Nov. 14, 1939. A. H. HALL 2,180,049

BOARD GAME APPARATUS

Filed Dec. 8, 1937 2 Sheets-Sheet 1

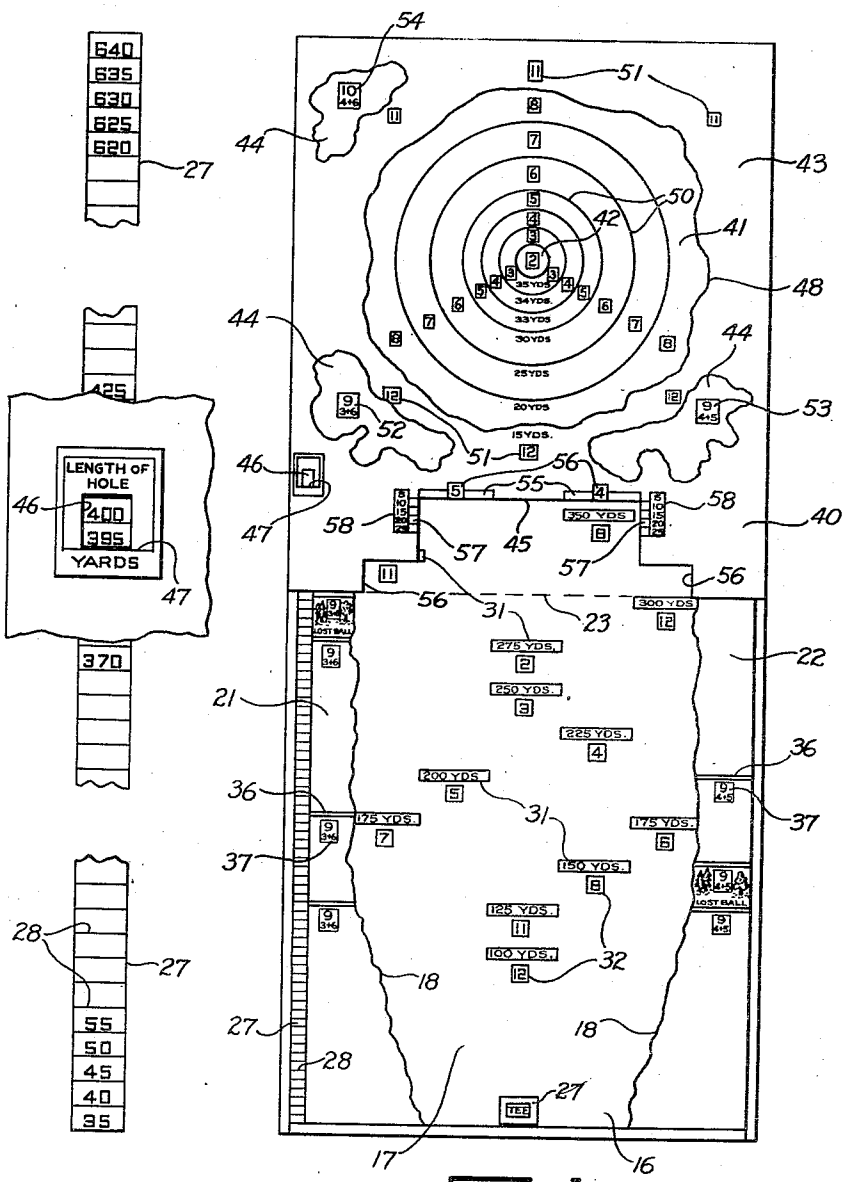


Fig. 5.

Fig. 1.

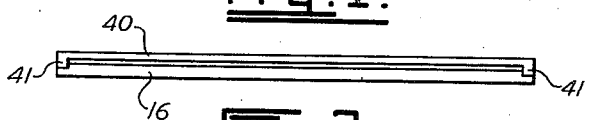


Fig. 2.

