Aug. 24, 1926. 1,597,457

A. S. MOORMAN

GOLF CARD GAME

Filed March 24, 1926

Fig. 1.



Fig. 2.

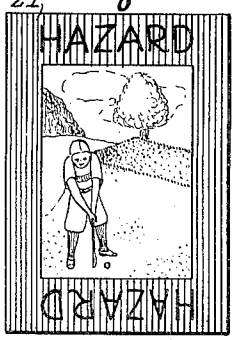


Fig. 3.



Fig. 4.



Fig. 5.

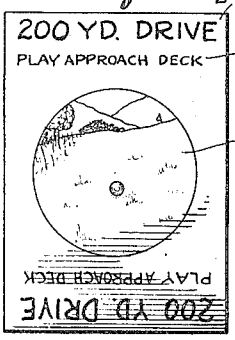


Fig. 6.

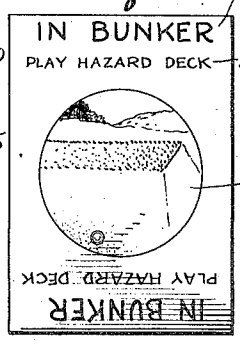


Fig. 7.

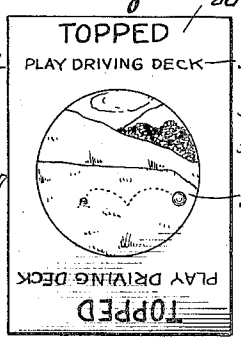


Fig. 8.

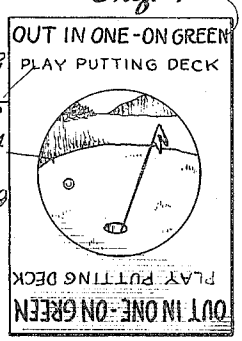


Fig. 9.

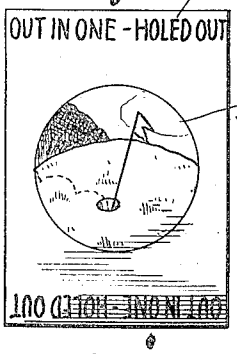


Fig. 10.

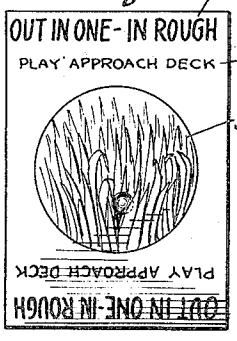


Fig. 11.



Fig. 12.

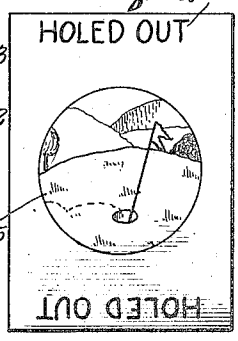


Fig. 13.

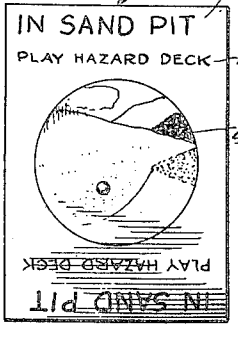


Fig. 14.

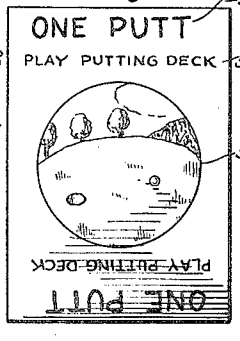
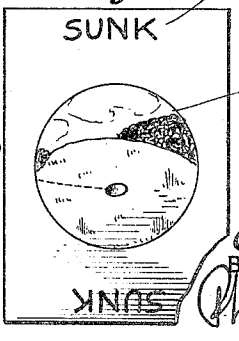


Fig. 15.



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UNITED STATES PATENT OFFICE.

ALBERT S. MOORMAN, OF NEW YORK, N. Y.

GOLF CARD GAME.

Application filed March 24, 1926. Serial No. 96,906.

The objects of this invention are to provide a card game which will simulate so far as possible, the action, trials and opportunities experienced in a real game of golf; which will hold the interest of the players; which will be relatively simple, for the effects secured; which can be easily played, will not involve an excessive number of cards and which will have an instructive value, teaching those not so informed, the procedure and other points in the game.

The attainment of these objects is effected by a novel combination, relation and structure of cards as hereinafter defined and covered broadly in the claims.

In the drawing accompanying and forming a part of this specification, the invention is illustrated in one of its practical embodiments but it should be understood that the structure may be changed and modified without departure from the spirit and scope of the invention.

Figures 1, 2, 3 and 4 are back views of the so-called "driving," "hazard," "approach," "putting" cards constituting the four suits used in the game.

Figures 5, 6 and 7 are face views of three representative cards in the driving deck.

