

April 15, 1941.

L. G. SCHEIB

2,238,079

INDOOR GAME

Filed Sept. 12, 1938

2 Sheets-Sheet 1

FIG. 1

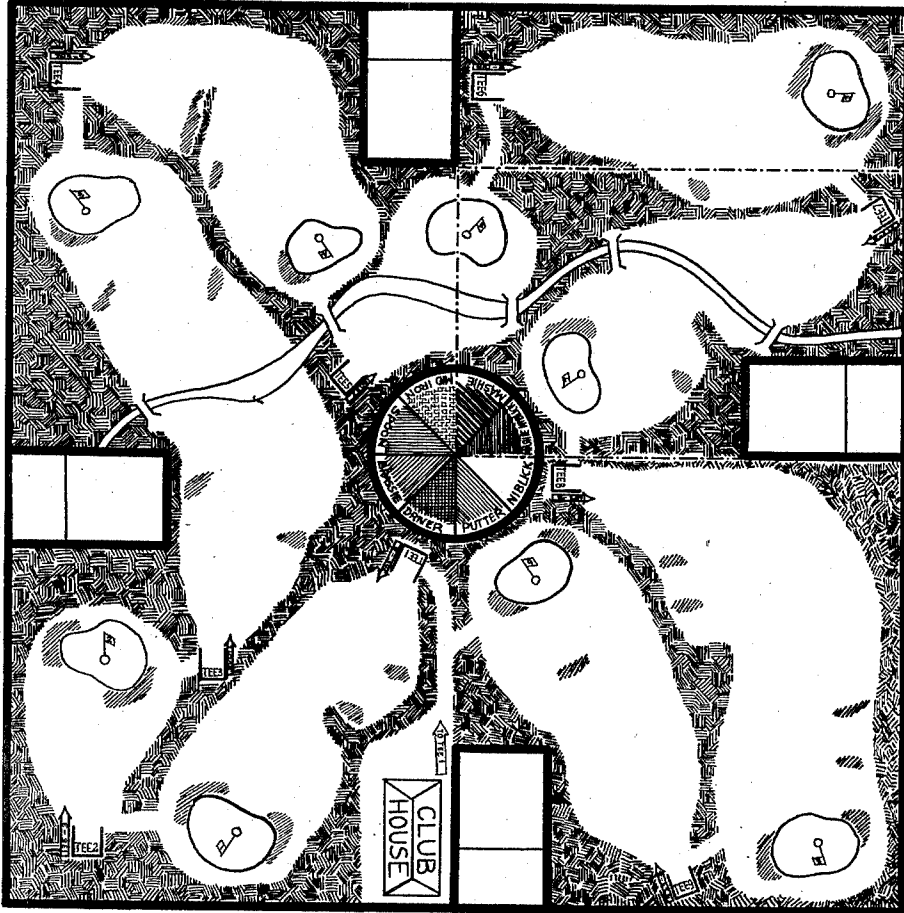


FIG. 2

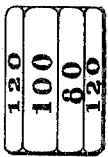


FIG. 3



FIG. 4



FIG. 5

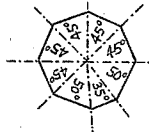


FIG. 6

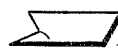
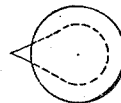


