

Nov. 29, 1949

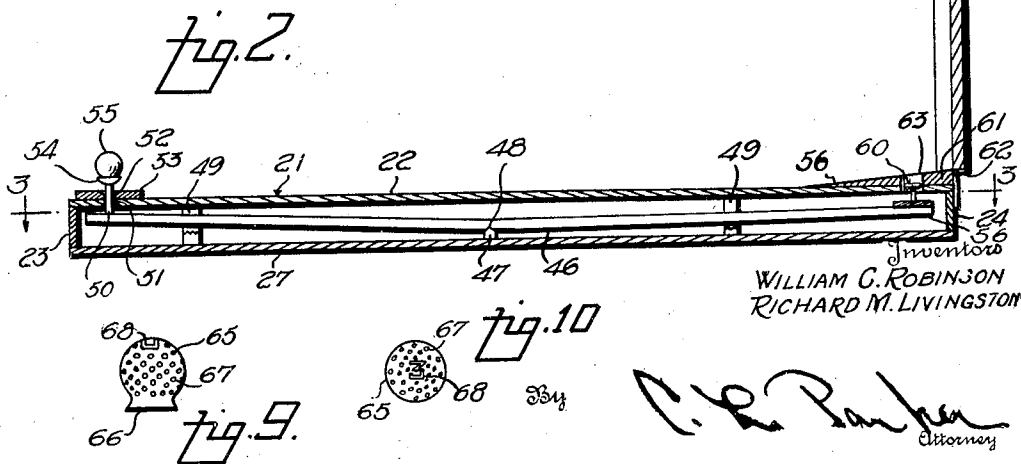
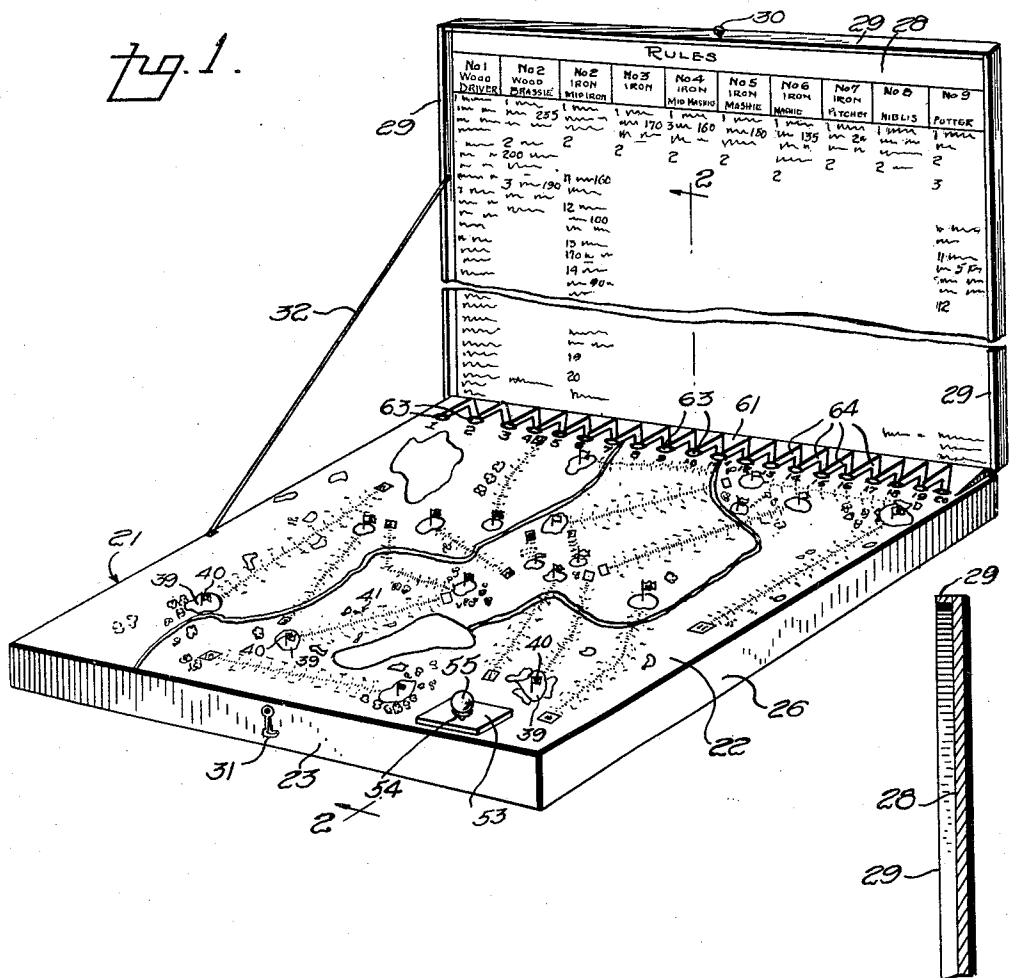
W. C. ROBINSON ET AL

2,489,676

SIMULATED GOLF GAME

Filed June 10, 1946

3 Sheets-Sheet 1



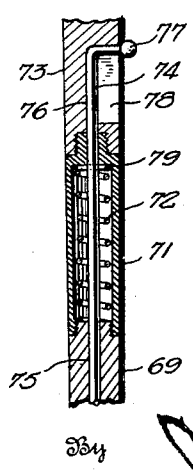
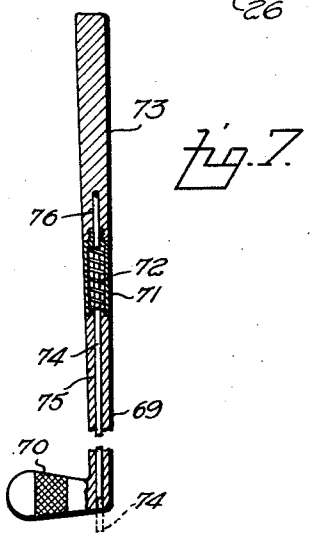
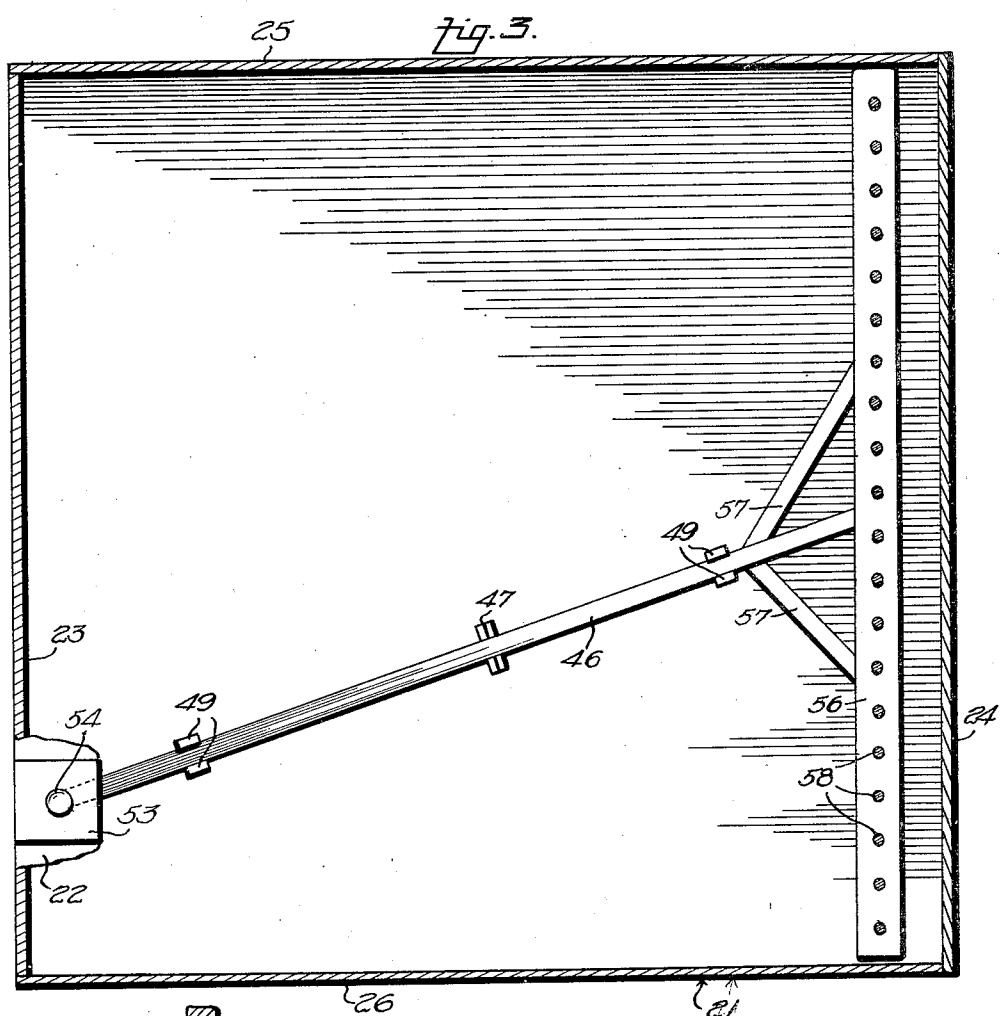
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W. C. ROBINSON ET AL
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3 Sheets-Sheet 2



