April 28, 1925. 1,535,126

H. H. McNAIR ET AL

GOLF GAME

Filed Aug. 10, 1922

Fig. 1

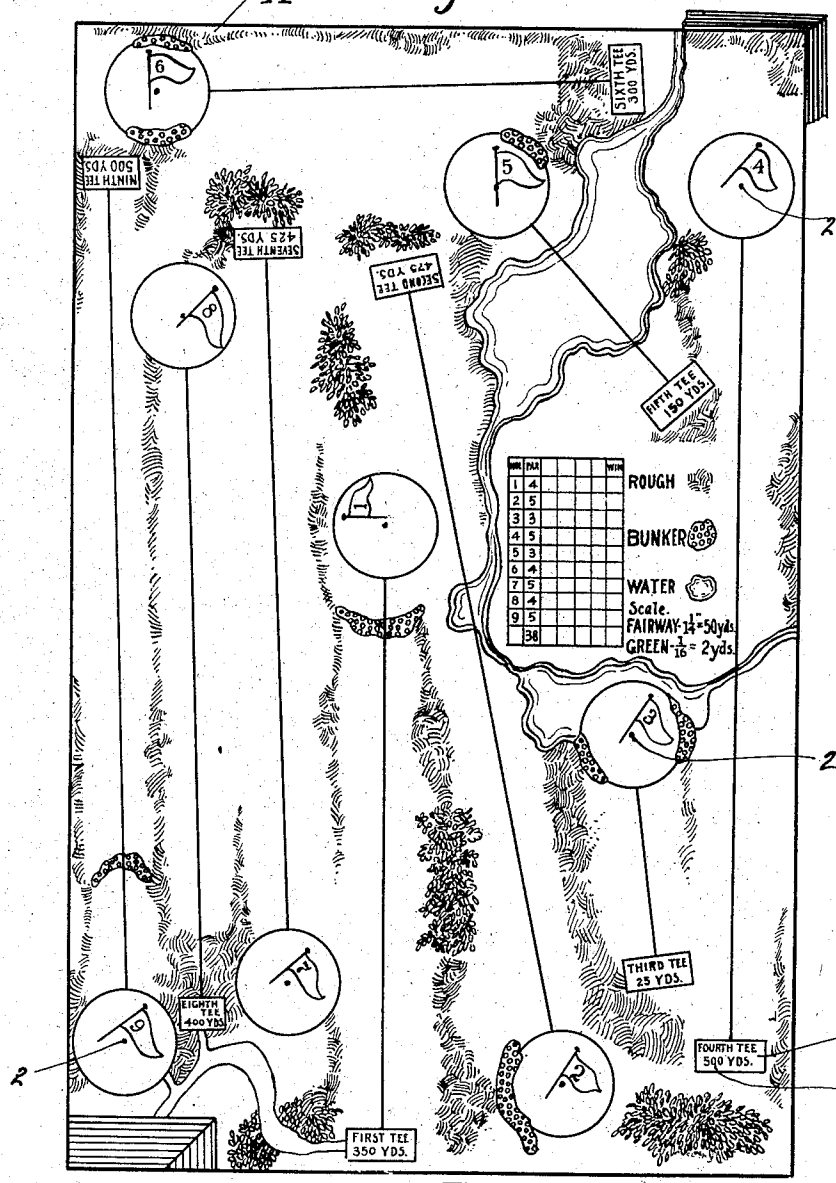


Fig. 4

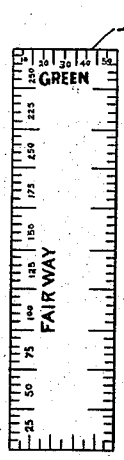


Fig. 2

D

DRIVER	195 YDS.
MID-IRON	165 YDS.
MASHIE	120 YDS.
NIBLICK	60 YDS.
APPROACH	19 YDS.
PUTTER	2 YDS.

Fig. 3

150 YDS. SLICED to ROUGH	
DRIVER-use NIBLIC or MASHIE next	
MID-IRON	155 YDS.
MASHIE	100 YDS.
NIBLICK	40 YDS.
APPROACH	21 YDS.
PUTTER	14 YDS.

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UNITED STATES PATENT OFFICE.

HENRY H. McNAIR AND EDWARD KOPPER, OF ST. PAUL, MINNESOTA.

GOLF GAME.

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To all whom it may concern:

Be it known that we, HENRY H. McNAIR and EDWARD KOPPER, citizens of the United States, residing at St. Paul, in the county of Ramsey and State of Minnesota, have invented certain new and useful Improvements in Golf Games, of which the following is a specification.

This invention relates to games of the class that are played with cards. The main object of the invention is to provide a card game by which golf can be played with cards in essentially the same manner as golf is played on a golf links, and by means of which the character and use of the links, the different clubs employed, and the different elements of the game as played upon the standard golf course may be accurately taught to and understood by the players.

In carrying out our invention we employ a pack of cards upon each of which is inscribed the names of the golf clubs employed, in connection with representative distance drives for the respective clubs, also employing a diagram representing golf links, and a suitable scale for measuring the plays, together with suitable score cards. We ordinarily use in playing the game, about fifty of the playing cards, although more or less than that number may be used.

