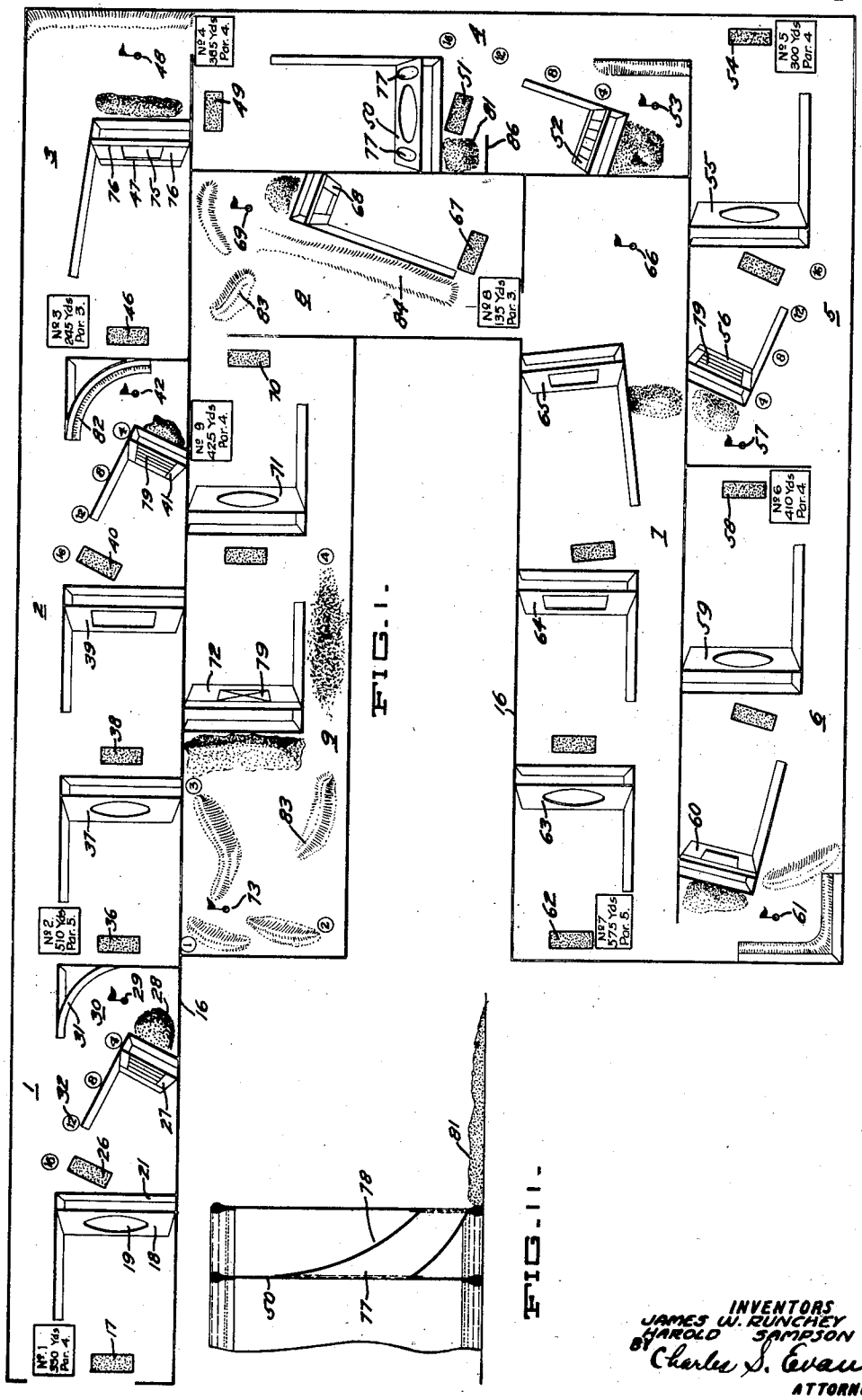


FIG. I.

FIG. II.

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FIG. 4.

