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[54] **SIMULATED GOLF GAME APPARATUS**

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[52] **U.S. Cl.** ..... **273/134 CG**

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/134

[56] **References Cited**

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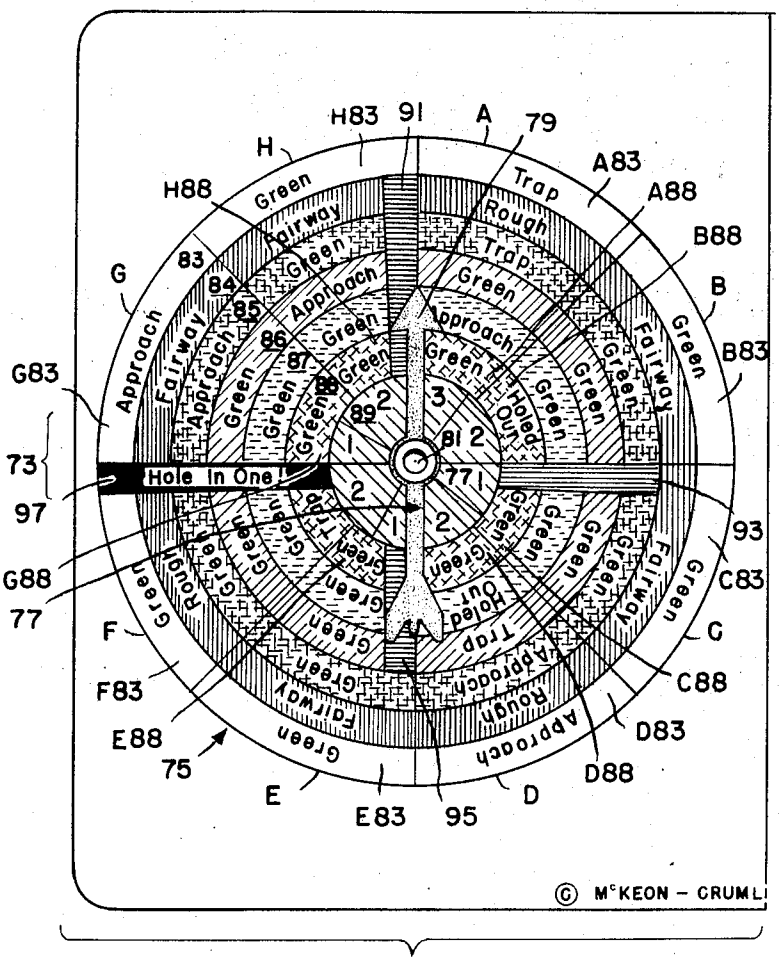
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[57] **ABSTRACT**

A simulated golf game apparatus comprising a game board marked to represent a golf course, a golf ball position areas marked on the golf course in different colors to indicate various golf ball positions for tee shots, fairway shots, shots from te rough, approach shots, trap shots, and putts, a ball marker adapted to be moved by each player from one golf ball position area to another in accordance with the results of the shots taken by the player, and a golf shot executing device including a spinner disk divided by concentric circles into radially disposed annular golf shot rings for each type of golf shot to be executed by the player and distinguished from one another by different colors corresponding to the colors of the golf ball position areas of the game board, the annular rings being divided by radial lines into golf shot result segments marked with golf shot results, and a spinner rotatably connected to the disk at the center of the rings, whereby a player takes a golf shot by spinning the spinner and observing which shot result its pointer end indicates in the appropriate golf shot ring, whereupon the player moves his ball marker to the appropriate ball position area for his next shot.