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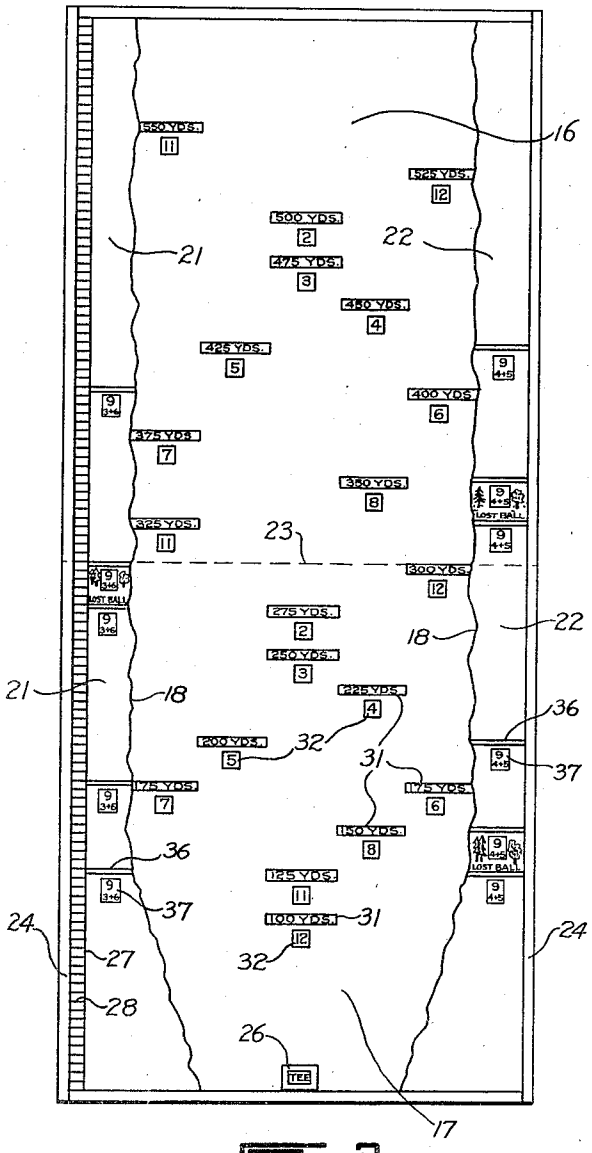


Fig. 3.

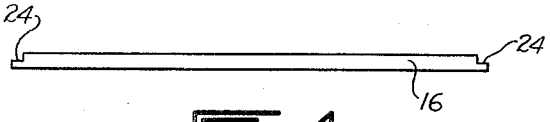


Fig. 4.

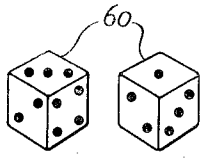


Fig. 6.

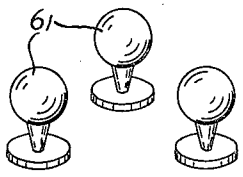


Fig. 7.



Fig. 8.

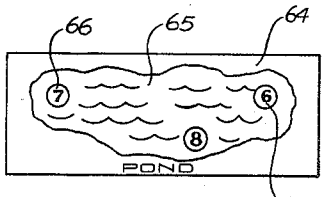


Fig. 9.

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UNITED STATES PATENT OFFICE

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BOARD GAME APPARATUS

Arthur Henry Hall, Vancouver, British Columbia, Canada

Application December 8, 1937, Serial No. 178,817
In Canada October 23, 1937

4 Claims. (Cl. 273—87)

This invention relates to a novel form of game board apparatus which may be played by people of all ages with equal enjoyment.

An object of the present invention is the provision of a game board apparatus by means of which a game similar to golf may be played.

Another object is the provision of a game board apparatus by means of which any golf course may be played.

Another object is the provision of a game board apparatus by means of which any hole or any number of holes of any golf course may be played regardless of the yardage involved.

A further object is the provision of a game board apparatus requiring both luck and skill to be played.

A further object is the provision of a game board apparatus by means of which a player may get into all the various difficulties that a golfer might experience.

This game is particularly interesting since it is played along the lines of golf and if a score card of any particular golf course is available that course may be played hole by hole. A player advances towards the hole or cup by throwing dice or by means of any other chance-determining element. A player may call a number and if that number is diced he gains 50 yards on his drive. This brings the element of skill into the game for if the called number is thrown in approaching the green, the player might hole out where he otherwise would only land on the green making it necessary to roll the dice at least once more in order to hole out. A player may get into the rough or a bunker or he may be penalized for missing or losing a ball. It is possible for a player when on the green to take several strokes or putts to hole out just as in golf.

One form of game board apparatus is illustrated in the accompanying drawings by way of example but it is to be understood that this invention is not limited to the exact structure shown in the drawings.