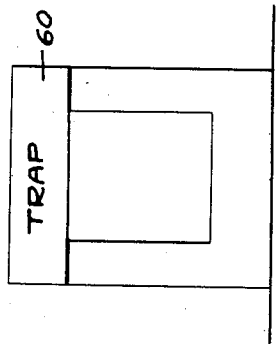


FIG. 7.

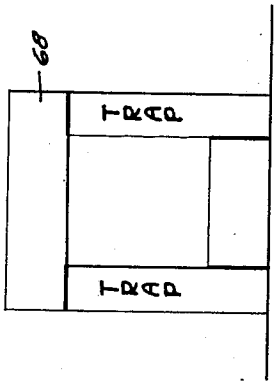


FIG. 10.

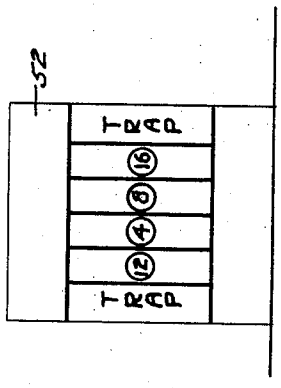


FIG. 3.

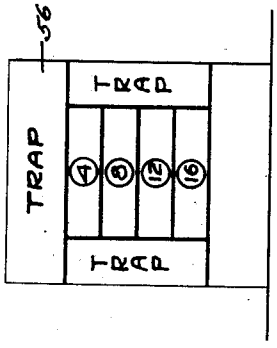


FIG. 8.

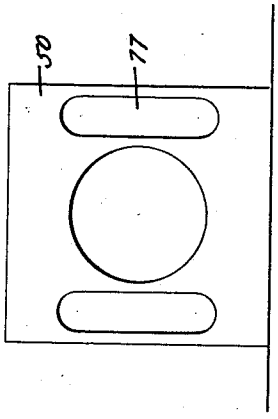


FIG. 9.

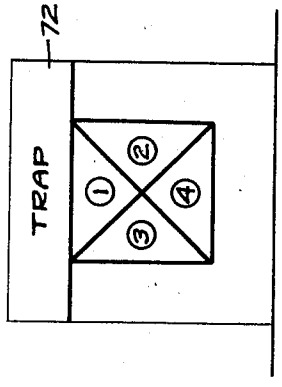


FIG. 2.

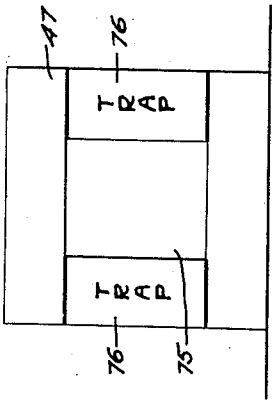


FIG. 5.

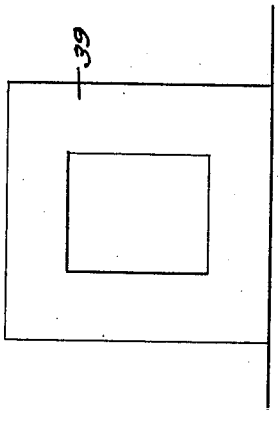
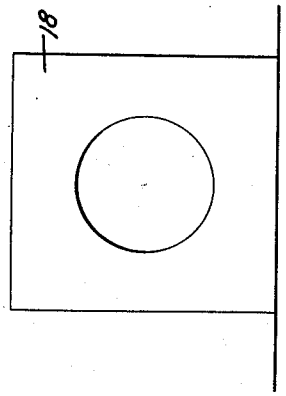


FIG. 6.



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Patented Sept. 21, 1926. 1,600,600

UNITED STATES PATENT OFFICE.

JAMES W. RUNCHEY, OF SAN MATEO, AND HAROLD SAMPSON, OF BURLINGAME, CALIFORNA; SAID RUNCHEY ASSIGNOR TO SAID SAMPSON.

GAME.

Application filed December 8, 1925. Serial No. 74,011.

Our invention relates to a game, particularly a modified form of golf, and an object of the invention is to provide an indoor golf course calling for all the strokes or plays required on a regulation outdoor course.

Another object of the invention is the provision of apparatus for indoor use which will enable the player to drive the ball with the same force that he would use on a regular course.