FIG. 7



FIG. 8



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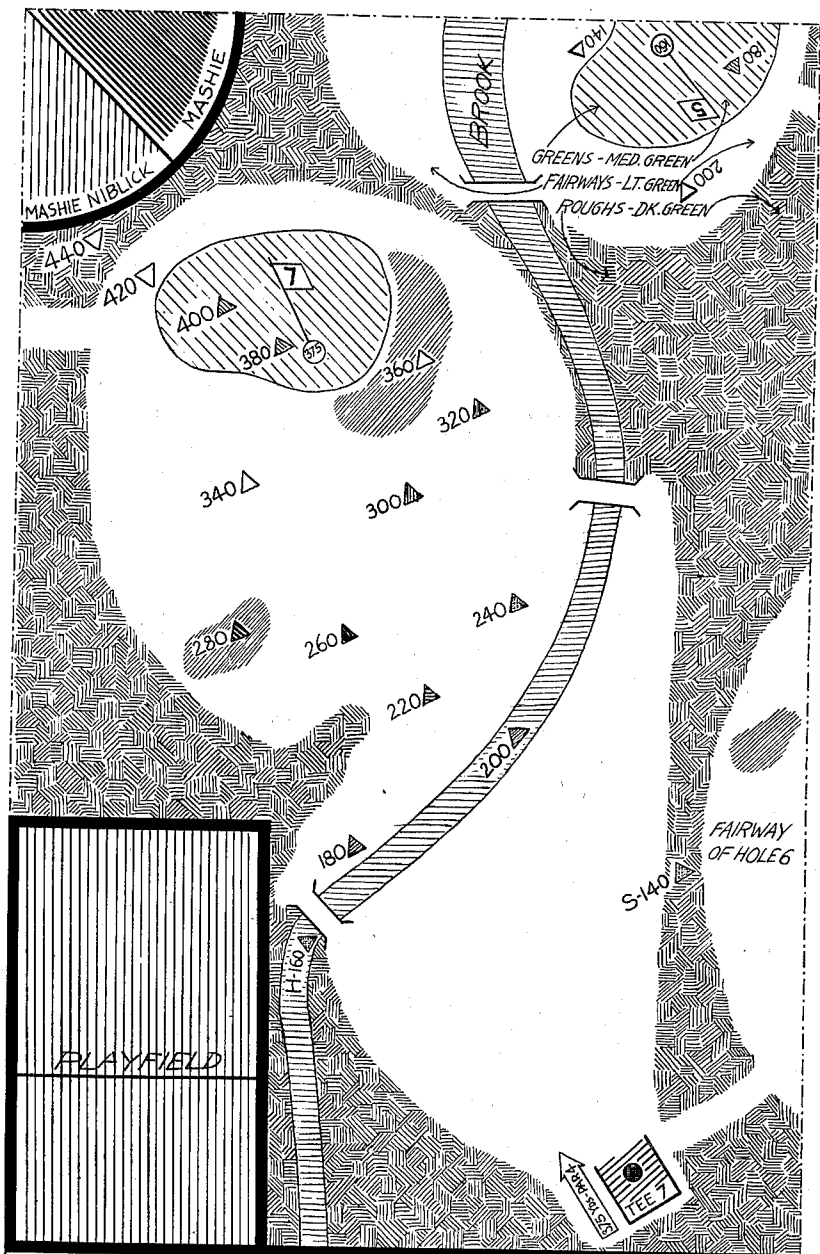
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2 Sheets-Sheet 2

FIG. 9



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UNITED STATES PATENT OFFICE

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INDOOR GAME

Ludwig G. Scheib, Chicago, Ill.

Application September 12, 1938, Serial No. 229,456

1 Claim. (Cl. 273-87)

The present invention relates in general to indoor games, and more in particular to an indoor game which simulates the game of golf. The object of the invention is to produce an improved game of this character, which resembles the outdoor game in many ways, and is adapted to provide entertainment for those who may be confined indoors, or for golfers who are unable to play the regular game on account of the season of the year or because of inclement weather.

The invention and the various features which distinguish it will be described hereinafter with reference to the accompanying drawings, in which—

Fig. 1 shows the game board, laid out in representation of a golf course;

Figs. 2, 3, and 4 show one of the octagonal rollers with which the game is played, referred to hereinafter as a club;

Fig. 5 is a diagram showing the relative size of the eight faces of the club shown in Figs. 2, 3, and 4;

Figs. 6, 7, and 8 show plan, perspective, and top views, respectively, of one of the markers used to represent balls; and

Fig. 9 is an enlarged view of the seventh hole, showing various details not shown in Fig. 1.

