July 12, 1927. 1,635,489

M. J. McCOLM

GAME

Filed Jan. 25, 1926 2 Sheets-Sheet 1

Fig. 1

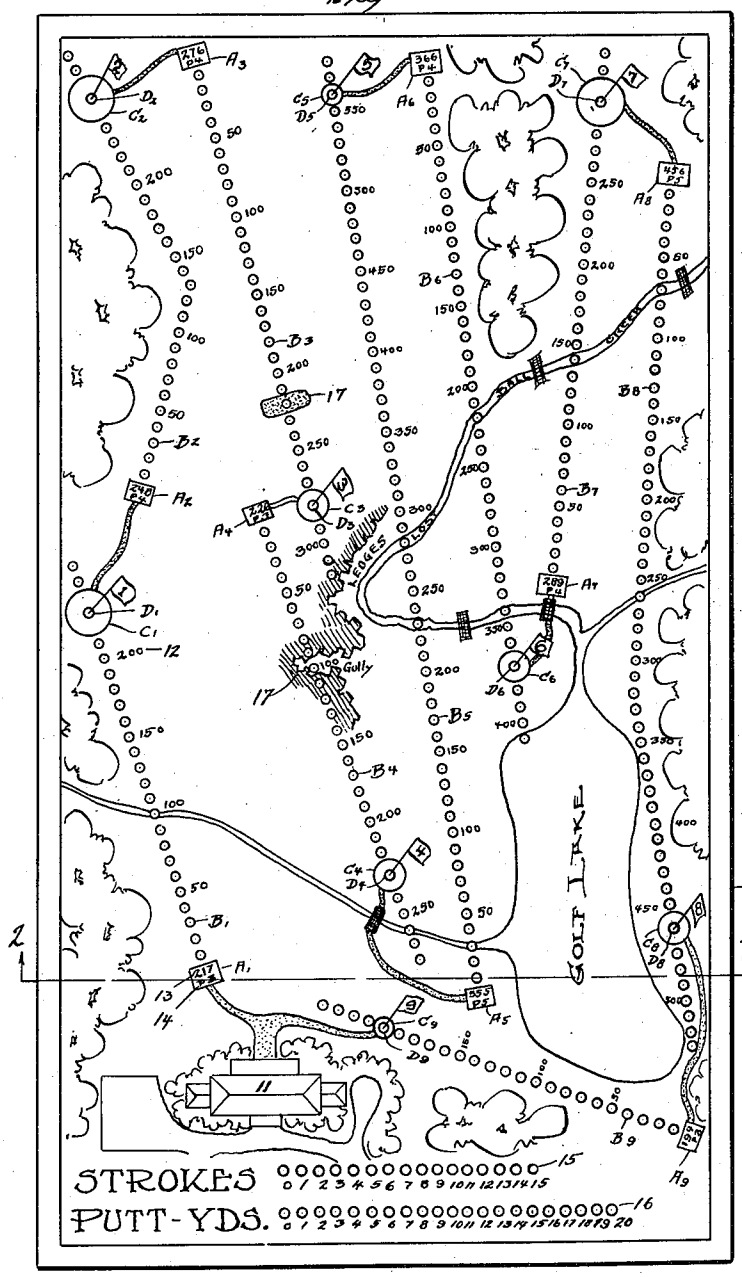


Fig. 3

Fig. 4

Fig. 5

Fig. 6

Fig. 2



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Milton J. McColm

By Lynn & Latta Attys

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Fig 1

SCORE CARD

CLUB_____ DATE__ 192_

Hole							
1							
2							
3							
4							
5							
6							
7							
8							
9							
OUT							
10							
11							
12							
13							
14							
15							
16							
17							
18							
IN							
OUT							
TOTAL							
HANDICAP							
NET SCORE							

