May 13, 1930. J. J. MORCH 1,758,581

GOLF GAME

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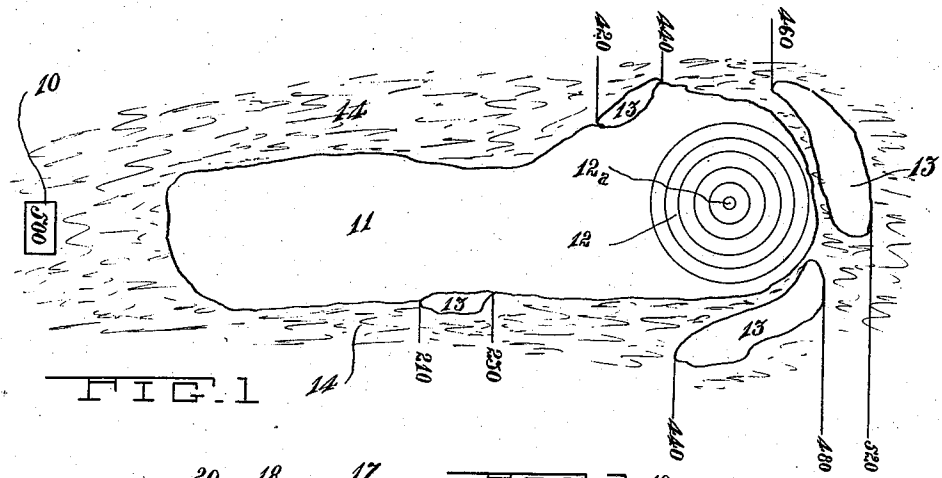


FIG. 1

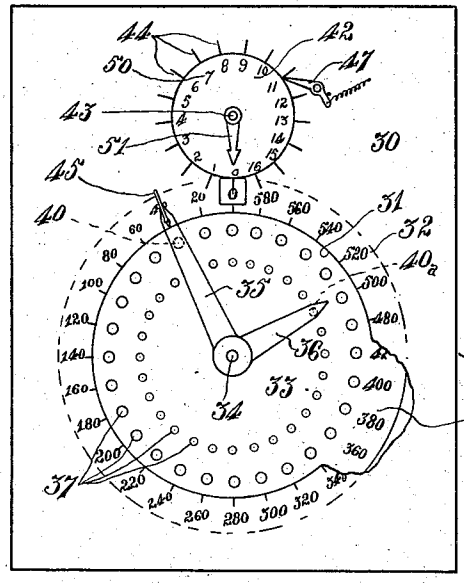
FIG. 3

	WHITE	BLUE	GREEN	RED
STRAIGHT	5	4	3	2
HOOK	1	1	1	1
SLICE		1	1	1
FOOZLE			1	1
PENALTY				1

FIG. 5

	WHITE						BLUE						GREEN						RED					
DRIVER	100	110	110	120	130	140	130	140	150	160	170	180	170	180	190	200	210	220	210	220	230	240	250	260
BRASSIE	80	90	90	100	100	100	100	110	120	120	130	140	130	140	150	160	170	180	170	180	190	200	210	220
IRON	60	60	70	70	70	80	80	90	100	100	110	120	120	130	140	150	160	170	160	170	180	190	190	200
MASHIE	30	30	40	40	50	50	60	60	70	70	80	80	90	100	100	110	120	120	120	130	140	140	150	150
NIBLICK	10	10	20	20	30	30	20	30	30	40	40	50	40	50	50	60	60	70	70	80	80	90	90	100
APPRCH	0	10	10	10	10	20	0	20	20	20	20	30	0	30	30	30	30	40	0	40	40	40	40	50
PUTTER	0	10	10	10	10	20	0	10	20	20	20	30	10	20	30	30	30	40	20	30	40	40	40	60
	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6

FIG. 2



FAIRWAY	WHITE	BLUE	GREEN	RED
	WHITE	BLUE	GREEN	RED
ROUGH	WHITE	BLUE	GREEN	
	BLUE	GREEN	RED	
HAZARD	WHITE	BLUE		
	GREEN	RED		

FIG. 4

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GOLF GAME

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This invention relates to improvements in a game as described in the present specification and illustrated in the accompanying drawings which form part of same.

The invention consists essentially of the novel features pointed out broadly and specifically in the claims for novelty following a description containing an explanation in detail of an acceptable form of the invention.

The objects of the invention are to devise an attractive, entertaining form of indoor game in which one or more players may take part and which may be played by anyone but is particularly attractive to golf players; to devise a game in which the usual conditions and problems met with in the actual game of golf are inculcated; to instruct the players as to the proper procedure in playing golf; to furnish an attractive game for both young and old whereby the young may be initiated into the various rules and be guided as to conditions and problems arising during the play on the golf course and the older people may refreshen their memory as to the necessary skill required and the choosing of the necessary golf club at critical places necessitating special strokes; and generally, to provide a game of this description that may be manufactured at a reasonable cost and that is instructive as well as entertaining.