Figure 1 is a plan view of the game board apparatus assembled for use,

Figure 2 is an end elevation of the assembled game board apparatus,

Figure 3 is a plan view of the board representing the fairway and rough with the green board removed,

Figure 4 is an end elevation of said fairway board,

Figure 5 is an enlarged detail view of the yardage indicator strip of the fairway board with a fragment of the green board in place,

Figure 6 is a perspective view of the dice used to determine the length of the player's moves or drives,

Figure 7 is a perspective view of the tokens representing golf balls,

Figure 8 is an elevation of a tree that may be placed on the course as a hazard, and

Figure 9 represents a pond which may be placed on the course as a hazard.

The game consists of a board divided into two parts, one of which represents the fairway and rough having a number of positions marked thereon to which a player must move according to each throw of the dice. This part of board, which will be known as the fairway board, includes an indicator strip by means of which the yardage of the particular hole being played may be determined. The other part of the board, known as the green board, is movably associated with the fairway board and has means co-operating with the indicator strip by means of which the hole may be placed the required distance away from the tee. This green board is suitably marked to indicate a hole or cup, bunkers and certain distances away from said hole or cup. If desired, the green board may be formed with or fixed to the fairway board so that only one hole could be played at any time but it is preferable to have the green board movable in relation to the fairway board in order to be able to play holes of any desired yardage. Suitable tokens, which may be shaped to represent golf balls, and dice are provided although any other chance-determining element may be used. Hazards, such as a tree and a pond, are provided, which hazards may be placed on the fairway board where similar hazards actually exist on the fairway of the hole being played.

Referring more particularly to the drawings which illustrate an example of the present invention, the game board consists of two parts, one of which is an elongated board **16** having an area **17**, defined by the lines **18**, representing the fairway with the areas **21** and **22** between said lines and the sides of the board representing the rough on each side of the fairway. The fairway **17** and the roughs **21** and **22** preferably extend the full length of the board **16**. This board may be divided into two or more sections, as along the line **23**, which sections may be hingedly connected together in any suitable manner, so that the board may be folded up for convenience in carrying it around or putting it away. Rabbets **24** are formed along each side of the board **16**, the purpose of which will appear hereinafter.

A position 26 is marked at one end of the fairway 17 representing the tee from which play is commenced for each hole. An indicator strip 27 extends the full length of the board 16, preferably along one side thereof. Said indicator strip 27 is divided into a plurality of divisions by lines 28 each representing a certain distance in yards. In the example shown, the lines 28 are spaced apart a distance representing five yards and the yardage begins at the number 35 at the tee end of the board and continues up to 640 yards, which range of figures covers any possible length of a hole of a regular golf course. A plurality of marks 31 are placed on the fairway 17 representing various distances from the tee 26, said marks being irregularly disposed laterally with respect to each other. The first mark 31, for example, may be situated 100 yards from the tee while each succeeding mark 31 is situated 25 yards ahead of the preceding mark. These distances may be varied as desired. A number area 32 containing a suitable number, appears adjacent each mark 31 to which numbers, if thrown, the player moves his token or ball after each throw of the dice. Similarly, a plurality of marks 36 are placed in the roughs 21 and 22 with number areas 37 adjacent them, each of said number areas containing a number 9. The numbers 9 of the left rough 21 are a combination of three and six while said numbers of the right rough 22 are a combination of the numbers four and five, this being indicated in the respective number areas 37. If desired, certain of the marks 36 in each rough may be accompanied by the notation "Lost Ball" so that a player incurs a penalty when he throws a nine which moves his token or ball to the position of that particular mark.

The other part of the game board consisting of a board 40, which will be called a green board, is adapted slidably to co-operate with the fairway board 16. The board 40 is provided with rails 41 at each side thereof, adapted movably to fit into the rabbets 24 of the board 16 in order to position the green board in relation to said fairway board. This board 40 has an area 41 defining a green, in substantially the centre of which is an area or circle defining a hole or cup 42 while the area 43 outside the green area represents the approach green and the areas 44 represent bunkers or traps in the approach green. A recess 45, shaped as shown, is formed in the inner end of the green board 40. An orifice 46 is cut in the green board at one side thereof, said orifice being so situated that it lies over the indicator strip 27 of the fairway board when the former is positioned on the latter. If a line were drawn straight across the green board from the edge 47 of the orifice 46, the line would be the equivalent of 35 yards away from the cup 42. The notations "Length of Hole" and "Yards" appear adjacent the orifice 46. This orifice is so arranged in relation to the cup 42 that the number of the indicator strip 27 that may be seen through said orifice, indicates the number of yards from the tee 26 to the cup 42, it being necessary to start the numbers on the indicator strip with the number 35 in order to allow for the distance between the orifice 46 and the cup.