Referring to Figs. 1 to 8, inclusive, the apparatus provided for playing the game comprises a game board as shown in Fig. 1, eight of the octagonal rollers or prisms representing clubs, as shown in Figs. 2 to 4, inclusive, and four or more of the devices shown in Figs. 6 to 8, inclusive, representing balls. There may also be provided a set of different colored chips or counters such as are used in poker or other card games, which are not shown in the drawings, as they are of the usual form.

The game board shown in Fig. 1 may be of any suitable material, and is preferably the same size as the top of an ordinary card table. The design which is printed or otherwise impressed thereon in colors is readily recognizable as a representation of a nine hole golf course. The usual features of such course, including the tees, fairways, greens, rough, and water hazards, are shown in the usual manner and will require no detailed explanation. Other features will be pointed out presently.

The so-called clubs, one of which is shown in Figs. 2 to 4, inclusive, are eight-sided prisms, each having a different color, and each labeled on both ends with the name of the club it represents. The prism shown in the drawings is

the mashie and is typical of the other clubs, which are, however, all different as regards the markings on the sides. Fig. 2 shows the markings on four of the eight sides of the mashie, and Fig. 3 shows the markings on the other four sides. In the following table all the clubs are listed, with their colors and side markings.

Table I

Driver.....	Black.....	180	Hook	220	240	260	220	200	Slice
Brassie.....	Brown.....	100	160	180	200	220	180	160	140
Spoon.....	Blue.....	100	140	200	160	Green	180	160	120
Midiron.....	Yellow.....	60	100	120	140	160	180	140	80
Mashie.....	Dk. green.....	80	100	120	140	Hole	Green	160	120
Mashie-nib.....	Red.....	40	60	80	60	Dub	40	100	80
Niblick.....	White.....	Dub	Green	60	Green	Hole	40	Green	20
Putter.....	Lt. green.....	3	2	1	2	3	1	2	2

The eight sides of each club may be equal, but preferably one or more sides are of greater width than the normal, while one or more of the others are narrower. It will be understood that in using one of the clubs, or in making a shot with it, to retain the language of golf, it is rolled out on the board similar to the way dice are rolled, and the marking on the face which is on top when the club comes to rest determines the result of the shot. In general, these markings indicate distance, but others, such as "Green" or "Hole" correspond to shots of exceptional merit, while others such as "Dub" indicate a very poor shot. The difference in the width of the faces may be used to decrease the chances of making a particularly good shot or a very poor one. In the case of the mashie, for example, the side labeled "Hole" may be opposite the narrowest face, as this marking means that the ball is holed out on the shot in question. In the case of the niblick, the side labeled "Dub" would be opposite the narrowest face, as the marking indicates a worthless shot, which should occur only infrequently.

Fig. 5 shows by way of example one way in which the side surface of the prism may be divided. As indicated, five of the eight sides subtend angles of 45°, which may be taken as the normal. Two of the sides subtend angles of 50° and one subtends an angle of only 35°. The side opposite the narrow side carries some unusual shot marking, as previously explained, while the sides opposite the extra wide sides contain markings corresponding to the results which are generally to be expected. In the case of the driver, for example, those faces which are most liable to come uppermost on the shot may be marked with average distances, such as 180 yards and 200 yards. The size of the clubs is not important,

but they should not be too large. They may be of the size shown in the drawings.

The markers representing balls should be at least four in number and preferably have the size and shape shown in Figs. 6 to 8, inclusive. As shown clearly, the base of each so-called ball is elongated at one side to form a pointer, while the top is circular and has a smooth surface adapted to be written on with a pencil. If the material of which the balls are made is not such as will permit pencil marks to be made thereon and erased, an insert of suitable material in the form of a disc is used at the top of each ball. Celluloid and ivory are suitable materials that may be used.

Referring again to Fig. 1, at the center of the board is a large circle which is divided into eight sectors colored and labeled to correspond to the different clubs. This part of the board is referred to as the golf bag, and is the place where the clubs are kept during the game, each club being placed on end in its proper sector. It will be understood that the clubs are used in common by the players, and the so-called golf bag affords a place to keep them where they will be accessible to all.