Another object of the invention is the provision in an indoor game of hazards, such as sand traps, sloping surfaces and bunkers to simulate the difficulties encountered on an outside golf links.

A further object of the invention is the production of an indoor golf course which may be associated with a sales or display department in a store.

Our invention possesses other objects and features of advantage, some of which with the foregoing, will be set forth in the following description of our invention. It is to be understood that we do not limit ourselves to the showing made by the said description as we may adopt variant embodiments of the invention within the scope of the claims.

Referring to the drawings:—

Figure 1 is a diagrammatic plan view of our indoor golf course, showing one arrangement of the screens and other hazards.

Figures 2 to 10 inclusive are front elevations of various screens used in the game.

Figure 11 is a vertical sectional view of the screen 50, the plane of section bisecting the trap tube longitudinally.

Broadly our invention comprises apparatus for playing a game closely related to golf and which may be played on an indoor course or other restricted area. The rules governing the game are the same as golf, and the various types of plays, calling for the use of the different clubs, are included in our game. Screens are employed to secure the effects normally obtained by distance, and hazards such as traps, mounds, slopes and bunkers are provided to make the game as realistic as possible.

Our invention is particularly adapted for use in a store which sells sporting goods, as display rooms may be associated with the course and all accessories such as clubs, bags and clothing shown there may also be seen in actual use. The invention is also useful to golf instructors, as they are able to teach students all types of plays in the studio.

In detail our invention comprises a course divided to form nine "holes". Each hole is separated from the others and from the room in general by suitable protecting curtains 16. These curtains may be made of heavy netting if desired so that the players can see each other, or so that observers on the outside may watch the players or view the goods they are displaying. To enable the reader to follow the description and drawings readily we have designated the area associated with each "hole" with the numerals 1 to 9 inclusive.

To play the game of our invention, the player takes his stance at the tee 17 of the usual form, and with the driver, drives a standard golf ball from the tee toward the substantially vertical screen 18, which may be supported by a suitable frame or hung from the ceiling. If the shot is perfect the ball will pass thru the aperture 19 in the screen and strike the curtain 21, which is provided to stop the ball, and which is preferably suspended in the same manner as the screen 18. If the drive is incorrectly placed, the ball will not pass thru the aperture 19, and the player is penalized by losing a stroke, and is required to repeat the stroke until he places the drive correctly.

When the first play has been successfully accomplished the ball is placed on a second tee 26, which represents the position of the ball on the fairway after the first drive; and with the mashie the player drives the ball toward the screen 27. This screen is divided into areas, some of which are marked with indicia which represent the value of the shot, and others of which represent traps. Disposed back of the screen 27 is a sand trap 28, of the usual form, into which the ball will go if one of the areas marked "Trap" is struck by the ball. It will be found difficult to shoot for the cup 29 in the green 30 from this trap, for if the player strikes too hard, the ball encounters a sloping curtain 31, and runs down this curtain where it will usually gain enough speed to roll across the green and back into the sand trap. If, however, a good shot is made with the mashie from the tee 26, the ball strikes one of the evaluated areas, and is then placed on one of the markers 32, according to the area struck. The markers are spaced at different

distances from the cup, and the position nearest the cup is accordingly secured by the best shot. From the marker the player then putts the ball for the cup 29, which, when successfully played, completes the first hole.

The player then proceeds to the tee 36, and drives toward the screen 37. As soon as this shot has been successfully accomplished he continues to the tee 38 and with the brassie, drives toward the screen 39. These two plays are substantially the same as that already described from the tee 17. The next play is from the tee 40 thru the screen 41 to the cup 42, and is the same as the play from the tee 26 to the cup 29. This completes the second hole.

Similar plays are made from the tee 46 thru the screen 47 to the cup 48; from the tee 49 thru the screen 50 to the tee 51 to the screen 52 to the cup 53; from the tee 54 thru the screens 55 and 56 to the cup 57; from the tee 58 thru the screens 59 and 60 to the cup 61; from the tee 62 thru the screens 63, 64 and 65 to the cup 66; from the tee 67 thru the screen 68 to the cup 69; and from the tee 70 thru the screens 71 and 72 to the cup 73, completing the ninth hole.