In the drawings, Figure 1 is a plan view of the game.

Figure 2 is a distance scale.

Figure 3 is a chance scale.

Figure 4 is a compensator scale.

Figure 5 is a plan view of a score counter.

Like numerals of reference indicate correspond parts in the various figures.

The invention refers to a game containing a miniature golf course of nine or eighteen holes and which may be so designed as to represent any of the well known golf courses, a distance scale, a condition indicator, and means whereby the distance covered by each shot and the lie of the ball may be determined by chance by two independent indicators.

Referring to the drawings, one hole of a miniature golf course is shown, the golf course being made of papier-mâché, cardboard, wood, or other suitable material and painted and shaped to depict the hazards, greens, fairways and the like met with on the usual golf course. The course may consist of nine or eighteen holes and generally follow the lines of any well known golf course. The numeral 10 indicates the tee, 11 the fairway, 12 the putting green and 12A the cup. 13 are bunkers or traps and 14 represents the rough. Each hazard is marked to indicate the length and the distance from the tee, that is, a bunker which was twenty yards long and two hundred yards from the tee and situated along the line of play would be marked 200 to 220, as shown in Figure 1. The putting green may be marked by concentric circles to indicate the distance from any point on the green to the cup. If desired, the distance between the tee and the cup could be graduated so as to indicate the distance between any point on the hole, but it has been found that the first-mentioned method of marking is less complicated.

In Figure 2 is shown the distance scale 17 which indicates the distances that the player may succeed in driving the ball by using any specified club. In the column 18, the clubs most used are shown and a scale 19 of the most probable distances attainable for each club is also shown. The scale 19 is divided into four sections, 19A, 19B, 19C and 19D. In the first section is tabulated the shortest distances that the player is likely to drive the ball and in the succeeding sections 19B and 19C, the distances increase until in the last section 19D the greatest distances are tabulated. For puposes of distinguishing one section from another, the sections 19A, 19B, 19C and 19D are coloured differently, say white, blue, green and red, respectively. The distances tabulated in the various sections may be increased if desired and the number of clubs with their accompanying scale of distances may be changed. In the drawings, the distance scale in each section is divided into six parts numbered from one to six and the shortest distance tabulated in each section is in the number one part, while the greatest distance is tabulated in the sixth part.

In Figure 3 is shown a condition scale 20 by which is determined the success of the shot and the lay of the ball after the shot has been made. It consists of a column 21 in which the usual shots such as straight, hook, slice, foozle or penalty are tabulated and an attending column 22 for each particular shot in which is indicated the chances of the player making such a shot. That is, when driving for distance as tabulated in section 19A, the player has five chances of making a straight shot and one chance of making a hook, but when a player wishes to make a long shot, as indicated in section 19D, he has only two chances of making a straight shot as against one for a hook, slice, foozle, or incurring a penalty. Such conditions apply to all the clubs tabulated in the column 18.

In order to determine by chance the distance covered in each stroke and the condition or lay of the ball after each stroke, two separate indicators are used, one for distance and one for condition. The most simple method of doing this is by using dice, but roulette wheels, cards, or the like would serve the purpose equally well.

If dice are used, the best method would be to have four pairs of dice, each pair coloured to correspond with a section in the distance scale 19 and consisting of a distance indicating die with the sides numbered from one to six and a condition die with the sides marked to indicate either a straight, hook, slice, foozle or penalty. On the condition die for section 19A, five sides would be marked to indicate a straight shot and one side would be marked to indicate a hook; on the blue, four sides would indicate a straight shot while one each would indicate a hook or a slice; on the green three sides would indicate a straight while one side would indicate either a hook, slice or foozle; on the red condition dice, two sides would indicate a straight while one side would indicate either a hook, slice, foozle or penalty. Thus it follows that when the player wishes to make the longest shot possible by using the red pair of dice, his chances of success are greatly reduced in accordance with actual playing conditions as met with in the regular game of golf.

In Figure 4 is shown a compensating or limiting scale in which the next shots available to the player are limited according to the condition of the lay of the ball. That is, if the ball is on the fairway, the player has the choice of any shot, but when the ball is in a hazard or the rough, the number of shots that may be made are limited and his chances of success are limited also. Thus when the last throw of the dice indicates that the shot is in the rough, the player may use only the white, blue or green distance die in conjunction with the blue, green or red condition die, respectively, or when the ball is in a hazard, the player may use only the white or blue distance die in conjunction with the green or red condition die, respectively.