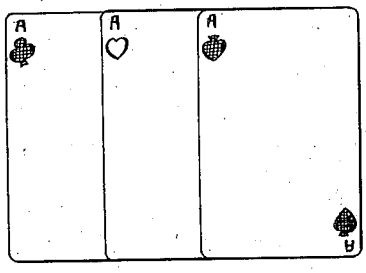
Self _____

Partner _____

Opponent _____

Partner _____

Fig 9



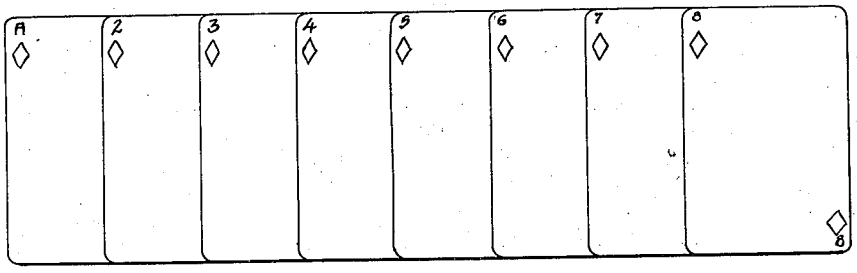
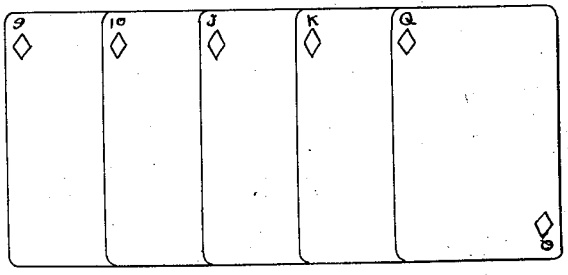


Fig. 8



Inventor

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By Lewis R. Latta Atty.

Patented July 12, 1927. 1,635,489

UNITED STATES PATENT OFFICE.

MILTON J. McCOLM, OF SIOUX CITY, IOWA.

GAME.

Application filed January 25, 1926. Serial No. 83,608.

My invention relates to an indoor game and has for its object to provide such a game, simulating as closely as possible the game of golf, and which is of an educational nature in teaching the rules and etiquette of the game.

Another object is to provide such a game in which an ordinary deck of playing cards may be employed in playing the game.

More particularly, it is my object to provide such a game in which a board having a representation of a golf course printed thereon is provided, with a number of rows of openings, each row corresponding to the flight between a tee and a hole on the course, and the openings being adapted to receive pegs for marking the progress along the course.

Another object is to provide such a game in which greens are formed near the ends of the rows of openings opposite the tee, the features of the game being so arranged that it is possible to cross the green with an approach shot and to thereby find it necessary to use another approach shot in coming back to the green.

More particularly, it is my object to provide conditions approaching as nearly as possible to the variation between drive and putt shots on the fairway and green, respectively, of an outdoor course, the drive being made in yardages of much greater value than those of the putt shots, and yet the same cards being used to determine the length of both, thus simplifying the game.

Another object is to provide a game in which the player will have to calculate distances the same as in the outdoor game.

With these and other objects in view, my invention consists in the construction, arrangement and combination of the various parts of my device, whereby the objects contemplated are attained, as hereinafter more fully set forth, pointed out in my claims and illustrated in the accompanying drawings, in which:

Fig. 1 is a plan view of the game board used in connection with playing my game.

Fig. 2 is a transverse sectional view through the board, taken on the line 2—2 of Fig. 1.

Fig. 3 illustrates a peg used for tallying yardage.

Fig. 4 illustrates a peg used for tallying strokes.

Fig. 5 shows the final goal marker.

Fig. 6 is a side view of the same.

Fig. 7 illustrates the score card.

Fig. 8 shows one suit of the deck of cards used in connection with playing the game, and

Fig. 9 illustrates the ace cards of the other three suits of said deck.

There are thirteen standard golf clubs used in playing the outdoor game of golf. My invention is built around the idea of providing a game which utilizes the thirteen cards of each suit of an ordinary deck of playing cards and allowing each of said cards to represent one of said thirteen clubs.

By providing a board laid out as a miniature golf course, the cards can then be played in such a manner that a card bearing a high index value, and thus corresponding to a club having a long driving range, can be played by a player to whom such card has been dealt, in order to give said player a drive upon the board of a yardage determined by the index value of said card.

Thus, in selecting a card for a long drive and in using the club indicating name of that card, a player would become acquainted with the name of a club correspondingly used for a long drive on the regular course.

The game board is shown at 10 in Fig. 1, and a representation of a miniature golf course is printed thereon. 11 represents a club house from which the game commences.

The tees are shown at A^1, A^2, . . . A^9, from one end of the course to the other. Rows of openings, at B^1, B^2, . . . B^9, mark the fairways.