1 Claim, 5 Drawing Figures



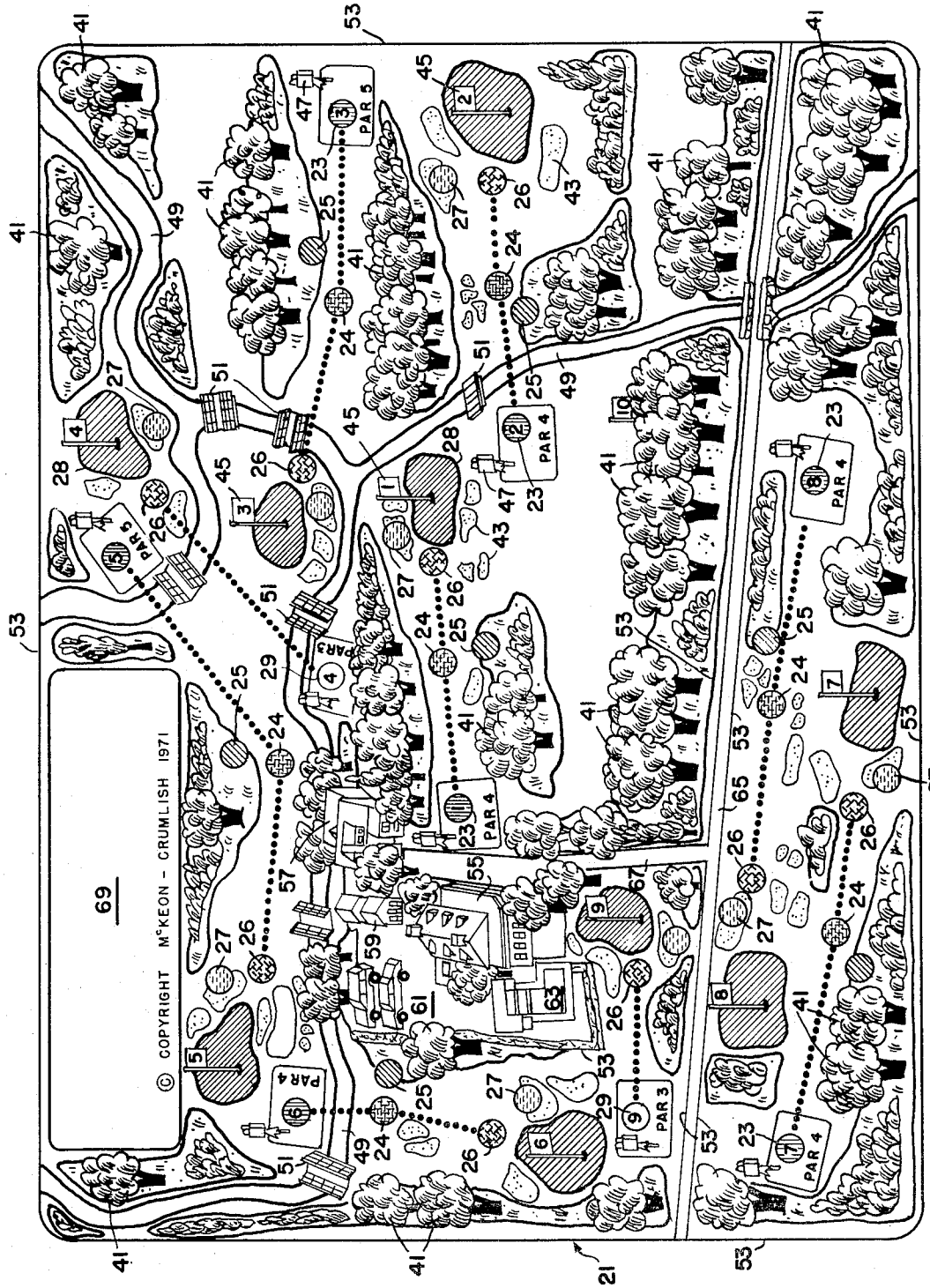


FIG. 1.



FIG. 4.