The green 41 is defined by an irregular line 48 spaced from and surrounding the cup 42 and a plurality of circles 50 representing distances from the cup appear on said green concentric to the cup. The cup 42 contains a number area with the number 2 therein while the succeeding circles outwardly from said cup have number areas containing the numbers 3, 4, 5, 6, 7 and 8, respectively. The approach area 43 is provided with a plurality of number areas 51 containing suitable numbers. The left bunker 44 in front of the green is provided with a number area 52 containing a number 9 which is a combination of the numbers 3 and 6, the right bunker 44 in front of the green is provided with a number area 53 containing a number 9 which is a combination of the numbers 4 and 5, and the remaining bunker 44 behind the green is provided with a number area 54 containing a number 10 which is a combination of the numbers 4 and 6. Marks 55 are situated on the approach green 43 along the inner side of the recess 45, each of said marks having a number area 56 containing a suitable number. The marks 55 are at a distance equivalent to 35 yards from the cup 42. The notation "15 Yards" appears by the line 48 and the notations "20 Yards," "25 Yards," "30 Yards," "33 Yards," "34 Yards," and "35 Yards" appear respectively against each of the succeeding circles 50. These distances are supposedly measured from the marks 55 but they may be used to determine the distance to the cup.

The recess 45 is provided in each side thereof at their outer ends with further recesses 56. The sides of the recess 45 are provided with graduating marks 57 each representing a distance of 5 yards on the fairway and said graduation marks have number areas 58 containing the numerals 5, 10, 15, 20 and 25, one for each graduation, said distances being measured from the marks 55 towards the front of the green board 40.

A set of dice 60 is provided by means of which the various moves or strokes of the players are determined. If desired, any suitable chance determining element may be used in place of the dice. Tokens or playing pieces are employed which tokens may be shaped to represent golf balls resting on tees, as shown in Fig. 7. Each player uses a set of tokens 61 of a different colour so that he may keep track of his strokes. A piece 62 representing a tree is provided, said piece having a base 63 so that it may be placed in a vertical position at any desired point on the fairway 17. Another piece 64 is provided having an area 65 thereon representing a pond in which are a plurality of number areas 66 containing suitable numbers. This piece 64 may be placed at certain points on the fairway when required. The notation "Pond" may appear on the piece 64.

In playing this game, the player always advances towards the cup, which movement is obtained by throwing the dice. A new token or ball is used each time the player throws the dice and, at the same time, the player may call a number which, if diced, entitles him to a bonus of 50 yards on his drive. The play is commenced from the tee 26 and the player moves to the next mark 31 having the particular number diced. If, however, the player is on the fairway and the number 9 is diced, the combination 3—6 moves him to the next mark 36 in the rough 21 or the combination 4—5 moves him to the next mark in the rough 22. When the number 10, which is a combination of 4 and 6, is diced, that represents an out-of-bounds shot and the player is penalized a stroke and distance. When the player is approaching the green and there is no numbered mark in either rough ahead of his position, the combinations 3—6 and 4—5 move him into the bunkers 44 in front of the green and the combination 4—6 moves him into the bunker behind the green. The number 10, which is a combina-

tion of the numbers 5 and 5, represents a missed ball and the player is penalized a stroke. It will be obvious that a player should not call either of the numbers 9 or 10 since these merely get a player into difficulties. When a player is on a mark 36 in the rough and he throws the number of the mark 31 in line with that particular mark 36, he moves at right angles to the general direction of the play. It is possible for a player to move from one bunker to another.