Greens, C^1, C^2 . . . C^9, of varying widths are interposed in the rows, B^1, B^2, B^9, near the ends opposite the tees, and are of varying radii, as shown. For instance, the radius of green, C^1, is seven yards. This is determined by subtracting the distance from the tee to the green, which is two hundred ten yards, as indicated by the numerals, 12, opposite the openings, B^1, from the total distance from the tee to the hole, D^1, which is indicated by the numeral 13 (217 yards) printed on the tee, A^1. The characters, 14, indicate that the par distance of the hole is three shots. It will later be seen that the player must continually calculate in order to determine what cards to play in making his shots.

I will now explain the use of the cards.

In Fig. 8 I have shown the cards of one suit, which are designated as follows and given the following values on the fairway and on the green, respectively:

Card	Yardage on fairway	Yardage on green	Golf club
Ace	10 yards	1 yard	Putter.
Two	20 yards	2 yards	Jigger.
Three	30 yards	3 yards	Niblick.
Four	40 yards	4 yards	Pitcher.
Five	50 yards	5 yards	Mashie niblick.
Six	60 yards	6 yards	Mashie.
Seven	70 yards	7 yards	Mid mashie.
Eight	80 yards	8 yards	Mid iron.
Nine	90 yards	9 yards	Driving iron.
Ten	100 yards	10 yards	Cleek.
Jack	140 yards	0 yards	Spoon.
Queen	170 yards	0 yards	Brassie.
King	200 yards	0 yards	Driver.

When playing on the green all cards except the jacks, queens and kings are used as putters, and the index of a particular card denotes the distance in yards which the playing of that card will give as a putt.

In playing the game the cards are shuffled and dealt, one at a time, to the players in rotation until all the cards are dealt. Two, three or four players can play with a single deck of cards. Four is the ideal combination.

In the ordinary game of golf the game is commenced by what is known as driving or teeing off, and this is repeated at each hole. In my game I provide a similar feature. After the cards have been dealt the players play in rotation, each attempting to take the trick consisting of the four cards played by all of the players. The trick is taken by the highest card, the values in taking this first trick being the same as in whist.

This first trick is called the drive or tee off. The player taking the trick adds the drive counting value of the cards as explained hereinbefore and divides the total by two. His drive in yardage will be the nearest multiple of ten below the value so obtained.

For example, the first player plays a jack, the value of which is 140 yards; the second player plays a 10, the value of which is 100 yards; the third player plays a 9, counting 90, and the fourth player plays a 6, the value of which is 60. The total is 390, one-half of which is 195. The drive for the player taking the trick is thus 190.

The dealer plays first.

Having made a 190 yard drive the player who has just taken the trick then takes one of the pegs shown in Fig. 3 and places it in the 190 yard opening, B^1.

It may be mentioned here that one of the scoring boards, 10, is provided for each of the players.

The players then play a second trick and another player attempts to take the trick and thus secure a drive. If the player who has already driven takes the second trick, he must submit to a penalty of the loss of a shot without increasing his progress upon the course. Tricks are taken until all four players have made a drive, and from then on each player scores a drive which corresponds to the card played by him. For instance, the player making the first drive of 190 yards, finds that he holds the following cards in his hand after the first trick has been played—

Ace, queen, 10, 9 and 4 of hearts, queen and 2 of spades, queen, jack and 5 of clubs, and jack and 10 of diamonds. The distance from the 190 yard mark to the green, C^1, is 20 yards. By playing the 2 of spades he can just land at the edge of the green, since the value of a 2 in a drive or approach shot is 20 yards. However, if he plays the 2 of spades he finds that he has a distance of 7 yards from the edge of the green to the hole, and he has no combination of cards in his hands which, added together, will give him a yardage of 7 to make the hole. Any card above the 2 will take him entirely across the green. He finds that by playing the 5 of clubs he will drive 30 yards to the other side of the green. Then, by playing the 4 of hearts on the next trick he will drive into the green, but not across the green.

At this point another rule of the game may be mentioned, which provides for a combination of the drive scoring values with the putt scoring values on such an approach shot where the approach drive lands within the green but does not cross it. In such a case the player may count in addition to the approach shot to the edge of the green, a yardage from the edge of the green toward the hole corresponding to the putt value of the card. In the instance above mentioned, the player would thus drive back onto the green from the other side and drive toward the hole a distance of 4 yards with the 4 of hearts. From this position a putt of 3 yards is necessary, and by playing the 2 of spades and then the ace of hearts the hole is made.

