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SIMULATED GOLF COURSE

Filed July 20, 1964

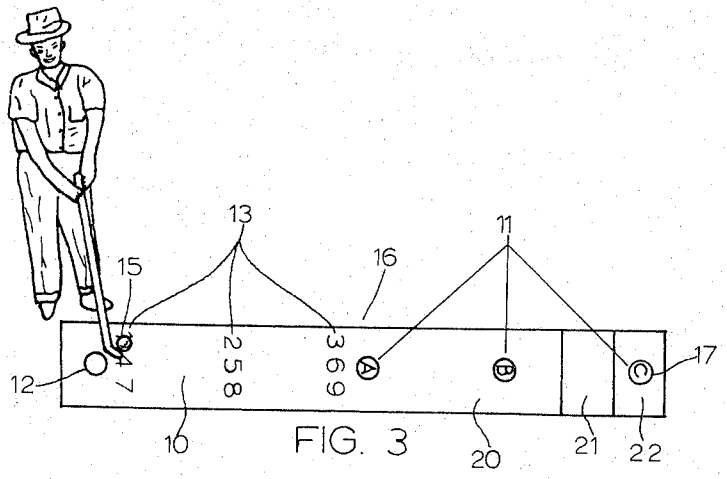


FIG. 3

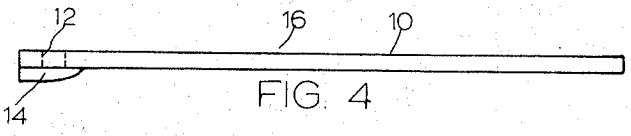


FIG. 4

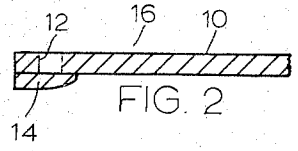


FIG. 2

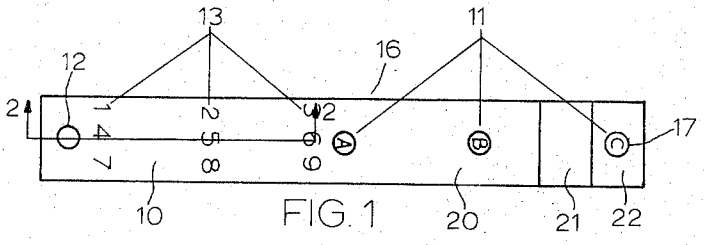


FIG. 1

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SIMULATED GOLF COURSE

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This invention relates to a simulated golf carpet, more particularly to a carpet which simulates a golf course, and which may be played as a simulated golf game within or out of doors.

Previous simulated golf game carpets have had the tee areas placed in a single, horizontal order at one end of the carpet and the "hole" at the opposite end of the carpet. This has required both the player's tee and approach shots to be directed in the same direction towards the green cup. Each simulated "fairway" has had about the same yardage even though the shots have been taken from different angles with respect to the "hole." The maximum yardage has been the length of the carpet.

An object of this invention is to provide a simulated golf game carpet in which play is encouraged to take place back and forth along the length of the carpet so as to gain additional fairway "yardage."

Another object of this invention is to provide a simulated golf game carpet in which a "hole-in-one" can be made on a "tee shot" towards one end of the carpet or the "hole" can be sunk on a second shot by putting towards the opposite end of the carpet.

Another object of this invention is to provide a simulated golf game carpet in which tee shots are made at successively different distances and angles so as to simulate different "hazards."

A further object of this invention is to provide a simulated golf putting carpet subdivided into a plurality of areas which correspond with successively longer distances from the "tees."

These and other objects will become evident in the following description, reference being had to the accompanying drawings in which like numerals of reference indicate similar parts in several views.

FIGURE 1 is a plan view of a simulated golf carpet embodying the subject matter of the present invention.

FIGURE 2 is a longitudinal cross-section view taken on line 2—2 of FIGURE 1.

FIGURE 3 is a perspective view of the simulated golf game carpet showing a player in the act of "teeing off."

FIGURE 4 is a side elevation view of the simulated golf carpet.

The invention generally comprises an elongated rectangular strip of flexible sheet material of uniform thickness forming a "fairway-green" combination which may be laid flat upon any supporting surface and in which a surface approximating a real golf course is simulated. The invention provides a carpet with a "hole" cut through the carpet adjacent one end, successively designated "tees" at the same end as the "hole" with the "tees" being in laterally spaced and longitudinal running uniform groups. The carpet is also subdivided into a plurality of areas corresponding to successively longer distances from the "tees." A longitudinal row of spaced apart spots is located at varying distances from the "hole" and one of the spots corresponds to a second "hole" printed on the carpet surface and adjacent to the opposite end of the carpet. The carpet is designed so that the mentioned "holes," "tees," areas and spots enable the player to make a "hole-in-one" on each tee shot. Approach shot distances are dependent upon in which of the areas the respective tee shots land.