The screens are of two general types, one type having one or more apertures therein, and the other type having evaluated areas thereon which control the next play. For example, Figure 2 of the drawings shows the screen 47 provided with a square centrally disposed aperture 75, thru which the ball should pass if the shot is well placed. On two sides of the aperture are areas 76 marked "Trap," and should the ball hit either of these areas, it is thrown by the player into a trap adjacent the screen. The screens 60 and 68 shown in Figures 4 and 7 respectively, are the same as the screen 47 shown in Figure 2, except for variations in dimensions and arrangement of parts and are played in the same manner. The screen 50 shown in Figure 6, is similar to the three screens shown in Figures 2, 4 and 7, except that apertures 77 are provided instead of the areas marked "Trap," such apertures being backed by a cloth tube 78 leading to an adjacent trap 81. If the ball is successfully shot thru the central apertures in any of these screens the player proceeds to the next tee. If, however, the ball strikes any of the areas or apertures indicating a trap, the next play must be made from a trap adjacent the screen. The screens 39 and 18 shown in Figures 5 and 8 respectively have centrally disposed apertures only, but of different shapes. If a ball fails to go thru the aperture and strikes one of these screens, the shot must be repeated until the player succeeds in sending the ball thru the aperture. The apertures in all of these screens are of varying sizes and shapes depending upon the type of shot to be made. For example, the aperture for a driver shot is preferably larger than the aperture for a mashie shot.

The screens 56, 72 and 52 shown in Figures 3, 9 and 10 respectively are each provided with evaluated areas 79. The arrangement and spacing of these areas are different on each screen but the general result is similar. Each of these screens have portions adjacent the edges indicating traps and if the ball strikes one of these portions it is placed in the trap. Markers 32 are placed at various distances from the green corresponding to the evaluated areas on these screens, so that the area contacted by the ball indicates the marker from which the ball is putted toward the cup.

These various types of screens are provided to vary the game and avoid the monotony of repetition. To give further variety we provide in addition to the sand traps 28 and 81 and the sloping curtains 31 and 82, bunkers or mounds 83, and a long slope 84, from, against, or over which the ball is played. Another variation is found in the fourth hole, where there is a short curtain 86 spaced a little above the floor, and under which the ball must pass from the sand trap 81 adjacent the said curtain.

It will readily be seen that our indoor game provides all the plays ordinarily encountered in the usual outdoor golf course, that the same force and skill are required, and that it offers advantageous features for sales promotion and studio work.

We claim:—

1. Apparatus for playing a modified game of golf comprising a substantially vertical screen having an aperture therein thru which the ball is driven if the play is perfect, a second substantially vertical screen having evaluated areas thereon against which the ball may be driven in the second play, the point of contact of the ball with the screen indicating the third play, and markers corresponding to the evaluated areas to indicate the position of the ball at the beginning of the third play.

2. Apparatus for playing the first hole of a modified game of golf comprising a substantially vertical screen having an aperture therein thru which the ball is driven if the play is perfect, a curtain back of said screen for stopping the ball, a second substantially vertical screen having evaluated areas thereon against which the ball may be driven in the second play, the point of contact of the ball with the screen indicating the third play, markers corresponding to the evaluated areas to indicate the position of the ball at the beginning of the third play, and an area having a hole therein into which the ball may be putted.

3. Apparatus for playing a modified game of golf comprising a substantially vertical screen having a large aperture therein thru

which the ball is driven if the play is perfect and a plurality of smaller apertures thru which an imperfectly driven ball may pass, a trap adjacent said screen, and means for delivering a ball driven thru one of the small apertures into said trap.

4. Apparatus for playing a modified game of golf comprising a substantially vertical screen having evaluated areas thereon against which the ball may be driven, the point of contact of the ball with the curtain indicating the next play, and markers corresponding to the evaluated areas to indicate the position of the ball at said next play.

In testimony whereof, we have hereunto set our hands.

JAMES W. RUNCHEY.
HAROLD SAMPSON.