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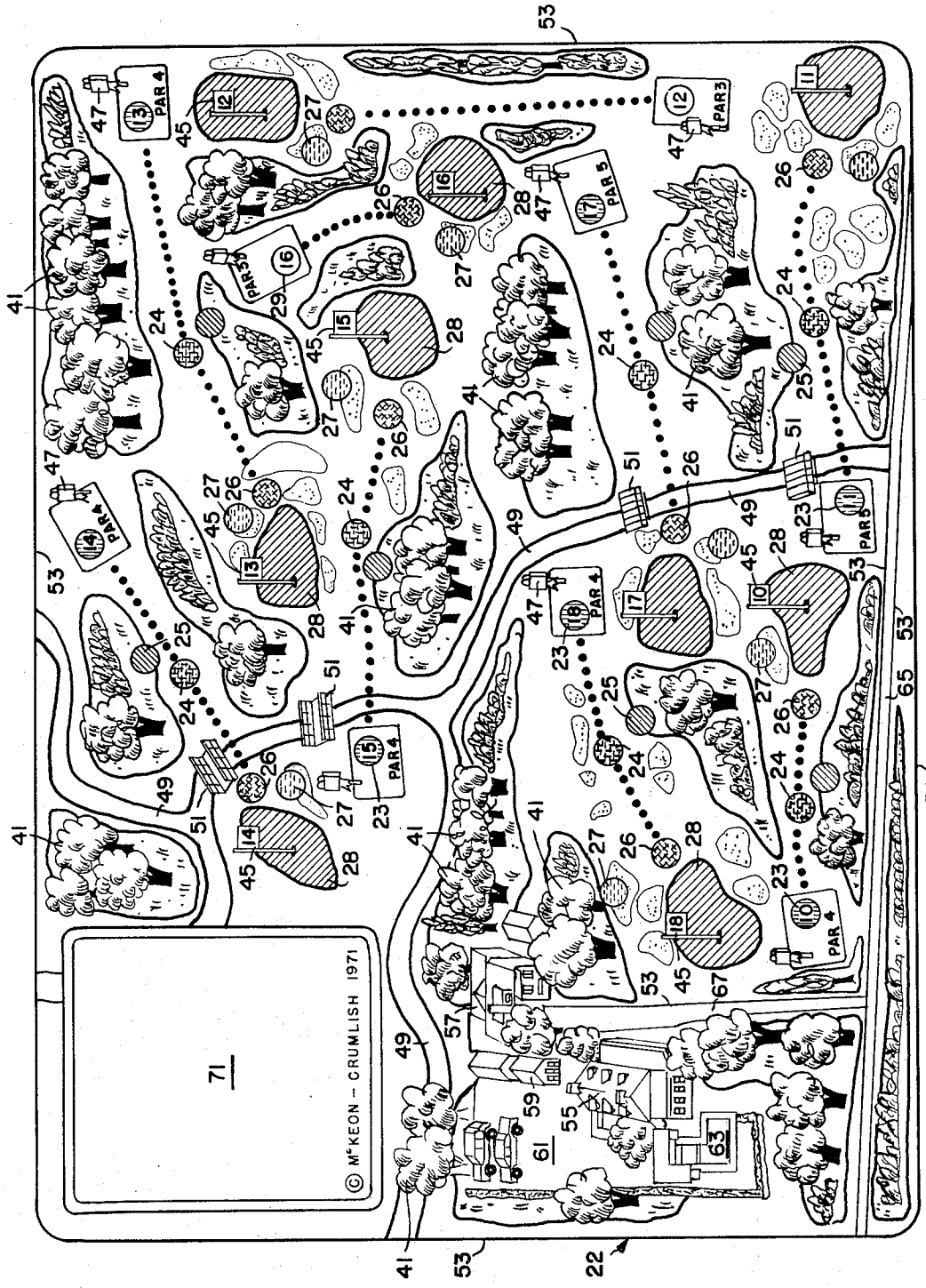


FIG. 2.