Near the center of the lower margin of the board will be found a rectangle labeled "Club House," which is used as the depository for the prize to be awarded to the winner, as will be more fully explained in the course of the description of the actual playing of the game.

At each of the four sides of the board there is a rectangle outlined in heavy black which is referred to as a "Playfield." There are four of these rectangles, corresponding to the four players. These so-called playfields provide spaces on the board where the players cast the rollers corresponding to the clubs, in other words, where they make their shots. There is a considerable advantage in requiring each player to use his playfield for this purpose, as it avoids any possibility of interfering with or displacing the balls on the course.

Referring now to Fig. 9, this figure shows on a much larger scale that portion of Fig. 1 which is enclosed in the dotted lines, including the seventh hole complete and also one of the playfields. The figure also shows certain triangular colored markings on the course, with accompanying distance markings, which are used to guide the players during the game. The distance markings correspond to possible distances which may be reached by the balls on various shots, while the colors of the associated triangular markings indicate the clubs that are to be used for the next shots from the respective distances. In addition to the triangular markings, there is a marking on the tee in the form of a colored circle for indicating the club to be used off the tee. This will vary with the length of the hole, as on the long holes the driver will of course be used, while on the par three holes the player will have to use an iron.

The following table gives detailed information as to the course markings referred to above. In the first column will be found all the distance markings, such as Tee 7, S 140, 220, etc. In the second column is given the color of the triangles associated with the distance markings, while the third column shows the club which has to be used for the next shot. The fourth column shows the maximum distance that can be reached by the corresponding club, and the last column shows the point which will be reached if the

maximum distance is secured. This table is not for the use of the players, as the colors and distances are plainly shown on the board and the clubs are colored to correspond, but is included as a convenient means of explaining the arrangement.

Table II

Tee 7.....	Black.....	Driver.....	260	---
S 140.....	Yellow.....	Midiron.....	180	320
H 160.....	do.....	do.....	180	340
180.....	Brown.....	Brassie.....	220	400
200.....	do.....	do.....	220	420
220.....	Blue.....	Spoon.....	200	420
240.....	Yellow.....	Midiron.....	180	420
260.....	Dk. green.....	Mashie.....	160	420
280.....	do.....	do.....	160	440
300.....	Red.....	Mashie niblick.....	100	400
320.....	do.....	do.....	100	420
340.....	White.....	Niblick.....	60	400
360.....	do.....	do.....	60	420
380.....	Lt. green.....	Putter.....	---	---
400.....	do.....	do.....	---	---
420.....	White.....	Niblick.....	60	360
440.....	do.....	do.....	60	380

It will be seen that the maximum distance that can be reached with any club, from the points where such club has to be used, is 440 yards, which is beyond the green. This distance can indeed be reached only in one case, that is, when the mashie is used from the 280 yard mark. In a considerable number of cases, however, the 420 yard mark, also over the green, can be reached. From the fact that the maximum distance may take the ball over the green it will be understood that if a shorter distance is obtained the ball may land on the green, or in the sand trap short of the green. It is impossible, however, to reach the green on this par 4 hole from the tee. The greatest distance from which the green can be reached is the 180 yard mark, from which point a brassie shot of 220 yards will put the ball on the green.

The markings which are shown for the seventh hole may be regarded as typical of the other holes, but the marking of course varies with the length of the hole and the various hazards that may be encountered. This is a matter of choice, and it has been considered unnecessary, therefore, to show more than one hole in detail.

Before describing the playing of the game, it will be convenient to follow a single player as he plays the seventh hole, mentioning a few typical shots and the results secured thereby.