In Figure 5 is shown a combination yard and stroke counter that may be used in marking the score. 30 is a plate having the circular opening 31. A yard scale 32 is graduated about the opening 31 and is marked from zero to say 580 yards. 33 is a circular disc pivotally mounted on the pin 34 in the axis of the opening 31. A scale 32A similar to the scale 32 is graduated on the disc 33 and is hidden by the plate 30. An opening in the plate at the zero mark on the scale 32 serves to expose one point at a time on the scale 32A. 35 and 36 are two resilient arms pivotally mounted at one end on the pin 34. The arm 35 is longer than the arm 36 and extends substantially to the scale 32. 37 are openings or indentations formed in the disc 33 and are arranged in two concentric circles. The number of openings in each circle is equal to the number of graduation points in the scale 32. The diameter of the outer circle is less than the diameter of the opening 31 but is such that the indentations will fall beyond the end of the arm 36. A projection 40 is formed on the under side of the arm 35 and is adapted to engage the openings 37 in the outer ring and a similar projection 40A is formed on the under side of the arm 36 and is adapted to engage with the openings 37 in the inner series.

The stroke counter consists of a circular disc 42 pivotally mounted at its axis on the pin 43 secured to the plate 30. A scale 50 numbered from zero to say sixteen, is graduated on the disc and a projection 44 is formed on the disc adjacent each graduation point. A resilient extension or arm 45 secured to the arm 35 is adapted to engage one of said projections 44 and rotate the disc one seventeenth of a revolution each time the arm 35 is rotated to the scoring position. A ratchet 47 is adapted to engage the extensions 44 to allow for a rotation of the disc 42 in a scoring direction only. A fixed arrow or needle 51 serves to indicate on the dial 50 the number of strokes taken.

Instead of using the scorer as shown in Figure 5, the course could be graduated from the tee to the cup and a ball or marker could be advanced along the couse as the game progresses.

It is found advisable to use such a marker to indicate whether the ball is on the fairway or in the rough or hazard. An acceptable form of marker consists of a miniature caddy holding a ball in one hand. Each player should have his own marker to indicate his progress.

In playing this game, each player is provided with a score counter and a marker. Two or more may take part and the rules and procedure which govern the actual game of golf govern the play. In making the stroke,

the distance to be covered and the position would indicate what manner of shot had best be attempted. Supposing the distance from the tee to the cup were 450 yards, the player would wish to make the longest drive possible and would accordingly roll the red pair of dice. If the number six turned up on the distance indicating die and the condition die shows the drive to be into the rough, the player will have made a drive of 260 yards but into the rough. The player from that position will have the choice of clubs but may only use the white, blue or green distance die in conjunction with the blue, green or red condition die. Similarly, if the ball is in the hazard, only the white or blue distance die may be used in conjunction with the green or red condition die, respectively.

In marking the score, the disc 33 is rotated until the zero mark on the scale 32A is visible at the opening 30A. The arm 36 is pointed towards the yard mark on the scale 32 to indicate the length of the hole, and the extension 40A is inserted into the nearest opening 37. The stroke counting dial is rotated until the needle 51 points to zero. The scorer is now ready to mark the progress made. Supposing the distance covered in the first shot is 240 yards, the arm 35 is pointed to the 240 yard mark on the scale 32 and the extension 40 is inserted into the nearest indentation 37. The arm 35 is then pivoted to the zero position, at the same time rotating the disc 33 and the arm 36 with it. On coming to the zero position, the resilient extension 45 engages the projections 44 and registers one stroke by rotating the disc 42 through one seventeenth of a revolution. For each following stroke, the same procedure is followed. When the arm 35 falls directly over the arm 36, it is an indication that the player has holed out.

In order to simplify the specification and to illustrate the invention more clearly, I have described the distance indicator and condition indicator as being dice, but it is to be understood that roulette wheels, cards, or the like would also serve the purpose and still fall within the scope of the invention as claimed.

What I claim is:

1. A game consisting of a miniature golf course, a marker indicating the position of each player on the course, a distance scale in which are tabulated the possible distances attainable for each club used, a chance scale in which is tabulated the relative chances of success the player has in view of the distances elected to be covered in any one stroke, a compensating scale indicating the manner in which the next stroke may be made in view of the position of the player on the course, a yard counter consisting of a dial, a yard indicating finger and a hole indicating finger centrally pivoted thereon, and a stroke indicating dial adapted to be rotated by the actuation of said yard indicating finger.

2. In a game, a miniature golf course, a distance indicating scale, a chance indicating scale, a position compensating scale, means for determining by chance the position of and the distance covered by the player in each stroke, a stroke and yard counter for said game consisting of a fixed scale graduated on a plate and about a circular opening therethrough, a circular disc pivotally mounted in the axis thereof and in the axis of said opening and under said plate and partially hidden thereby, a scale similar to the scale on said plate and hidden thereby graduated on said disc, a distance indicating arm and a final distance indicating arm pivoted at the mounting for said disc, means for releasably locking said arms to said disc and at the desired position thereon, and a stroke indicating dial adapted to be actuated by the oscillation of said distance indicating arm.

Signed at the city of Toronto, this 28th day of July, 1928.

JACOB JOHANNES MORCH.