Suit must be followed in order to count the full value of the card in each drive or putt shot. If suit is not followed and a card of another suit is thrown off, the term "dubbing the stroke" is used, and a drive or putt of one-half the normal drive or putt value of the card is tallied.

On the tee off if a player does not take a trick within the first four rounds of play, he is penalized a shot.

In scoring, the card shown in Fig. 7 is used, being similar to the actual golf scoring card, and the necessary number of strokes to make a certain hole is tallied at the end of each hole.

Every time a stroke is made one of the

pegs shown in Fig. 4 is placed in one of the openings, 15. When playing on the green the peg which has been used in showing the drives in the openings, B^1, is left at the edge of the green and another peg as shown in Fig. 3 is placed in the opening, 16, to indicate the number of yards made on each putt.

After each hole has been played by all of the players the cards are redealt and a new tee off is had from the next tee.

It will now be seen that in playing a hole the player must calculate the yardage and play his hand so as to save the cards necessary for putting on the green.

If a player goes out of bounds by playing past the end of a row of openings, $B^1 \ldots B^9$, he must lose a stroke and go back to where he was at the last play.

Each time a player makes a distance it is counted a stroke and should be tallied on the count board in an opening, 15.

Should a player land in a hazard, as shown on the board at 17, he loses a stroke and plays from the hazard.

When a player lands on the green he waits until all the players are on the green before playing further. His waiting does not give him any penalty.

If the player putts off the green after having once landed on the green, he must lose his stroke as an approach and start putting again as though he were on the edge of the green.

After a player has holed out, he is through playing that hole and does not play any more hands. The last player to putt out must be able to figure out a combination in his own hand which will permit him to hole out. The number of cards that make up this combination indicate the number of additional strokes that it will take him to hole out.

It will be seen that the fairway is played in a manner different from that of playing the tee off or drive. After the drive a player holding a ten-spot, for instance, will be sure of a drive of 100 yards for that card, providing he can follow suit, and if he cannot follow suit he will be sure of a drive of fifty yards.

After the drives, on the fairway, the player farthest behind leads the playing. This gives an advantage to the player who is behind, in allowing to designate suit and be sure of obtaining the full value of any card he may play. In this respect, the etiquette of the outdoor game is also followed.

By varying the method of play on the tee off, fairway and green, the game is made more interesting, and requires more thought in the selection of cards to be played.

Some changes may be made in the construction and arrangement of the parts of my invention without departing from the real spirit and purpose of my invention, and it is my intention to cover by my claims any modified forms of structure or use of mechanical equivalents which may be reasonably included within their scope.

I claim as my invention:

1. In a game, a game board to be used with a deck of cards having a plurality of suits, the cards of each suit having consecutively increasing values, said board having represented thereon, a fair-way, a green and a hole within said green, the fair-way comprising a line of spaced indicating elements, some of which are labelled to indicate their distance from the beginning of the fair-way, said indicating elements being terminated at one edge of the green and continued beyond the green from the other edge thereof, and an indicating character determining the width of the green whereby said cards may be played, one by one, to indicate drives on a fair-way, the length of which may be recorded by means of said indicating elements and whereby the cards may serve by playing either into or entirely across the green to indicate putts or overdrives, until a card may be played from one side or the other of the green, which will correspond exactly to the distance from the point last attained to the hole within the green.

2. In a game to be played with a deck of cards having a plurality of suits, cards of each suit having consecutively increasing values, a board having represented, thereon, a plurality of greens, a fair-way for each green comprising a line of spaced indicating elements, some of which are numbered to designate their distance from the beginning of the fair-way, said line of indicating elements terminating at the edge of each green and being continued on the other side thereof, from the other edge thereof, a hole within each green and an indicating character to designate the width of each green, the greens being of different widths whereby said cards may be played, one at a time to indicate drives which may be recorded by means of said indicating elements and whereby the cards may be further played to indicate putts or drives in either direction within or across the green until a card may be played which corresponds exactly to the distance from the point last reached to the hole within the green.

Signed at Sioux City, in the county of Woodbury and State of Iowa, this 19th day of January, 1926.

MILTON J. McCOLM.