In order to properly illustrate the method of playing this game, the play of one player will be followed through. When the length of the hole to be played is determined, the green board 40 is moved to the proper position. For example, if the hole is 395 yards long, the green board is moved until the edge 47 of the orifice 46 coincides with the line 28 on the indicator strip 27 bearing the numeral 395, which number may be read through said orifice. When the green board is in this position, the distance between the tee 26 and the cup 42 is the equivalent of 395 yards. The player places his ball 61 on the tee 26, calls a number, say, for example, number 5, and then throws the dice. If he throws a number 5, the player moves his ball to the mark 31 with the number area 32 containing the number 5 and then moves it onto the mark that is 50 yards further towards the cup which, in this case, is the mark with the number 3. If the player had thrown a number other than 5, he would have moved to the mark with that number without benefit of the bonus. The player uses another ball for his next throw. He moves this new ball to the mark with the number thrown, for example, number 8. If he happened to call number 8, he would be entitled to another bonus of 50 yards. The numbers in the number area 58 would show him that it was 15 yards to the mark number 4 and since this mark is 35 yards from the cup 42, the ball would be placed in the cup area so that the player would have holed out. It will be noted that the recess 45 is of such width and depth that at least one mark or part of a mark 31 will be seen therein regardless of the position of the green board 40. This assists in counting the yards in order to position a token after a 50 yard bonus has been received. The player counts the number of balls on the course in order to determine his score which, in this case, would be two strokes. If at any time during the play, when the player is on the fairway, he throws a 3—6 or 4—5 combination, he moves to the next mark 36 closer to the cup in the rough 21 or the rough 22. If the mark 37 has the notation "Lost Ball" adjacent it, the player is penalized a stroke and distance in which case he places a ball on the "Lost Ball" mark and then shoots again with another ball from the original mark. When a player is in the rough and throws a number which is the number of a mark 31 in line with the mark 36 on which he is resting, he moves to that particular mark 31 in place of advancing towards the cup. A player on the fairway shooting the combination 4—6 is penalized a stroke and distance so he places a ball beside the first ball on the mark from which he shot and then shoots another ball. The 4—6 combination represents a ball out of bounds. If there are no marks 36 in the rough between the player and the cup and he shoots any of the combinations 3—6, 4—5 or 4—6, he must place a ball in the bunker 44 containing the combination thrown. Referring again to Fig. 1, when a player is shooting from, say, for example, the mark numbered 12 on the fairway, and he throws 11 or 12, he moves to that particular mark on the approach green 43 or if he shoots any of the numbers 3 to 8 he moves to the circle 50 bearing the number thrown or, if he shoots a number 2, he moves into the cup 42 to hole out. If in this last example, the player throws the number he calls, with the exception of number 11, he moves his ball into the cup since the distance is less than his 50 yard bonus. Should a player located in any position from the mark numbered 2 to the circle numbered 3 (when the green board is positioned, as in Figure 1), throws a 2, his ball is moved into the cup. A player located in a bunker 44 may shoot into another bunker by shooting the combination of the other bunker or, if he throws the combination of the bunker in which his ball is resting, he remains in that bunker and throws again. When a player is on the green 41, he moves into the cup or holes out when: 1, the number of the circle on which the ball lies is thrown; 2, the number thrown is one on the green greater than the number of the circle on which his ball lies; 3, the number 2 is thrown, and 4, when the called number is thrown. In the case of numbers 9, 10, 11 and 12, the putt is sunk only if these are successfully called. If one of these numbers is diced and has not been called, a ball is placed on the next circle closer to the hole, excepting when the ball is on the circle numbered 3, in which case a new ball is placed on this circle until a ball is finally holed out.

The pieces 62 or 64 may be used singly or together on any hole being played. The tree may be placed on any desired mark 31 on the fairway and a player throwing the number of that mark is penalized 50 yards which means he moves his ball to a mark 50 yards closer to the tee than the mark on which the tree is located. The pond has number areas containing the numerals 6, 7 and 8 so that said pond may be placed over the marks on the fairway with those numbers. When a player on the tee side of the pond throws a 6, 7 or 8, he is considered to have shot into the pond. In this case, the player is penalized a stroke so that he places a ball beside the one shot into the pond and then plays another ball from the tee side of said pond making it possible to shoot back into said pond.

As stated above, the part constituting the green board is movable in relation to the part constituting the fairway board. This may be accomplished in many ways, the method shown in the drawings being merely for the purpose of illustration. It is to be understood, however, that the green board could be secured to or formed on the fairway board and still come within the scope of this invention.

The following is a summary of the rules of this game:

1. Always advance towards the cup or hole except when in the rough or a bunker, at which time it may be necessary to move substantially at right angles to the line of play.

2. Place a new token or ball on the board each time the dice is thrown.

3. Call a number before throwing the dice and if the called number is thrown, a bonus of 50 yards is received. Do not call the numbers 9 or 10.

4. Numbers 9 and 10 are penalty numbers, the penalties being determined by the following combinations:

(a) 4—6 combination is out of bounds except-

ing when approaching the green, in which case the player moves into the bunker behind the green.

(b) 4—5 combination, the ball goes into right rough excepting when approaching the green, in which case the ball goes into the right bunker in front of the green.

(c) 3—6 combination, the ball goes into the left rough, excepting when approaching the green, in which case the ball goes into the left bunker in front of the green.