On placing his ball on the tee the player notes the black marker, which calls for the use of the driver. He accordingly selects the club marked "Driver" from the golf bag and rolls it freely across the margin of the board so that it will come to rest somewhere in his playfield. It may be noted here that each playfield has a transverse line and that the player may be required to roll the club in such a manner that it lands between this line and the margin of the board, rolls over the line, and comes to rest in the space beyond. The marking on the side of the club which is on top will then give the result of the shot. As shown in Table I, the result may be a hook or slice, or any distance from 180 yards to 260 yards. In the case of a hook or slice, the ball is moved from the tee to the marking H 160 or S 140, as the case may be, while if the result is more favorable the ball is moved to the distance marking indicated, as the 220 yard mark, for example.

Considering the case of a hook, the ball lands in the brook and must be lifted with a penalty of one stroke and dropped in the rough. The player is now shooting 3 and, as indicated by the color of the triangle H 160, he has to use a mid-

iron for the next shot. The driver is accordingly replaced in the golf bag and the midiron is selected. The minimum distance obtainable with the midiron is 60 yards, which would advance the ball to the 220 yard mark, while the maximum distance is 180 yards, which would advance the ball to the 340 yard mark. Intermediate shots, of course, bring about the advance of the ball to intermediate distance marks.

Reverting back to the tee shot now, if this shot is a slice, the ball is moved from the tee to the S 140 mark, which is in the rough on the right of the fairway. Here the ball may be played without penalty, but a midiron must be used, as described in the case of a hook.

If the tee shot is 200 yards, it lands in the brook, as in the case of a hook, and it must be lifted and dropped with a penalty of one stroke. It is dropped in the fairway, however, and accordingly the player is allowed to use the brassie for the next shot, which may advance the ball anywhere from the 300 yard mark to the 420 yard mark beyond the green. The use of the brassie is indicated by the brown triangle associated with the 200 yard mark.

From the 180 yard mark, the brassie may also be used, as indicated by the associated brown triangle, and the distance to which the ball may be advanced varies from 280 to 400 yards, a shot of the maximum distance carrying the ball to the green.

Continuing now with the first assumed case, in which the tee shot was a hook into the water hazard and after dropping out the player played 3 with the midiron, the result will be an advance of the ball to the 220 yard mark or to the 340 yard mark, or to some intermediate distance. From the 220 yard mark, the player uses the spoon, as indicated by the color of associated triangle, which is blue. From the 240 yard mark the midiron is used, while at the 260 and 280 yard marks the mashie is required. The 300 and 320 yard marks have the color of the mashie-niblick, or red, while the 340 yard mark demands the use of the niblick, being sufficiently close to the green so that the use of this club would be practicable. As stated before, the colors are plainly shown on the board by means of the triangular markers, and the player knows at once by the position of his ball the club that he has to use for the next shot. Table II will be found convenient, however, in following the explanation.

It may be assumed now that the player reaches the 260 yard mark with the midiron, and that shooting 4 from this point with the mashie he gets a distance of 160 yards, which advances the ball beyond the green to the 420 yard mark. The color of the triangle at this point indicates the use of the niblick. The player now has to play the next shot back toward the green, which means that the distance secured on the fifth shot, made with the niblick, must be subtracted from 420. Assuming that the shot gives a distance of 60 yards, the ball will go over the green again into the sand trap, where the 360 yard mark is located. Here again the niblick must be used, and if the next shot, the sixth, results in a distance of either 20 or 40 yards, the ball lands on the green.

It will be seen from Table I that both the mashie and the niblick have faces designated "Hole" and "Green." In the former case the ball is considered as holed out from off the green, completing the play of the hole, while in the lat-

ter case the ball is advanced to the green. It will be noticed also that the green may be reached with the spoon.

It may be pointed out further that the mashie-niblick and the niblick each have a face designated "Dub." When a dub shot is made, a stroke is counted and the shot is played over.

Having finally reached the green, the player selects the putter from the golf bag and uses it to hole out. This club has four sides or faces bearing the digit 2, two faces bearing the digit 3, and two faces bearing the digit 1. The digit on the face which is on top after the shot determines the number of puts required, from a minimum of one to a maximum of three. If the player reaches the green in six strokes, as described in the foregoing, and then gets a two with the putter, his score for the hole is 8. Of course, there are many chances to get a lower score than this. The lowest score that can be obtained on this par 4 hole is an eagle, secured by means of a 260 yard drive, and by holding out from this point with the mashie. A birdie may be obtained in several ways, as, for example, by a 220 yard drive, a spoon shot that lands on the green, and a single put.