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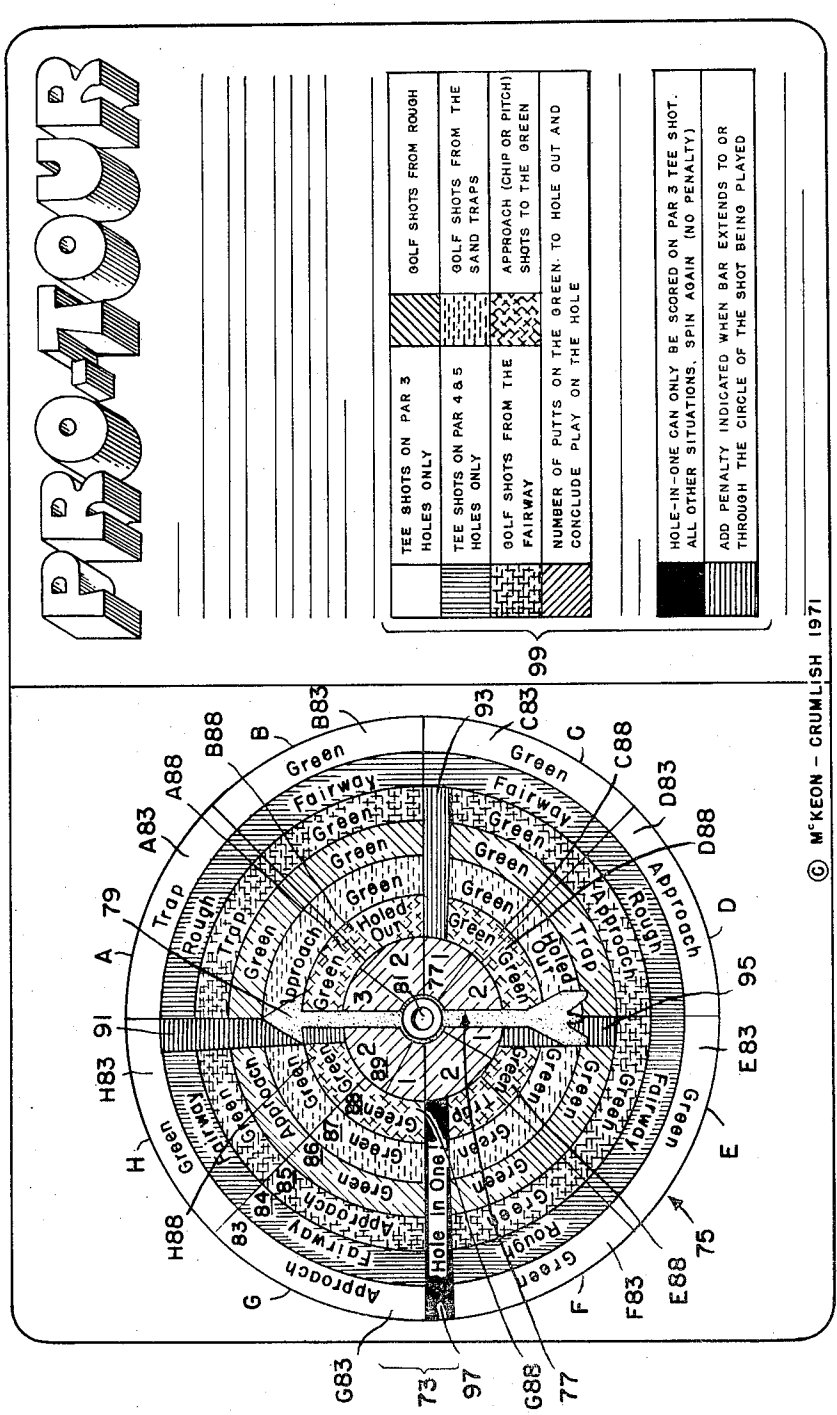


FIG. 3b.

FIG. 3a.

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SIMULATED GOLF GAME APPARATUS

BACKGROUND OF THE INVENTION

It is an object of this invention to provide a simulated golf game which will enable the amateur golfer to compete on an equal competitive basis against the world's best professional tournament-tested golfers.

It is another object to provide a simulated golf game wherein the winner cannot be predicted in advance, and wherein each player has the same chance to shatter golf course records or to sky-rocket out of contention, all depending on luck rather than on golfing skill, just as in real golf tournament play where chance often determines the winner among professional golfers having equal skill.

It is another object to provide a simulated golf game which is adaptable for use for every conceivable type of golf match devised, and which has all the elements of suspense, frustration, and excitement in anticipation of possible victory, as does pressure-packed tournament play experienced by professional golfers.

DEFINITIONS

For the convenience of non-golfers, the following terms are defined. "Par" is the regulation score on a golf hole. "Birdie" is a score one stroke under par. "Eagle" is a score two strokes under par. "Bogie" means one stroke over par, and "double bogie" is two strokes over par. "Honor:" the player who tees off first is said to have the honor.

BRIEF DESCRIPTION OF THE DRAWINGS

Other objects and advantages of this invention, including its simplicity, will further become apparent hereinafter and in the drawings, in which:

FIG. 1 is a view in top plan of a game board marked with the representation of the first nine holes of a golf course;

FIG. 2 is a view in top plan of a game board representing the second nine holes of a golf course;

FIG. 3*a* is a view in top plan of a spinner device used in executing simulated golf shots; and

FIG. 3*b* is a view in top plan of the instructions as to how to play the simulated golf games.