(d) 5—5 combination, the ball is missed making it necessary to shoot again.

5. When playing from the rough or a bunker, move to the nearest number thrown even if said number is in line with the player's position.

6. The player, when on the green, holes out or his ball enters the cup when:

(a) The number 2 is diced,

(b) The number diced is the number of the circle on which the ball lies,

(c) The number diced is one on the green that is greater than the number of the circle on which the ball lies,

(d) The number diced is the number called.

7. When a player on the green throws any of the numbers 9, 10, 11 or 12, he holes out only if he had called that number. If one of these numbers is diced but has not been called, the ball is moved to the next circle closer to the hole excepting when the ball lies on the numbered 3 circle, in which case a new ball is placed in the 3 circle until a ball is holed out.

8. The penalty for a ball out of bounds or a lost ball is a stroke and distance. The penalty for hitting the tree is 50 yards and the penalty for shooting into the pond is a stroke.

9. The penalty of a stroke is indicated by placing a ball on the board and then playing with another ball.

10. The score card of any golf course may be used in order to determine the length of each hole to be played and the par for such holes.

11. The local rules of the course being played, particularly with regard to penalties, may be used.

It will be apparent that the positions of the roughs and the bunkers, the positions of the numbered marks in the fairway and in the roughs, the numbering of said marks and the circles around the cup or hole, and the penalty combinations, may be altered within the scope of this invention. As a matter of fact, the game need not necessarily simulate a golf course but may be a game the purpose of which is to reach a certain point in the least number of moves with certain difficulties in the way of achieving the objective.

From the above it will readily be seen that a game board apparatus has been provided by means of which any golf course may be played and with which a player may get into the various difficulties experienced by a golfer.

Various modifications may be made in this invention without departing from the spirit thereof or the scope of the claims, and therefore the exact forms shown are to be taken as illustrative only and not in a limiting sense, and it is desired that only such limitations shall be placed thereon as are disclosed in the prior art or are set forth in the accompanying claims.

What I claim as my invention is:

1. A game board apparatus including, in combination, a board representing a golf course fairway, said fairway board having marked thereon an indicator strip with a plurality of numbers representing distances in yards, a tee position at one end thereof and a plurality of numbered marks representing distances from the tee, said marks being irregularly disposed laterally with respect to each other; and a board representing a green associated with the fairway board, said green board having marked thereon an area representing a cup or hole and numbered positions representing distances from the cup or hole, means formed on the green board adapted to co-operate with the numbered marks of the fairway board to indicate the distance from the numbered mark to the cup or hole, and an orifice formed in the green board adapted to co-operate with the indicator strip of the fairway board to indicate the distance representing the yardage from the tee to the cup or hole; said green board being slidable in relation to the fairway board whereby the green board may be adjusted to vary the distance from the tee to the cup or hole to represent golf holes of various lengths.

2. A game board apparatus including, in combination, a board representing a golf course fairway, said fairway board having marked thereon a tee position at one end thereof and a plurality of numbered marks representing distances from the tee; and a board slidably associated with the fairway board representing a green, said green board having marked thereon an area representing a cup or hole and a plurality of numbered positions representing distances from the cup or hole, a recess formed in the inner end of the green board through which the numbered marks of the fairway may be seen, and graduations on each side of said recess adapted to assist in ascertaining the distance from certain numbered marks seen in the recess to the cup or hole; said greenboard being slidable in relation to the fairway board whereby the green board may be adjusted to vary the distance from the tee to the cup or hole to represent golf holes of various lengths.

3. In a game board apparatus, a board including a green section and a fairway section, said board being adapted to act as a playing field of a golf course and having marked positions representing the various parts and positions of a golf course with markings representing certain distances from the tees of the golf course, and at least one rail on the bottom of the green section adapted to fit into a rabbet formed in the fairway section, said green section being slidable in relation to the fairway section, whereby golf holes of various lengths may be represented by the board.

4. In a game board apparatus, a board including a green section and a fairway section, said board being adapted to act as a playing field of a golf course and having marked positions representing the various parts and positions of a golf course with markings representing certain distances from the tees of the golf course, a rail along each side of the bottom of the green section adapted to fit into a rabbet formed in the fairway board at the side thereof, said green section being slidable longitudinally of the fairway section, and an orifice formed in the green section positioned to show the distance markings of the fairway board, whereby golf holes of various lengths may be represented by the board.

ARTHUR HENRY HALL.