The game is preferably played by four players, who may play partners in the usual way if desired. I prefer, however, to use chips and a variety of play in which each contestant plays against all of the others, as this generally adds interest to the game. The manner in which the game proceeds will now be briefly explained.

Assuming that the game board has been placed in position on top of a card table, or other suitable support, the four players take seats around the table at their respective playing fields. The clubs are all placed in the club bag at the center of the board, as previously described. The chips are then divided equally among the players, and the stakes having been decided on, each player deposits the required amount in the club house. A cup or other suitable container may be placed at this point if desired; otherwise, the chips are simply placed in a stack. A score card, of course, must be provided, and one player is elected to keep the score. Or, if preferred, each player may keep his own score. Each player receives a ball and marks his initials thereon so that it may be identified throughout the game.

Everything being in readiness, the order of teeing off is determined in any convenient manner, and the player having the honor places his ball on the tee, selects the proper club from the golf bag, and rolls it out on the playfield in front of him. As soon as the club comes to rest, the player announces the result of the shot, advances his ball to the designated point, and then returns the club to the golf bag. The other three players follow in order and tee off in the same manner. All four balls will now be somewhere on the course. In advancing his ball to the proper distance mark a player does not place it over the numeral or the associated triangle, but places it just to one side with the pointer oriented in the direction of the triangle. By following this practice, the course markings are not obscured, and several balls may be associated with a single distance mark or triangle at the same time.

Everybody having teed off, the player who is away has the next shot, and uses the club which is designated by the color of the triangle where his ball lies. Following this system, play proceeds until all the balls are on the green. Each

player keeps count of his score as the hole is played, and following each shot replaces the club used in the bag where it is accessible to the other players. The balls are then holed out successively, using the putter, the ball farthest from the cup being holed out first. A ball which reaches the green by virtue of a "Green" shot is regarded as farther from the cup than one at one of the distance marks on the green. The balls may, however, be holed out in any order, and if preferred any player on reaching the green may immediately hole out.

Play on the hole being completed, each player announces his score to the score keeper, who marks it down on the score card. The player having the lowest score for the hole is now entitled to receive from each player having a higher score a number of chips equal to the difference in their scores. For example, if player A holes out in 4, while B and C each have 5, and C 7, players B and C each have to pay one chip to A, and player C loses three chips. Player A thus wins five chips on the hole.

The players then proceed to play the other eight holes in the same manner, the score of each player being noted after each hole is played, and the winner of each hole being paid as described. In case of a tie on any hole, no payments are made.

When the round is completed, the score of each player is added up and the player having the lowest score for the round receives the stakes which have been deposited in the club house.

It will be seen from the foregoing that I have

devised a very interesting game, having a special appeal to those who are addicted to the game of golf, but adapted also to afford amusement and entertainment to others. While I have described a certain specific embodiment of the apparatus employed, it will be understood that this has been done merely to facilitate the explanation, and that changes may be made in the equipment and also in the rules of play. I do not, therefore, desire to be restricted to the exact form of my invention which is shown and described, but desire to include and have protected by letters patent all forms and modifications thereof that come within the scope of the appended claim.

I claim:

In a game of the character described, for use with a plurality of differently colored rollers each representing a different club, each roller having a plurality of faces containing distance markings, a rectangular playing board representing a golf course, a space at the center of the board designating a golf bag for reception of said rollers or clubs, a plurality of play fields one at each side of the board, where the rollers are cast during play of the game, a color designation at each tee showing the club to be used therefrom, a plurality of distance markings on each hole of the course indicating the points to which the players advance as determined by cast of the rollers, and a color designation associated with each distance marking to show which roller or club has to be used at that point.

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