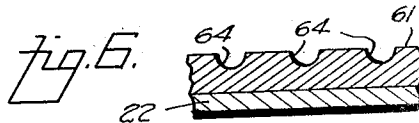
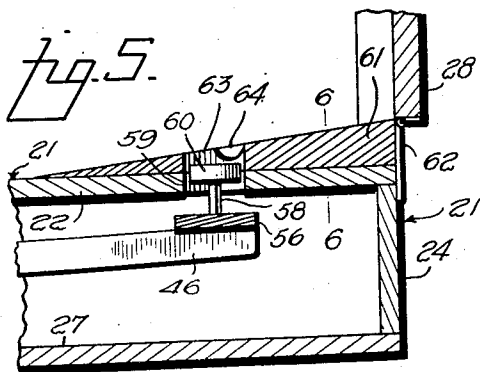
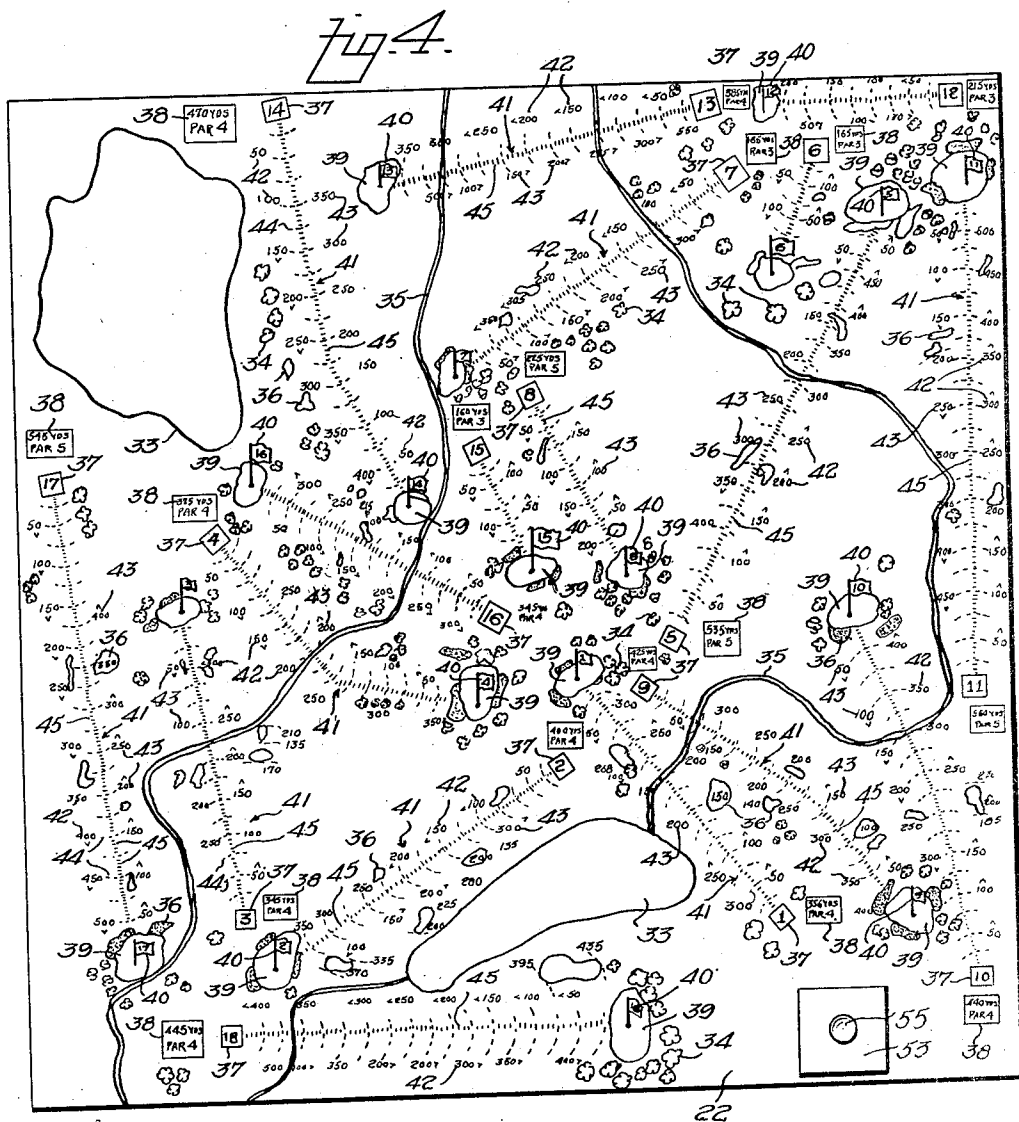
Inventors
WILLIAM C. ROBINSON
RICHARD M. LIVINGSTON
C. R. Parker
Attorney

2,489,676

SIMULATED GOLF GAME

Filed June 10, 1946

3 Sheets-Sheet 3



Inventors
WILLIAM C. ROBINSON
RICHARD M. LIVINGSTON

C. R. Parker
Attorney

UNITED STATES PATENT OFFICE

2,489,676

SIMULATED GOLF GAME

William C. Robinson, Columbus, Ohio, and Richard M. Livingston, Seattle, Wash., assignors of one-third to said Robinson, one-third to said Livingston, and one-third to T. Blain Holloway, Columbus, Ohio

Application June 10, 1946, Serial No. 675,786

5 Claims. (Cl. 273—87)

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This invention relates to a game, and more particularly to a game simulating the outdoor game of golf.