FIG. 4 is a view of a player's ball marker.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Turning now to the specific embodiment of the invention selected for illustration in the drawings, FIG. 1 shows a top plan view of the front nine 21 of a golf course, and FIG. 2 shows the back nine 22.

The par 4 and 5 holes are provided with a number of golf ball position areas including, as illustrated on the first hole, a tee shot area 23 colored in red, a fairway shot area 24 colored in yellow, a shot from the rough area 25 colored in brown, an approach shot area 26 colored in orange, a sand trap shot area 27 colored in gray, and a putting green area 28 colored in green.

The par 3 holes, such as the fourth hole, include a tee shot area 29 colored in white, an approach shot area 26 colored in orange, a sand trap shot area 27 colored in gray, and a putting green area 28 colored in green.

FIGS. 1 and 2 also illustrate trees 41, sand traps 43, flags 45 indicating the number of the hole, ball washers 47, a creek 49 which wanders through the golf course, bridges 51 at various points over the creek, out-of-bounds 53 at the perimeter of the golf course and along the roads, a club house 55, locker room 57, pro shop 59, parking lot 61, swimming pool 63, road 65, and entrance driveway 67. Boxes 69 and 71 provide space for advertising matter and the like.

FIG. 3*a* shows a golf shot executing spinner device 73 for simulating the execution of various golf shots by the players of the game. Spinner device 73 includes a spinner disk 75, and a spinner 77 having a pointer end 79. Spinner 77 is rotatably connected to spinner disk 75 by a rivet 81.

Spinner disk 75 is divided by concentric circles into radially disposed annular golf shot rings 83–89 for each type of golf shot to be executed by the player. Golf shot rings 83–89 are distinguished from one another by different colors corresponding to the colors of the golf ball position areas 23–29. White outer ring 83 is used for tee shots from the par 3 holes and is colored white to correspond with the tee shot areas 29 on the game boards 21 and 22. Golf shot ring 84 is used for tee shots from the par 4 and 5 holes and is colored red to correspond to tee shot areas 23.

Ring 85, colored yellow, is the fairway shot ring and is used for executing fairway shots from yellow fairway shot areas 24.

Golf shot ring 86 is the shot-from-the-rough ring and is used when executing golf shots from rough areas 25 and is colored brown to correspond thereto. Gray golf shot ring 87 is the sand trap ring and is used for executing sand trap shots from gray sand trap areas 27.

Golf shot ring 88, colored orange, is the approach shot ring and is used for executing shots from orange approach areas 26.

Spinner disk 75 is divided by radial lines into eight pie-shaped portions A through H, and annular golf shot rings 83 through 88 are divided by those radial lines into golf shot result segments A83 through A 88, B83 through B88, C83 through C88, D83 through D88, E83 through E88, F83 through F88, G83 through G88, and H83 through H88.

Putting green annular ring 89 is divided by radial lines into golf shot result segments which indicate one, two or three putts.

In addition, at the 12 o'clock position, a radial penalty bar 91, colored blue, passes through golf shot rings 84 through 88. Another blue penalty bar 93 at the 3 o'clock position passes through only golf shot rings 85 through 88, and a third blue penalty bar 95 at the 6 o'clock position extends through golf shot rings 86 through 88.

A radial "Hole-in-One" bar 97 at the 9 o'clock position is colored in black, and passes through golf shot rings 83 through 88.

FIG. 3b shows the rules of how to play the simulated golf game of this invention, and includes a legend 99 which is color coded to correspond with the colors of the golf shot rings 83–89 of FIG. 3a and with the colors of shot areas 23–29 of FIGS. 1 and 2.

The rules as set forth in FIG. 3*b* are as follows:

PRO-TOUR

CHAMPIONSHIP GOLF

HOW TO PLAY:

1. Each player selects a Ball Marker (wood tee) and places marker on the First Hole Tee.

2. NOTE: There are differently colored Ball positions on each hole, white for the tees on par 3 holes, red for

the tees on par 4 and 5 holes; yellow for fairway; brown for rough; orange for approach area; gray for sand traps; green for putting green. These colors correspond to Golf Shot rings on the spinner disk. Each Golf Shot is made by spinning the spinner. The spinner will indicate to the player the result of his Golf Shot, and to which ball position he will advance his Ball Marker on the hole being played, by pointing to a result marked on a segment of the Golf Shot ring he is using.