In playing the game, the cards are placed upon the table face down. The player indicates to the other players before picking up a card, the club he is going to use, then picking up a card and marking upon the diagram the yardage indicated upon that card in connection with the particular club selected. The succeeding players do the same until each of the players have made a play. After each of the players has thus made his first play, the player who stands, in distance, farthest from the first hole, should draw the next card for making his play and in the same way the players make their second play, the different players continuing to draw cards and make plays until they all have reached the first hole. The cards are then placed back and reshuffled, and in the same way the succeeding holes are played. By playing the cards in this way, the rules of the game of golf, as used in playing upon a regular golf course, are followed and the game made more interesting and instructive.

In the accompanying drawings forming part of this specification:

Figure 1, represents a golf course, nine links being shown.

Figures 2 and 3, are representations of playing cards used in the game; and

Figure 4, represents a measuring scale by means of which the distances covered by each strike may be consecutively measured and summed up.

A indicates the diagram of a golf course, inscribed with the different features of the links, the idea being to make the diagram represent in the most accurate way possible, a standard course, showing the different tees 1, and holes 2, with the distances between the tees and holes indicated as at 3, and suitable obstacles, etc. These diagrams are preferably made up in pads (as indicated in the upper right hand corner of Figure 1), so that the players may tear off and use one, and after playing the game throw it away.

B represents a scale to be used by the players in measuring the distances of the different plays made and indicated by the playing cards. Each card is, as shown, inscribed with the names of different clubs, the cards all being of the same character, only differing in the number of yards indicated in connection with the different plays, or clubs used, only two cards being shown in the drawings. For purposes of convenience, the inscriptions upon the cards are duplicated and read toward the center of the card so that a player may read the inscription by holding either end of the card.

In playing the game as heretofore stated, the cards are laid face down upon the table, one of the diagram sheets being used for the purpose of marking thereon the plays, as made. In beginning to play, the first player will announce, before turning up a card, the name of the club he is going to use, as, for instance, the driver. He will then turn up a card and the number of yards indicated thereon in connection with the driver will be his first play. He will then measure off, on the diagram, in the direction of the first hole, the number of yards indicated on the card and mark it down, utilizing the scale. This, for instance, may be a fairway shot or in the rough, so as to be marked down on the straight line connecting the tee with the hole, or from the tee to the edge of the rough. The scale, as noted, has on its side edges, yardage marks for the distance drives and on its end yardage marks for measuring

the puts on the green. The next player will go through the same operation to make his first drive.

After the players have all made their first drive, the player farthest from the hole will announce the club which he wishes to use for his second play, naturally picking out the club that in the regular game of golf he would use to make the yardage necessary to reach the first hole or the green. Assuming he picks out the mashie, he will turn up a card and mark down the yards indicated in connection with the word mashie on the particular card he picks up. In this way the different players will continue to play cards until they reach the first hole. The player farthest from the hole, as in the game of golf, makes his play in advance of the players closer to the hole. After all the players have reached the first hole, the playing cards should be replaced in the pack and the deck reshuffled to play the second hole.

The above method of using the cards to play the game, is the employing of the rules of golf playing as used in playing the game upon a standard course, and consequently the preferable way of utilizing the invention. It will, however, be evident, that the cards may be used in different ways to play the game, the particular rules employed in playing the game being no part of our invention.

We do not restrict ourselves to the inscriptions shown upon the sample card shown in the drawings, as of course more or less clubs and different yardages may be inscribed on the cards without affecting the character of the game. Different characters of diagrams may also be used, the diagram shown simply to be one selected golf links, and different means than the particular scale shown may be employed for marking up the plays. Also, in connection with the numbers employed, suitable rules corresponding to the general rules of golf describing the clubs applicable to the different plays and describing the different penalty strokes and other rules of the game will ordinarily be furnished with the game apparatus to familiarize the player with golf terms and teach him to play the game with the cards in the same manner that the game of golf is played upon the links.

We claim:—

1. A golf card game comprising a miniature golf course having the fairways thereof drawn to one scale and the greens drawn to another scale, a chance device for indicating a hypothetical stroke and the yardage attained thereby, and measuring means to determine the new position of a ball after said stroke, whether on a fairway or on a green.

2. A golf card game comprising a miniature golf course, having thereon fairways drawn to one scale and putting greens drawn to another scale, chance means for indicating a stroke of a predetermined club as played in the game of golf and the yardage thereof, and a measuring device having a fairway yardage scale on one portion thereof and a putting green yardage scale on another portion thereof to determine the position of a ball after a stroke.

3. A golf card game comprising a miniature golf course having the fairways thereof drawn to one scale and the putting greens thereof drawn to another scale, a chance device for indicating the nature and yardage of a hypothetical stroke, and a device having a scale for measuring the yardage of a shot on a fairway and a scale for measuring the yardage of a shot on a green, to determine the position of a ball after a stroke.

4. A golf card game of the class described, including a deck of cards, each card having inscribed thereon a plurality of names of clubs or plays with distance indicia in connection with each of said names, a golf course diagram, and a scale usable in connection with said diagram for measuring thereon the distances indicated upon said cards, said scale being separately divided to measure the fairway distances and the distances on greens.

5. A golf card game of the class described comprising a deck of cards, each card being inscribed with a plurality of names of clubs or plays with distance indicia in connection with each name, a golf course diagram usable in connection with said cards, said diagram representing the different features of a golf course with straight lines connecting the tees and greens, and a measuring scale divided for measuring upon the diagram between the tees and greens and upon the greens themselves distances indicated upon the cards.

In testimony whereof we affix our signatures.

HENRY H. McNAIR.
EDWARD KOPPER.