Indoor golf games and apparatus used for playing the games are well known in the art and are usually characterized by certain undesirable features. For example, in the playing of any of these games it is impossible to follow the rules of the outdoor game of golf due to the limitations of the indoor game. In other instances the regular outdoor golf rules are generally followed but the playing of the games depends almost wholly on chance rather than skill and judgment, most of the games of this type requiring the use of dice, spinners, etc.

An important object of the present invention is to provide a game apparatus with which the outdoor game of golf may be closely simulated as to rules, the theoretical selection of clubs for the playing of the ball under different conditions, etc.

A further object is to provide an indoor golf game apparatus wherein each player drives a ball with a miniature club, thus simulating the conventional game of golf, and wherein each drive is toward a selected opening to determine the placing of a game piece on the playing board which represents an outdoor golf course.

A further object is to provide such a game apparatus wherein after each successive shot a player will theoretically select a playing club in accordance with the position of his game piece, and will then drive the ball in an effort to sink it in a given hole or pocket which is related to a board of rules to determine further movement of the game piece in accordance with the club which has been theoretically used.

A further object is to provide a game which requires the development of skill on the part of a player in order to drive the ball into an opening corresponding to a good drive as designated by the board of rules.

A further object is to provide such a game apparatus wherein the driving of the ball takes place over the board representing the golf course and on which the game piece of each player is placed, whereby these game pieces constitute obstacles on the playing board which the player must avoid in driving his ball across the playing board.

A further object is to provide an indoor golf game apparatus through the use of which novices may develop substantial knowledge of the playing rules of the game, and through which such players may develop judgment as to the selec-

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tion of clubs for the playing of a ball under different circumstances.

Other objects and advantages of the invention will become apparent during the course of the following description.

In the drawings we have shown one embodiment of the invention. In this showing:

Figure 1 is a perspective view of the game board with the parts in position for the playing of the game,

Figure 2 is a vertical sectional view taken substantially on line 2—2 of Figure 1,

Figure 3 is a horizontal sectional view taken on line 3—3 of Figure 2,

Figure 4 is an enlarged plan view showing the golf course depicted on the playing board,

Figure 5 is an enlarged fragmentary sectional view of one end of the game board adjacent the cover,

Figure 6 is an enlarged fragmentary sectional view on line 6—6 of Figure 5,

Figure 7 is a central longitudinal sectional view through a club adapted for the playing of the game, parts being shown in elevation and parts being broken away,

Figure 8 is an enlarged fragmentary sectional view through a portion of the club,

Figure 9 is a side elevation of one of the game pieces, and,

Figure 10 is a plan view of the same.

Referring to Figures 1, 2 and 3, the numeral 21 designates a rectangular box-like structure of substantial area and relatively shallow in depth, the top 22 of which constitutes the game board proper or playing field. The structure 21 further comprises front and rear walls 23 and 24, side walls 25 and 26 and a bottom wall 27. When the game is not in use, the apparatus may be closed by a cover 28 having flanges 29 adapted to extend over the side walls 23, 25 and 26, the top 28 obviously extending over and covering the game board 22. The rules for the playing of the game are printed inside the cover 28 and will be referred to later. The top flange 29 as viewed in Figure 1 is provided with a stud 30 engageable by a hook 31 to lock the cover in closed position when the game is not in use. An angle brace 32 is connected between the cover and the box 21 to support the cover approximately in the vertical position which it occupies when the game is being played.

Referring to Figure 4, which is an enlarged plan view of the game board 22, it will be noted that the game board has printed or otherwise

applied thereon a representation of an eighteen hole golf course. The various holes are laid out in the same manner as an ordinary outdoor golf course and the field is shown as having thereon such natural hazards and obstacles as lakes 33, trees 34 and streams 35. In addition, the various holes have associated therewith the usual artificial obstacles and hazards such as bunkers and sand traps generally designated by the numeral 36.

As previously stated, the game board is preferably laid off to represent an eighteen hole golf course, and the tees, each of which is indicated by the numeral 37, bear the consecutive numbers from 1 to 18 to correspond with the holes with which they are respectively associated. Adjacent each of the tees is printed a small rectangle 38 bearing a number indicating the theoretical number of yards from the tee to the corresponding hole, together with an indication of what is theoretically par for such hole. Each green is indicated by the numeral 39 and each bears a representation of a flag 40 bearing the number of the corresponding hole.

Each fairway is generally designated by the numeral 41 and on the right side of each fairway is printed a series of numbers 42 indicating the progressively increasing distances from the tee to the corresponding hole. On the opposite side of each fairway is printed a series of numbers 43 indicating progressively increasing distances from the hole toward the tee, this being done to facilitate determining the distance from any player's game piece to the hole after the drive has been made from the corresponding tee, as will become apparent. The numbers 42 and 43 preferably are placed adjacent arcuate broken lines 44 which are concave toward the associated tee for convenience in reading the numbers. Intermediate the arcuate lines 44 are printed short dash lines 45, each adjacent pair representing a distance of five yards. The short lines 45 are preferably printed in as nearly a continuous line as possible from each tee to its associated green, thus serving to visually associate each tee with its corresponding green. It will be noted that the various bunkers and hazards lie in or to one side of each fairway line determined by the printing of the short lines 45 leading to each hole.

Referring to Figures 2, 3 and 5, it will be noted that a lever 46 is arranged within the box 21 and is preferably bent intermediate its ends as shown in Figure 2 to permit it to partake of its desired movement to be described while still permitting the use of a relatively shallow box 21. The lever is fulcrumed on a knife edge 47 engageable in a notch 48 in the lever and to each side of the fulcrum, the lever is arranged between a pair of vertical guides 49 which may extend between the top 22 and bottom 27. These guides obviously predetermine the path of swinging movement of the lever.

The end of the lever adjacent the forward wall 23 of the box is provided with an upstanding pin 50 extending through an opening 51 in the top 22 and through an opening 52 in a block 53. The upper end of the pin 50 carries a tee 54 on which is placed a small marble or similar ball 55 to be driven in a manner to be described.

The opposite end of the lever 46 is connected to a bar 56 (Figures 2, 3 and 5) and suitable braces 57 may be connected between the lever 46 and bar 56 to hold these elements rigid with respect to each other. The bar 56 carries a plurality of upstanding pins 58 and the board 22 is provided with

a corresponding number of openings 59 through which the pins 58 extend. Each pin 58 carries a head 60 (Figure 5) at its upper end and each of these heads is centered within one of the openings 59 to be easily vertically movable there-through. A tapered plate 61 is secured against the upper face of the board 22 and has its thicker edge arranged adjacent the right hand end of the board 22 as viewed in Figure 2. The cover 28 is hinged to the box 21 as at 62 and this hinge may be connected to the block 61 as well as to the body of the box 21. The block 61 is provided with a plurality of openings 63 each corresponding in size and arranged in alignment with one of the openings 59.