3. USE the following Golf Shot rings on the spinner disk for the type of Golf Shot to be played:

Color		Color	
White	Tee Shots on Par 3 holes only	Brown	Golf Shots from the Rough
Red	Tee Shots on Par 4 and 5 holes only	Gray	Golf Shots from the Sand Traps
Yellow	Golf Shots from the Fairway	Orange	Approach (chip or pitch) Shots to the Green
Green	Number of Putts on the Green to hole out and conclude play on the hole		

4. USE the following radial bars on the spinner for a Hole-In-One and penalties:

Color	
Black	Hole-In-One can only be scored on Par 3 Tee Shot. All other situations, spin again (No Penalty)
Blue	Add one stroke Penalty when Blue Bar extends through the ring of the shot being played

5. Holed Out: Means that player has stroked the ball into the hole from the position being played, concluding play on the hole.

FIG. **4** shows a ball marker **101** which may be a wooden tee or peg with a different color for each player so that the players may easily distinguish their ball marker from the markers of others.

To play the game, the players first determine, as by flipping coins, who is to have the honor. The player with the honor places his marker on tee shot area **23** of hole number one and executes his tee shot by spinning the spinner **77** and observing where pointer **79** comes to rest in red tee shot ring **84.** If pointer **79** points to golf shot result segment **A84** which is marked "Rough," the player moves his marker **101** to th brown shot-from-the-rough area **25** on hole number one. Then he spins spinner **77** again and observes where pointer end **79** comes to rest in the brown shot-from-the-rough ring **86.** If pointer end **79** points to golf shot result segment **H86** which is marked with the result "Approach," the player moves his ball marker **101** to approach shot area **26** on hole number one. Then he spins spinner **77** again and if pointer end **79** comes to rest pointing at golf shot result segment **A88** marked "Green," he places his ball marker **101** on the green of hole number one. Once again he spins spinner **79** and observes where it comes to rest on putting ring **89** which indicates one, two or three putts. If it indicates one putt, the hole is completed and the player adds his score: one stroke from red tee **23** to brown rough area **25,** one stroke from brown rough area **25** to yellow approach area **26,** one stroke from approach area **26** to green or putting area **28,** and one putt, for a total of four strokes on the hole, even par. The player's score is marked on a scorecard.

The second player places his ball marker on tee shot area **23** of hole number one and spins the spinner **77.** If pointer **79** points to golf shot result segment **B84,** "Fairway," he places his ball marker on fairway shot area **24.** Then he spins spinner **77** again, and if pointer end indicates golf shot result segment **B85,** marked "Green," he places his ball marker on the green. He again spins spinner **77** and if it comes to rest on two putts, he has completed the hole and he adds his score and marks it on the scorecard: one shot from tee area **23** to fairway **24,** one shot from fairway area **24** to green **23,** and two putts, for a par.

The third golfer places his tee marker on tee shot area **23** of the first hole, and spins the spinner which lands on tee shot result segment **H84,** marked "Fairway." He moves his ball marker to fairway shot area **24** and spins again. This time the pointer end **79** points to fairway shot result segment **A85,** marked "Trap," so he moves his ball marker to sand trap shot area **27** and spins again. This time the pointer end **79** points to **B87,** marked "Green," so he moves his ball marker to the putting green area **28.** He spins again and lands on two putts for a total of five strokes for the hole, a bogie: one shot from tee area **23** to fairway shot area **24,** one shot from fairway area **24** to trap **27,** one shot from trap **27** to green **28,** and two putts.

The fourth player places his ball marker on tee shot area **23** of hole number one and spins the spinner **77.** Pointer end **79** lands on golf result segment **F84** which is marked "Rough" so he moves his ball marker to rough area **25** and spins again. This time pointer end **79** points to golf result segment **H86** which is marked "Approach" so he moves his ball marker to approach area **26** and spins again. The pointer end **79** points to golf result segment **B88** which is marked "Holed Out" so he does not need to putt and has completed the hole in three strokes, a birdie.

Then the foursome proceeds to the second hole and the golfers continue in like manner to execute the shots by spinning spinner **77,** observing where pointer end **79** comes to rest in the appropriate golf shot ring, noting the golf shot result marked on the golf shot result segments, and advancing their ball markers **101** appropriately. The honor on each hole goes to the player with the lowest score on the previous hole.