Referring to the drawings, the carpet **10** is constructed of an elongated rectangular strip of flexible sheet material of uniform thickness forming a "fairway-green" combination. The material chosen should be capable of supporting the players and should provide a surface approximating a real golf course surface. The material should also be capable of having game indicia printed upon its surface. A suitable material, for example, is foamed plastic such as urethane foam-polyester.

The green cup **12** is located adjacent one end and is centered laterally. Successively designated tees **13** adjacent to the green cup **12**, are arranged in longitudinal running, laterally spaced, uniform groups. For example, "tees" **1**, **2** and **3** form a group, "tees" **4**, **5** and **6** form a group, and "tees" **7**, **8** and **9** form a group. Each group runs longitudinally but is laterally spaced from the other groups. The carpet **10** is subdivided into a plurality of areas **20**, **21** and **22** which correspond to successively longer distances from the "tees" **13**. A longitudinal row of spaced spots **11**, labeled A, B and C, are located at varying distances from the green cup **12**, with one of the spots, C, corresponding to a second "hole" **17** adjacent to the opposite end of the carpet. A pad **14** elevates carpet **10** adjacent cup **12**.

In playing the simulated golf game of the invention, the ball **15** is directed to the "hole" comprising spot C of the group of spots **11**. If the ball **15** should be putted onto spot C, a "hole-in-one" can thus be scored on the tee shot. The "holes," "tees," areas and spots are further arranged so that approach shots of varying degrees of distance and angle are encountered and are dependent upon in which of the areas **20**, **21** or **22** the respective tee shots land.

Assuming the player tees off first from tee **1** and fails to putt onto spot C, his second shot is to cup **12** and will be taken from positions A, B or C depending into which of areas **20**, **21** or **22** the first shot lands. For example, if the player lands in area **22**, the second shot can be made from spot A; if the player lands in area **21**, the second shot can be made from spot B; if the player lands in area **20**, the second shot can be made from spot C. If the player needs three shots to sink the putt, his third shot is to cup **12** from where his second shot stopped. After sinking the first "hole" whether at spot C or cup **12**, the player next tees off from tee **2** and then shoots back towards the hole **17** under the same rules. The player then tees off from **3** and following the same sequence putts out and tees off in sequence from the remaining tee positions **4–9**.

From the description, it can be seen that many aspects of the golf game are realistically simulated by the golf carpet described. For example, each "hole" presents a different distance and angle of shot. Like real golf, a "hole-in-one" is possible but more difficult to achieve on some holes than on other holes. Also like real golf, the approach shot distances are determined by how close the tee shots come to the "hole." By arranging the "holes," "tees," spots and areas as described it can also be seen that play is allowed to utilize reverse putting and thus relatively long as well as relatively short plays are produced in the course of a game.

While described in connection with a nine-hole layout, the invention can of course be applied to eighteen or other hole group arrangements.

What is claimed is:

A simulated golf game comprising an elongated rectangular strip of flexible sheet material having a length at least several times greater than its width and being of uniform thickness forming a "fairway-green" combination capable of supporting the players and having a surface approximating a real golf course surface, a hole adjacent one end of and cut through said strip, said surface including a plurality of laterally spaced first shot tee mark-

ings adjacent said one end of said strip, at least another plurality of laterally spaced first shot tee markings located in longitudinally spaced relation to said first plurality of tee markings, said tee markings simulating the various tees of a real golf course, said strip including a plurality of widthwise extending lines dividing said strip into a plurality of areas at successively longer distances from said tee markings, said strip including a longitudinal row of spaced spot markings located at different distances from said cut through hole, each of said spot markings defining a location from which a first shot ball may be directed back to said cut through hole, at least one of said spot markings being located adjacent the end of said strip opposite to said one end and defining also a simulated golfing hole, the successive distances between said simulated hole and each of said areas being substantially less than the successive distances between said cut through hole and said spot markings, whereby a golfer may (1) direct a first shot golf ball from any one of said tee markings toward said simulated hole, (2) observe the degree of closeness of said first shot ball to said simulated hole by observing in which of said areas said ball has come to rest, (3) place the ball on the one of said spot markings which relatively is as close to said cut through hole as the area in which said first shot ball has stopped is to said simulated hole and (4) direct the remaining shots to said cut through hole.

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