It will be obvious that each head 63 (Figure 5) is movable through one of the openings 59, 63 and is normally arranged below the top surface of the block 61, thus forming a pocket into which the ball 55, when driven as will be described, is adapted to drop. The ball 55 is driven from the tee 54 toward any selected opening 63 and if it misses one of these openings or passes between the openings of an adjacent pair it will strike against the cover or back 28 and roll down the upper inclined surface of the block 61. In order to guide the ball into one of the openings, the upper surface of the block 61 is provided with grooves 64 arranged in pairs converging toward the board 28 and diverging at their forward ends so that each groove communicates with one of the openings 63. Twenty openings 63 are preferably employed and these openings are numbered from 1 to 20 as shown in Figure 1. It will be obvious that when a ball is arranged in one of the openings 63 it will be supported on the head 60 therein and may be returned to play by depressing the tee 54 to swing the lever 46 and thus cause the head 60 on which the ball rests to be moved upwardly to eject the ball. In the playing of the game the rear end of the board, that is, the right hand side as viewed in Figure 2, may be very slightly elevated so that the ball will return to the player by rolling by gravity toward the forward end of the board.

As is well known, the outdoor game of golf is played by first teeing off the ball and then employing a wood driver for driving the ball down the fairway toward the hole. The particular club employed for the next shot depends upon the point to which the ball is driven, the wood brassie being employed if the ball is on the fairway a substantial distance from the hole, a No. 7 iron or pitcher being employed if the ball is in a trap, etc. When the ball is on the green a putter is employed for holding out, as is well known. The selection of the proper club is a matter left for the judgment of the individual player. The present game simulates the outdoor game of golf by permitting the player to theoretically select the proper club to use under particular conditions, the driver being theoretically used from each tee on the playing board and a game piece being employed for each player and placed in position on the board corresponding to the results of each drive.

For example, when the result of the first drive is known, a player may place a game piece 65 (Figures 9 and 10) in a position on the playing board corresponding to results of the drive as will be further explained later. Each game piece may have a flat bottom 66 to adapt it to rest in a given position on the board and is preferably provided with a pitted surface 67 to simulate a golf ball. The top of each game piece may be

suitably numbered as at 68 or provided with any other indicia to identify a particular player.

The game piece referred to having been placed in a position corresponding to the drive, the player will then theoretically select the proper club to be used for the next play. In order to simulate the usual game of golf and in order to provide for the determining of definite results from each drive, the inside of the cover 28 is provided with rules generally indicated in Figure 1. These rules are laid off in columns, preferably ten in number, column No. 1 indicating the wood driver, column No. 2 indicating the wood brassie, and columns Nos. 3 to 10 inclusive successively indicating irons Nos. 2 to 9 inclusive. Each column bears twenty numbers corresponding to the twenty openings 63, and each number is followed by an indication of the result of a particular shot. It will become apparent that a player having indicated which club he will use, may select one of the openings 63 into which to drive the ball, and this number ordinarily will be the number under the name of the club being theoretically used which will give the best results. These results are established arbitrarily and an excellent and interesting game may be played by following the rules set forth below, ten columns of rules being given on the following pages corresponding to the rules as they are preferably printed on the inside of the cover 28 so as to be always visible to the player. The following pages obviously are only illustrative, and as indicated, any arbitrary set of rules may be followed:

No. 1 Wood—Driver

- No. 1—Perfect drive 250 yds. straight (see exceptions).
- No. 2—Dubbed drive 50 yds. to extreme right in fairway.
- No. 3—Good drive 225 yds. straight (see exceptions).
- No. 4—Ball topped 80 yds. straight into the rough.
- No. 5—Low slice 100 yds. slice off fairway.
- No. 6—Good drive 200 yds. straight (see exceptions).
- No. 7—Under the ball 125 yds. to the left off fairway.
- No. 8—Good drive 225 yds. straight (see exceptions).
- No. 9—Low hook 110 yds. off fairway.
- No. 10—Dubbed drive 25 yds. Hook off fairway.
- No. 11—Good drive 240 yds. straight (see exceptions).
- No. 12—Perfect drive 250 yds. straight (see exceptions).
- No. 13—Slice drive 225 yds. off fairway.
- No. 14—Perfect drive 250 yds. straight (see exceptions).
- No. 15—Under ball 115 yds. to the right off fairway.
- No. 16—Good drive 240 yds. slight hook (see exceptions).
- No. 17—Good drive 230 yds. slight slice (see exceptions).
- No. 18—Poor drive 180 yds. hook off fairway.
- No. 19—Good drive 225 yds. straight (see exceptions).
- No. 20—Perfect drive 250 yds. straight (see exceptions).

Exceptions.—On par 3 holes take 1 putt for Nos. 1 and 20. On par 3 holes take 2 putts for Nos. 17, 12 and 14. With Nos. 3, 6, 8, 16 and 17 balls lands in hazard or any hazard on the fairway with comparable distance.

No. 2 Wood—Brassie

- No. 1—Perfect drive 235 yds. straight (see exceptions).
 - No. 2—Slice 200 yds. off fairway.
 - No. 3—Hook 190 yds. off fairway.
 - No. 4—Perfect shot 235 yds. straight (see exceptions).
 - No. 5—Low slice 115 yds. off fairway.
 - No. 6—Good shot 200 yds. slight slice (see exceptions).
 - No. 7—Good shot 225 yds. straight (see exceptions).
 - No. 8—Good shot 200 yds. straight (see exceptions).
 - No. 9—Under ball 90 yds. slice off fairway.
 - No. 10—Good shot 225 yds. straight (see exceptions).
 - No. 11—Under ball 110 yds. hook off fairway.
 - No. 12—Perfect shot 235 yds. straight (see exceptions).
 - No. 13—Good shot 225 yds. straight (see exceptions).
 - No. 14—Topped the ball 75 yds. straight.
 - No. 15—Good shot 225 yds. slight hook (see exceptions).
 - No. 16—Low hook 125 yds. off fairway.
 - No. 17—Under ball 115 yds. straight.
 - No. 18—Good shot 200 yds. straight (see exceptions).
 - No. 19—Poor shot 165 yds. slice off fairway.
 - No. 20—Perfect shot 235 yds. straight (see exceptions).
- Exceptions.*—If green shot take 1 putt for Nos. 1 and 20. If green shot take 2 putts for Nos. 4 and 12. On Nos. 6 and 15 ball lands in hazard if shown. Nos. 7, 8, 10, 13 and 18 on the green if green shot.

No. 2 Iron and Midiron

- No. 1—Perfect shot 180 yds. straight (see exceptions).
- No. 2—Fair shot 155 yds. straight (see exceptions).
- No. 3—Under ball 80 yds. slice off fairway.
- No. 4—Perfect shot 175 yds. straight (see exceptions).
- No. 5—Poor shot 165 yds. slice off fairway.
- No. 6—Fair shot 150 yds. straight.
- No. 7—Topped ball 55 yds. straight.
- No. 8—Perfect 180 yds. straight (see exceptions).
- No. 9—Topped ball 70 yds. slice off fairway.
- No. 10—Good shot 175 yds. slice (see exceptions).
- No. 11—Good shot 180 yds. hook (see exceptions).
- No. 12—Under ball 100 yds. straight.
- No. 13—Perfect shot 170 yds. straight (see exceptions).
- No. 14—Under ball 90 yds. hook off fairway.
- No. 15—Fair shot 145 yds. straight.
- No. 16—Poor shot 160 yds. hook off fairway.
- No. 17—Perfect shot 175 yds. straight (see exceptions).
- No. 18—Topped ball 80 yds. hook off fairway.
- No. 19—Good shot 170 yds. straight (see exceptions).
- No. 20—Good shot 160 yds. straight (see exceptions).