On the par **3** holes, if on executing the tee shot the spinner points to "Hole-in-One" bar **97,** the player scores an eagle, having completed the hole in one shot. A hole-in-one can be scored only on the par **3** tee shots. In all other spins where the pointer indicates the "Hole-in-One" bar, the player spins again without penalty.

After spins in which the pointer end **79** comes to rest on the penalty bars, the player adds one penalty stroke to his score and spins again. Penalty bar **91** applies to all shots except the par **3** tee shot and putts, since penalty bar **91** extends through golf shot rings **84** through **88.**

Penalty bar **93** applies only to fairway, trap, and approach shots, and shots from the rough, since it passes only through golf shot rings **85** through **88.** It does not apply to any tee shots.

Penalty bar **95** applies only to shots from the rough, and trap and approach shots, since it passes through only golf shot rings **86** through **88.**

The usual competitive round is eighteen holes and the player scoring the lowest score is the winner. Of course, the players may agree to play any number of holes, usually in multiples of eighteen or nine holes.

It is to be noted that there are seven different colored annular rings, golf shot rings **83** through **89,** on spinner

disk **75**, with each ring representing a different golf shot to be played. White golf shot ring **83** is used for tee shots on par **3** holes only, red golf shot ring **84** is used for tee shots on par **4**'s and **5**'s only, and golf shot rings **85** through **89** may be used on any hole.

The following is typical of play on a par **4** hole. The player places his ball marker on the red tee shot area **23**, spins the spinner **77** and notes that it stops pointing at "Rough" on the ball result segment of tee shot ring **84**. The player advances his ball marker to the brown rough area **25** and spins again. The spinner stops at penalty bar **95** and the player is assessed a one stroke penalty, and he plays the shot again. He spins again and it points at the shot result segment of brown rough ring **86** marked "Trap." He advances his ball marker to the gray sand trap area **27** and spins again whereupon the spinner points at the golf result segment on gray ring **87** which is marked "Holed Out." The player has stroked the ball into the hole from the sand trap and is not required to putt out. He adds his score: tee shot, one stroke; rough shot penalty, one stroke; rough shot to trap, one stroke; trap to hole, one stroke; for a total score on the hole of four strokes, a par. The player records his score on a score card and proceeds to the next hole.

The player should be sure to take note of the par of the hole that he is playing so that he knows whether to use the white par **3** shot ring **83**, or the red par **4**'s and **5**'s golf shot ring **84**. No player should tee off from another hole before all players have concluded play on the previous hole. Players should determine the type of match and the number of holes to be played before teeing off on the first hole.

In the event of a tie score at the end of a match, the players may play extra holes until someone wins by making a lower score on the extra hole or holes than is scored by the others.

I claim:

1. A simulated golf game apparatus comprising a game board marked to represent a golf course, golf ball position areas marked on the golf course and fixed in position including tees, fairways, rough, approach, trap areas and putting greens, said golf ball position areas being marked with different colors to indicate the type of golf shot to be taken therefrom, a ball marker adapted to be moved by each player from one golf ball position area to another in accordance with the results of the shots taken by the player, and golf shot executing means for executing various types of golf shots by the players as indicated by the color of the golf ball position areas, said golf shot executing means including a single spinner disk divided by concentric circles into radially disposed annular golf shot rings for each type of golf shot to be executed by the player and distinguished from one another by different colors corresponding to the golf shot indicating colors of said golf ball position areas of the game board, the annular rings being divided by radial lines into annular golf shot result segments marked with golf shot results which indicate the results of the golf shots and the next ball position area to be taken by the player as a result of the shot, and a spinner rotatably connected to the disk at the center of the rings, whereby a player observes the color of the golf ball position area on which his ball marker rests, takes the color-indicated golf shot by spinning the spinner and observing the shot-result-segment in the golf shot ring of the same color to determine the results of his shot when the spinner comes to rest, and then moves his ball marker to the appropriate ball position area for his next shot, said spinner disk also including radial bars marked to indicate a hole-in-one and penalties, said penalty radial bars intersecting selected golf shot rings and not intersecting other golf shot rings, and said spinner disk including a central green ring indicating a putting green, and wedge-shaped putting-result segments formed by radial lines passing through said central green ring, said putting-result segments indicating the number of putts taken by the player spinning the spinner.

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