Exceptions.—On green shots take 1 putt for Nos. 1, 8 and 17. On green shots take 2 putts for Nos. 13, 19 and 20. With Nos. 10 and 11 green shot ball lands in hazard if shown or any hazard on the fairway with comparable distance.

No. 3 Iron

- No. 1—Perfect shot 170 yds. straight (on green if distance matches).
 No. 2—Good shot 160 yds. straight (on green if distance matches).
 No. 3—Under ball 80 yds. slice off fairway.
 No. 4—Good shot 155 yds. straight (on green if distance matches).
 No. 5—Poor shot 155 yds. slice off fairway.
 No. 6—Perfect shot 170 yds. straight (on the green if distance matches).
 No. 7—Topped ball 50 yds. straight.
 No. 8—Topped ball 65 yds. hook off fairway.
 No. 9—Perfect shot 170 yds. straight (on green if distance matches).
 No. 10—Poor shot 150 yds. slice (if green shot, ball lands in hazard).
 No. 11—Poor shot 155 yds. hook (if green shot ball lands in hazard).
 No. 12—Under ball 100 yds. straight.
 No. 13—Good shot 160 yds. straight (on green if distance matches).
 No. 14—Under ball 90 yds. hook off fairway.
 No. 15—Good shot 160 yds. straight (on green if distance matches).
 No. 16—Poor shot hook 165 yds.
 No. 17—Good shot 150 yds. straight.
 No. 18—Poor shot into first sand trap.
 No. 19—Good shot 155 yds. straight.
 No. 20—Perfect shot 170 yds. straight (on green if distance matches).

Exceptions.—On par 3 holes take 1 putt for Nos. 1, 9 and 20. On par 3 holes take 2 putts for Nos. 2, 4, 6, 13 and 15. On green shots take 1 putt for Nos. 1, 9 and 20. On green shots take 2 putts for Nos. 2, 4, 6, 13 and 15.

No. 4 Iron—Midmashie

- No. 1—Perfect shot 160 yds. straight (see exceptions).
 No. 2—Poor shot 155 yds. slice (ball in first hazard if shown).
 No. 3—Poor shot 140 yds. slice off fairway.
 No. 4—Good shot 145 yds. straight (see exceptions).
 No. 5—Under ball 125 yds. straight.
 No. 6—Under ball 100 yds. straight.
 No. 7—Perfect shot 160 yds. straight (see exceptions).
 No. 8—Good shot 155 yds. straight (see exceptions).
 No. 9—Topped ball 60 yds. hook off fairway.
 No. 10—Good shot 145 yds. straight (see exceptions).
 No. 11—Good shot 155 yds. straight (see exceptions).
 No. 12—Poor shot 155 yds. hook off fairway.
 No. 13—Good shot 150 yds. straight (see exceptions).
 No. 14—Poor shot 145 yds. hook off fairway.
 No. 15—Perfect shot 160 yds. straight (see exceptions).
 No. 16—Under ball 100 yds. slice off fairway.
 No. 17—Under ball 100 yds. hook off fairway.
 No. 18—Topped ball 50 yds. straight.
 No. 19—Good shoot 150 yds. straight (see exceptions).
 No. 20—Perfect shot 160 yds. straight (see exceptions).

Exceptions.—On green shots take 1 putt for Nos. 1, 7 and 20. On green shots take 2 putts for Nos. 8, 11, 15 and 19. On Nos. 4, 10 and 13 on green if green shots.

No. 5 Iron—Mashie

- No. 1—Perfect shot 150 yds. straight (see exceptions).
 No. 2—Poor shot 140 yds. hook (see exceptions).
 No. 3—Good shot 140 yds. straight (on green if distance matches).
 No. 4—Poor shot 130 yds. hook off fairway.
 No. 5—Under ball 100 yds. straight.
 No. 6—Topped ball 75 yds. hook off fairway.
 No. 7—Perfect shot 150 yds. straight (see exceptions).
 No. 8—Good shot 145 yds. straight (see exceptions).
 No. 9—Under ball 75 yds. hook off fairway.
 No. 10—Good shot 135 yds. straight (on green if distance matches).
 No. 11—Poor shot 140 yds. slice (see exceptions).
 No. 12—Good shot 145 yds. straight (on green if distance matches).
 No. 13—Poor shot 135 yds. slice off fairway.
 No. 14—Good shot 135 yds. straight (on green if distance matches).
 No. 15—Perfect shot 150 yds. straight (see exceptions).
 No. 16—Under ball 75 yds. slice off fairway.
 No. 17—Good shot 140 yds. straight (on green if distance matches).
 No. 18—Topped ball 50 yds. straight.
 No. 19—Under ball 75 yds. straight.
 No. 20—Perfect shot 150 yds. straight (see exceptions).

Exceptions.—On green shots take 1 putt for Nos. 1 and 20. On green shots take 2 putts for Nos. 7 and 15. With Nos. 2, 8 and 11 ball lands in hazard if shown.

No. 6 Iron—Mashie niblic

- No. 1—Perfect shot 135 yds. straight (see exceptions).
 No. 2—Low grounder 130 yds. straight (in trap if shown).
 No. 3—Good shot 125 yds. straight (on green if distance matches).
 No. 4—Under ball 50 yds. straight.
 No. 5—Good shot 115 yds. straight (on green if distance matches).
 No. 6—Perfect shot 135 yds. straight (see exceptions).
 No. 7—Good shot 130 yds. straight (on green if distance matches).
 No. 8—Poor shot 130 yds. hook off fairway.
 No. 9—Good shot 120 yds. straight (on green if distance matches).
 No. 10—Good shot 115 yds. straight (on green if distance matches).
 No. 11—Topped ball 75 yds. straight.
 No. 12—Good shot 130 yds. straight (on green if distance matches).
 No. 13—Low grounder 125 yds. slice (in trap if shown).
 No. 14—Perfect shot 135 yds. straight (see exceptions).
 No. 15—Poor shot 125 yds. slice off fairway.
 No. 16—Good shot 125 yds. straight (see exceptions).
 No. 17—Under ball 75 yds. straight.
 No. 18—Good shot 120 yds. straight (on green if distance matches).
 No. 19—Under ball 100 yds. straight.
 No. 20—Perfect shot 135 yds. straight (see exceptions).

Exceptions.—On green shots take 1 putt for 75 Nos. 1 and 20. On green shots take 2 putts for

Nos. 6, 14 and 16. With Nos. 8, 13 and 15 ball lands in hazard if shown.

No. 7 Iron—Pitcher (short green shots up to 110 yds.)

- No. 1—Perfect shot 2 feet from the hole—take 1 putt.
 No. 2—Ball lands over green (see exceptions).
 No. 3—Ball lands into hazard to left of green (see exceptions).
 No. 4—Perfect shot holed out.
 No. 5—Ball lands short—use club No. 7 once more.
 No. 6—Perfect shot—3 feet from the hole.
 No. 7—Ball lands into hazard to the right of green (see exceptions).
 No. 8—Perfect shot 1 foot from the hole—take 1 putt.
 No. 9—Ball lands to the far side of the green—use putter.
 No. 10—Ball lands short but on the front of green—use putter.
 No. 11—Perfect shot 3 feet from the hole—take 1 putt.
 No. 12—Perfect shot 2 feet from the hole—take 1 putt.
 No. 13—Ball lands on green hole high—take 2 putts.
 No. 14—Ball is short—in hazard if shown in front of green (see exceptions).
 No. 15—Topped ball but rolls to the front edge of green.
 No. 16—Perfect shot 2 feet from hole—take 1 putt.
 No. 17—Ball lands over green into hazard (see exceptions).
 No. 18—Perfect shot 1 foot from hole—take 1 putt.
 No. 19—Good shot 5 feet from hole—take 2 putts.
 No. 20—Perfect shot holed out if within 25 yards of green, otherwise take 2 putts to complete score.
Exceptions.—On Nos. 2, 3, 7, 14 and 17 if no hazard is shown, use No. 7 again.

No. 8 Iron—Niblic (all trap shots)

- No. 1—Perfect out (see exceptions).
 No. 2—Perfect out.
 No. 3—Dubbed first shot out on the second.
 No. 4—Perfect out on the fairway—trap (if green shot, ball goes in hazard).
 No. 5—Dubbed 1 take 2 shots to get out.
 No. 6—Perfect out (see exceptions).
 No. 7—Perfect out (see exceptions).
 No. 8—Dubbed one take 2 shots to get out of fairway trap (same as No. 4).
 No. 9—Perfect out (see exceptions).
 No. 10—Ball buried take two shots to get out.
 No. 11—Perfect out (see exceptions).
 No. 12—Holed out (if green shot otherwise perfect out).
 No. 13—Perfect out (see exceptions).
 No. 14—Missed ball take 2 shots to get out.
 No. 15—Dubbed one take 2 shots to get out.
 No. 16—Perfect out (see exceptions).
 No. 17—Perfect out (see exceptions).
 No. 18—Dubbed 2 take 3 shots to get out.
 No. 19—Perfect out (see exceptions).
 No. 20—Perfect out (see exceptions).

Exceptions.—On green shots take 1 putt for Nos. 1, 9 and 20. On green shots take 2 putts for Nos. 6, 11, 16 and 19. On all others when green is reached used putter. Perfect out nets 25 yards straight.

- No. 1—Holed out.
 No. 2—Overshot cup 1 foot take 1 more to complete score.
 No. 3—Holed out.
 No. 4—Short of cup 2 feet take 2 strokes to complete score.
 No. 5—Overshot cup take 3 strokes to complete score.
 No. 6—Short of cup take 3 strokes to complete score.
 No. 7—Holed out.
 No. 8—3 putts to complete score.
 No. 9—4 putts to complete score.
 No. 10—Holed out.
 No. 11—Overshot cup 5 feet—sinks putt on next shot.
 No. 12—Overshot cup 6 feet—take 2 strokes to complete score.
 No. 13—Holed out.
 No. 14—2 putts to complete score.
 No. 15—3 putts to complete score.
 No. 16—2 putts to complete score.
 No. 17—Holed out.
 No. 18—Overshot cup take 2 putts to complete score.
 No. 19—3 putts to complete score.
 No. 20—Holed out.

In playing in accordance with the foregoing rules, any desired form of miniature club may be employed for driving the ball 55 from the tee 54 toward one of the openings 63. However, the larger the board 22 employed, the more realistic will be the representation of the golf course and the more skill will be required to drive the ball into any selected opening 63. For the purpose of rendering it more practicable to play on a larger board and to facilitate the moving of the game pieces after each drive, it is preferred that the game pieces 65 be made of ferrous metal so that they may be readily picked up and moved by the magnetic type of club shown in Figures 7 and 8. This club comprises a lower shaft section 69 having a driving head 70 at the lower end thereof and an upper shaft section 71 which is tubular as shown and is provided therewithin with a coil spring 72. The upper end of the tubular shaft section may be threaded into a handle section 73 while the two shaft sections 69 and 71 likewise may be threaded together as shown in Figures 7 and 8.

A rod 74 is slidable through an axial opening 75 formed in the shaft section 69 and the handle section 73 is provided with an axial opening 76 through which the rod 74 extends, the upper end of the rod being turned outwardly to form a finger piece 77 movable in a slot 78 formed in the handle 73.

The lower end of the spring 72 seats on the upper end of the shaft section 69 and has its upper end engaging a transverse pin 79 projecting through the rod 74. The spring 72 normally maintains the rod 74 in the position shown in Figures 7 and 8, the handle 77 being arranged in the upper end of the slot 78 and the lower end of the rod 74 being retracted to a position above the lower end of the opening 75 which projects through the lower extremity of the shaft section 69. The two shaft sections 69 and 71 may be formed of a piece of non-magnetic metal while the rod 74 is formed of magnetized steel. By holding the handle in the hand and depressing the finger piece 77, the rod 74 may be projected axially downwardly so that its lower end projects

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from the lower extremity of the club as shown in dotted lines in Figure 7, and such end of the rod 74 may be employed for contacting and picking up a ferrous metal game piece 65 to move it from one position to another. The use of the club illustrated thus facilitates movement of the game pieces, particularly if a relatively large playing board is used.

The present game is played in the following manner:

Any number of people may play the game but it is preferred that the number be limited to four. In this respect also therefore, the game resembles the outdoor game of golf. It is preferred that the number of players be limited since each player throughout the playing of the game will have a game piece in position on the board and each game piece constitutes a hazard or obstacle in the playing of each ball 55. Obviously the playing of the game by a substantial number of people will result in the presence on the game board of so many game pieces that the playing of the game would become too difficult.

Assuming that two people are playing the game they will decide in any manner who is to play first. The first player will then place the ball 55 on the tee 54 ready to start playing. This initial play will represent an initial drive from number 1 tee and in the usual game of golf a wood driver would be used under such circumstances. It will become apparent that the particular circumstances of each play will be determined by the type of club which would be used by a player in playing regulation golf, and in this connection, reference is made to the set of rules indicated as being printed inside the cover 28 and a complete specimen of which is printed above.

Assuming that the first player is ready to drive the ball 55 simulating a drive from the first tee, the player will consult column No. 1 of the rules under which are given twenty possible plays which may be made with such club. These plays are consecutively numbered from 1 to 20 and correspond with the similarly numbered openings 63. In consulting column No. 1 of the rules the player will note that Nos. 1, 12, 14 and 20 indicate perfect drives of 250 yards straight down the fairway. It will be noted that the first hole on the simulated golf course is approximately 400 yards and accordingly the longest drive provided for in column No. 1 will be a perfectly proper and desirable drive from the first tee.

Therefore, the first player preferably would select opening 63 numbered either 1, 12, 14 or 20 toward which to drive the ball 55 and he preferably would select hole No. 20 since this hole will be closer to the tee 54. The player will then use the miniature club provided with the game, and preferably of the type shown in Figures 7 and 8 and will drive the ball 55, attempting to use judgment and accuracy in his drive to aim directly at the opening 20 with a drive which is not strong enough to cause the ball to strike too hard against the rule board 28 and bounce back therefrom. The driver, if successful in "sinking" the ball in hole 20 is then entitled to place his selected game piece 65 on the fairway of the first hole on the board at the point marked "250" on the right hand side of the fairway approaching the green. If the player missed hole No. 20, his ball will have rolled up the inclined top surface of the plate 61 and if the ball was not struck too sharply it will have been stopped by the cover 28 and will then have rolled back down the in-

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clined surface referred to. In so rolling, the ball will either come directly back into the opening 20 or will encounter and be guided by one of the grooves 64 to roll into the opening 20 or into one of the other openings, depending upon the accuracy of the drive. If the ball rolls back into the opening No. 20 the player will be entitled to place his game piece at the point referred to above, namely, at the 250 yard mark on the fairway of the first hole on the course.

If the player misses hole No. 20 and "holes out" in one of the other holes either by directly rolling therein or by being guided therein by one of the grooves 64, he will place his game piece in the position corresponding to the designation in column 1 as determined by the hole in which the ball falls. For example, if the ball drops into hole No. 19, the game piece will be placed at the 225 yard mark, and if it falls into hole No. 18 the game piece will be placed at the 180 yard mark to the left of the center of the fairway, since the ball under rule No. 18 of column 1 indicates that the ball has been "hooked."

The ball having dropped into one of the openings 63, the tee 54, (Figure 1) will be depressed to rock the lever 46 and elevate all of the heads 60 (Figure 5) and this operation will eject the ball 55 from the opening into which it has fallen and the ball will thus return to the forward edge of the playing board. As previously stated, the playing board is preferably slightly elevated at its rear edge so as to provide a sufficient incline of the playing board to cause the ball to roll by gravity back to the forward edge of the board. The second player will then place the same ball 55 on the tee 54 and will use the miniature club in driving the ball toward one of the openings 63. The second player naturally will attempt to "hole out" in the same manner as attempted by the first player, and this is true in theoretically driving from each of eighteen tees since the circumstances will be identical at each of these points, as will be apparent. Having driven the ball 54 into one of the holes, the second player will then place his selected game piece at the point indicated by the direction numbered in column 1 of the directions to correspond with the number of the hole in which the ball has fallen.

The first player will now theoretically select a club in accordance with the position of his game piece on the playing board. Assuming that the first player succeeded in driving the ball into hole No. 20, his game piece will be at the point indicated by the numeral "250" at the right hand side of the fairway approaching the first hole. Reading down the numbers at the opposite side of the fairway starting from the green of the first hole, it will be readily seen that the game piece is approximately 100 yards from the hole, and the first player will theoretically select the proper club in accordance with the theoretical distance from the game piece to the first hole. Referring to column No. 8 of the rules it will be noted that the number 7 iron is intended for shots up to 110 yards, and the player preferably should select this club in preference to any of the clubs indicated in columns Nos. 2 to 7 inclusive since each of the latter clubs is intended for longer shots and the result of the next drive may result in substantially over-shooting the hole.

Assuming that the first player has theoretically selected the No. 7 iron, he will consult the directions in the column headed by the name of the iron to determine the number of the hole 63

toward which he preferably should drive the ball. It will be noted that instructions Nos. 1, 4, 6, 8, 11, 12, 16, 18 and 20 are for perfect shots but provide for varied results. For example, if the player should select and drive the ball into holes Nos. 1, 6, 11, 12, 16 or 18, his driving of the ball would constitute the second stroke on the first hole, to which he would add a stroke in view of the instruction "Take 1 putt." Instruction No. 4 from the column of the rules referred to is for a "Perfect shot holed out." Instruction No. 20 is for a similarly perfect shot, but only if the game piece is within 25 yards of the green, otherwise the instruction is to "Take 2 putts to complete score," that is, to "hole out." Since under the condition being considered the first player's game piece will be 100 yards from the first hole, he preferably would not select hole No. 20 toward which to drive. If he is a particularly skillful player he probably would select hole No. 4, but this is a rather difficult shot because of the distance of the hole from the tee 54. The average player probably would select hole No. 16 or hole No. 18 since the instructions corresponding to these holes each call for 1 putt to "hole out."

Assuming that the first player therefore drives the ball toward hole No. 18, such drive will be the second stroke on the first hole for the first player, and if he succeeds in dropping the ball into hole No. 18, he will automatically take 1 putt, thus giving him 3 strokes on the first hole. Assuming that the player missed hole No. 18 and the ball fell into hole No. 19, the first player would automatically take 2 putts to "hole out," thus giving him 4 strokes for the first hole. Having "holed out" and made a record of his score for the first hole, the first player will turn the club over to the second player who will repeat the play in accordance with the particular circumstances in which his game piece is involved. For example, assuming that the second player in driving from the tee 54 on the first play had attempted to drop the ball into hole No. 14 but that the ball had fallen into hole No. 15, the second player's drive will have been 115 yards to the right off the fairway (instruction No. 15, column headed "No. 1 wood." Under such circumstances, reading down from the first hole to the right of the fairway, the second player's game piece will properly have been placed at approximately 235 yards from the first hole. The second player, therefore, preferably would theoretically select the No. 2 wood (brassie) as the club to use on his second shot and would follow the instructions in the proper column of rules. Assuming that the second player selects hole No. 20 and succeeds in dropping the ball thereinto on his second shot, he will have moved the ball the necessary 235 yards on the playing field in accordance with instruction No. 20 of the column headed No. 2 wood. However, this instruction bears the notation "See exceptions" and at the bottom of the column it will be noted that on hole No. 20 the player should take 1 putt to "hole out." Under such circumstances, the second player will have driven the ball twice to make two strokes, to which he will add 1 putt in accordance with the "exception" referred to, thus giving him a score of three strokes on the first hole.

A typical set of rules has been given above to provide for the theoretical use of ten different groups on each of 18 holes, depending upon the circumstances of play, and each column of in-

structions bears 20 separate instructions corresponding to 20 openings 63. Therefore it will be apparent without specifically discussing all of the rules that a player is caused to exercise his own judgment in the theoretical selection of a club for each play, even on some of the drives from the tees. For example, the eighth, twelfth and fifteenth holes are relatively short and the selection of the No. 1 wood for theoretically driving off the tee of each of these holes might result in drives which are entirely too long. In other words, for all shots the player should take into consideration the distance of the ball from the hole in theoretically selecting the proper club for each shot. All of the regular clubs used in the conventional game of golf are represented in the ten columns on the rule board including the number 8 iron for all trap shots, if a player should drive into a trap in accordance with the instructions under which any previous play has been made. It will be obvious of course that if in accordance with a previous play the ball has been theoretically driven to the green, the player will select the putter for the next theoretical drive and accordingly will follow the instructions in the last column of rules.

Only one ball 55 need be used in the playing of the game and after this ball has been driven into any one of the holes 63, the tee 54 may be depressed to return the ball in the manner previously described. Each player uses one of the game pieces to indicate the position of his ball on the golf course after each shot, the game pieces remaining on the board throughout the playing of the game. The positions of these game pieces will constantly vary, of course, and will constitute hazards which will interfere with the playing of the ball 55 toward certain of the holes 63. Therefore, it is necessary for each player before making each shot not only to select the proper hole 63 toward which to shoot, in accordance with the particular column of instructions being followed, but also to make certain that no player's game piece is in the way of a drive toward such hole.

The use of the reproduction of the golf course not only makes the appearance of the game apparatus extremely attractive but also serves as the playing surface over which the ball 55 is driven toward the openings 63. Moreover, the use of the reproduction of the golf course as the playing surface results in a use for the game pieces other than marking the player's position on the course, namely, as hazards or obstacles which require watchfulness on the part of each player and which tend to increase the player's skill. In this connection, it will be noted that a game piece may lie just to one side of a line between the tee 54 and the hole 63 toward which it is desired to drive the ball, and the player must use extreme skill if he persists in driving the ball toward such hole. If he strikes a player's game piece when so driving, he loses a stroke and must again "tee up" and repeat his drive. It will be apparent that the top 22 therefore serves several distinct but related purposes in the playing of the game.

The board is preferably made of sufficient size as to require substantial skill in the playing of the game. The structure of the apparatus is extremely simple, there being merely a simple box-like structure 21 which is shallow and requires little room for storage, the simple lever mechanism requiring very little space because of the short stroke of each head 60 (Figure 5) for

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ejecting a ball thereon, and because of the bending of the lever intermediate its ends to provide ample clearance for the left hand end of the lever as viewed in Figure 2. Of course, the opposite end of the lever need not normally incline upwardly to the position shown in Figure 1, but this is desirable in order to permit the use of relatively short pins 58 (Figure 5). The board 28 not only serves very conveniently as a surface for carrying the playing rules in a position in which they are at all times visible, but also serves as a cover for the playing field when the game is not in use.

Any desired type of miniature club may be employed. However, the type of club described, and illustrated in Figures 7 and 8, together with iron-containing game pieces 65 are employed when the playing board is of substantial size. The rod 74 has its lower end normally retracted to the position shown in Figure 7 and accordingly the club is free to be used in driving the ball without any interference from the lower end of the rod 74. After a play has been made and the player desired to move his game piece, particularly if it is toward the back edge of the board, he will hold the handle of the club in his hand and push downwardly on the knob 77 (Figure 8) to move the rod 74 against the tension of the spring 72 to project the lower end of the rod 74 from the lower end of the club, as shown in dotted lines in Figure 7. As previously stated, the rod 74 is magnetized steel, and with this rod projecting from the bottom of the club, the player may take advantage of the length of the club by reaching with the club to pick up the game piece magnetically with the lower end of the rod 74 to move the game piece to the proper position in accordance with his previous play. Having placed the game piece in the proper position on the board, the player will release the knob 77, whereupon the spring 72 will retract the rod 74 and release it from the game piece.

From the foregoing it will be apparent that the present game apparatus is an extremely simple apparatus which is relatively cheap to manufacture and the playing of which closely simulates the conventional game of golf as to the scoring of the game, the theoretical selection of the proper club to play under a particular condition, etc. The game is useful in teaching a novice the rules of the game, developing his judgement as to the selection of clubs, etc. The apparatus does not in any sense involve the element of chance in the playing thereof, every shot requiring both judgment and skill on the part of the operator.

It is to be understood that the form of the invention herewith shown and described is to be taken as a preferred example of the same and that various changes in the shape, size and arrangement of parts may be resorted to without departing from the spirit of the invention or the scope of the subjoined claims.

We claim:

1. A game apparatus comprising a game board provided with a series of openings near one edge thereof, a bar beneath said openings extending parallel to the line of said openings, a head carried by said bar in each opening normally below the surface of said board to support a ball in any opening, a lever connected to said bar and extending to a point near the opposite edge of said game board, and a member arranged adjacent the last named edge of said board to support a ball to be driven therefrom toward said openings, said member being connected through said board to

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the adjacent end of said lever to provide a handle for the latter to render it operable for moving said bar to cause ejection of the ball from any of said openings by the head therein.

2. A game apparatus comprising a game board provided with a series of openings near one edge thereof, a bar beneath said openings extending parallel to the line of said openings, a head carried by said bar in each opening normally below the surface of said board to support a ball in any opening, a lever connected to said bar and extending to a point near the opposite edge of said game board, a member arranged adjacent the last named edge of said board to support a ball to be driven therefrom toward said openings, said member being connected through said board to the adjacent end of said lever to provide a handle for the latter to render it operable for moving said bar to cause ejection of the ball from any of said openings by the head therein, a cover for said game board hinged thereto adjacent the first named edge thereof and adapted to be supported in a vertical position to act as a stop for a ball driven past said openings, and an inclined structure between said openings and the first named edge of said game board for causing a ball driven past said openings to gravitate back toward said openings.

3. A game apparatus comprising a game board having a representation of a playing field thereon and being provided adjacent one edge thereof with a line of openings toward which a ball may be driven from a point adjacent the opposite edge of said board, means for determining the results of each drive of the ball in accordance with the opening into which it drops, a game piece for each player adapted to be placed on the game board and moved with respect to the playing field thereon to indicate the results of each drive of the ball, each game piece when in position on the game board constituting a hazard between said openings and the point on the board from which the ball is driven, a bar beneath said openings parallel to the line of said openings, a head carried by said bar within each opening and normally below the upper end thereof to support a ball therein, a lever connected to said bar and operable from the second named edge of the board to move said lever and said heads upwardly to eject the ball from any opening into which it has dropped, a back stop arranged adjacent the first named edge of the game board to stop balls driven beyond said openings, and a member having a surface sloping downwardly from said back stop toward said openings and being provided with a plurality of grooves at least one of which leads to each opening to guide a ball thereinto.

4. A game apparatus comprising a game board having a representation of a playing field thereon and being provided adjacent one edge thereof with a line of openings toward which a ball may be driven from a point adjacent the opposite edge of said board, means for determining the results of each drive of the ball in accordance with the opening into which it drops, a game piece for each player adapted to be placed on the game board and moved with respect to the playing field thereon to indicate the results of each drive of the ball, each game piece when in position on the game board constituting a hazard between said openings and the point on the board from which the ball is driven, a bar beneath said openings parallel to the line of said openings, a head carried by said bar within each opening and nor-

mally below the upper end thereof to support a ball therein, a lever connected to said bar and operable from the second named edge of the board to move said lever and said heads upwardly to eject the ball from any opening into which it has dropped, and a ball supporting member arranged at said point adjacent the second named edge of the board to support the ball to be driven therefrom and connected through said board to the adjacent end of said lever to provide manual actuating means therefor.

5. A game apparatus comprising a game board having on the upper surface thereof a pictorial representation of a golf course, said board being provided with a plurality of aligned openings adjacent and parallel to one edge thereof and toward which a ball is to be driven from a point adjacent the opposite edge of said board, a bar beneath said openings parallel to the line thereof, a head carried by said bar in each opening normally below the top thereof to support the ball in any opening, a lever connected at one end to said bar and projecting toward said opposite edge of said board, a ball supporting member arranged at said point adjacent said opposite edge of said board and connected through said board to said lever to form manual actuating means therefor to simultaneously raise said heads and eject the ball from any opening into which it has dropped, means for determining the results of each drive

of the ball toward said openings in accordance with the opening into which the ball drops, and a game piece for each player movable over the game board to be placed in position on the golf course thereon in accordance with the results of each drive, said game pieces having flat bottoms to provide stability for holding them in the positions in which they are placed and forming obstacles between said point and the line of said openings.

WILLIAM C. ROBINSON.
RICHARD M. LIVINGSTON.

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