Figures 8, 9 and 10 are face views of three representative cards in the second or hazard deck.

Figures 11, 12 and 13 are face views of three representative cards in the approach deck.

Figures 14 and 15 are face views of two representative cards in the fourth or putting group.

The game as illustrated is played with four decks or suits representative of the four principal parts in the game of golf; that is, driving, hazard play, approach play and putting. The cards of these four different suits are suitably distinguished as by printing the backs of them in different colors, entitling them "driving," "hazard," "approach" and "putting" respectively and by representing pictorially these four actions, as indicated respectively in Figures 1, 2, 3 and 4, where the cards of the suits mentioned are designated in the order named, 20, 21, 22, 23. The backs of the cards thus show immediately in which suit they belong. If desired, other or additional distinguishing means may be employed such as by making these different suit cards in different distinguishing sizes or shapes.

The number of cards in each suit may vary and will depend upon the variety of chance plays which it is desired to introduce into the game and the number of players which are to participate. For a two, three or four-handed game involving a sufficient variety of plays to ordinarily hold the interest, the deck may consist of eighty-nine cards, divided as follows: twenty-four cards in the driving suit, ten cards in the hazard suit, twenty-two cards in the approach suit and thirty-three cards in the putting suit.

The faces of the cards in the respective suits carry designations or indications of the usual or special plays likely under that heading. Thus, in the driving suit there may be cards like that illustrated in Figure 5, bearing on its face the designation 24 of a clear drive of definite length and the pictorial representation 25 of the actual results of such a drive; cards such as indicated in Figure 6 bearing designations 26 and pictorial representations 27 of the result of a drive into a bunker or other hazard; and cards such as shown in Figure 7 bearing the designation 28 and pictorial representation 29 of a "topped" ball. In the game as now being played, the driving suit is made up of two one hundred and fifty yard drive cards, eight one hundred and seventy-five yard drive cards, nine two hundred yard drive cards, three in-bunker cards and three topped cards.

In addition to the designations or indications showing results attained, each one of the driving cards bears an instruction for the next play naturally following the results disclosed. Thus, those cards showing a clear drive, Figure 5, carry an instruction 30 to next "play approach deck," the in-bunker cards, Figure 6 carry instructions 31 to "play hazard deck" and the topped cards,

Figure 7, naturally carry instructions 32 to again "play driving deck."

The cards in the other suits similarly carry indications of results that would ordinarily obtain in such classes of play with instructions. Thus Figure 8 shows one of the hazard cards with the indicated result at 33 "out in one—on green" and the pictorial representation 34 of such result and the instruction 35 to next "play putting deck."

Figure 9 shows another set of cards in the hazard suit with the designated result 36 "out in one—holed out" and the pictorial representation 30 of such result.

Figure 10 illustrates the face of another set of cards in the hazard suit bearing designations 38 of the result "out in one—in rough," the pictorial representation 39 of such result and the naturally following instruction 40 to next "play approach deck."

In the present practical embodiment of the game there are four out in one and on the green cards, Figure 8, four out in two strokes and on the green cards, not shown, and two out in one but in the rough cards, Figure 10.

The approach cards as shown in Figures 11, 12 and 13 are arranged in three sets, the first consisting, in the present game, of sixteen "on the green" cards bearing this written designation 41 and pictorial representation 42 with the instruction 43 to next "play putting deck"; the second set consisting of two "holed out" cards, Figure 2, bearing the description 44 and the pictorial representation 45 of such result and the third set consisting of four "in sand pit" cards, Figure 13, bearing the description 46, pictorial representation 47 and the instruction 48 to next "play hazard deck."

The cards of the putting suit, as shown in Figures 14 and 15, consist in the present disclosure of a set of fourteen "one putt" cards bearing this description 49 and pictorial representation 50 with the instruction 51 to next "play putting deck" and a set of nineteen cards bearing the result designation "sunk" at 52 and the picture of such result at 53.

After shuffling the cards in each suit the game is usually played by placing the four stacks face down and then drawing the top cards according to precedence established in golf. Thus, the one who has the "honor" first plays, taking the top card from the driving deck. This card shows on its face the result of the "drive," whether, for instance, it be one hundred and fifty yards, one hundred and seventy-five or two hundred yards, a topped ball or a drive into a bunker. The next player then draws a card from the driving deck. The one furtherest from the green then plays, taking a card from the approach deck if a perfect drive has been made, a card from the hazard deck if the drive has not kept in the clear and a card from the driving deck if the ball has simply been topped. This procedure is continued until both or all players have "holed out," which may be effected by drawing the "holed out" cards shown in Figures 9 and 12 from the hazard or approach decks respectively or by reaching the green from the hazard or approach decks by drawing the on-green cards illustrated respectively in Figures 8 and 11, and then taking from the putting deck until successful in drawing one of the final or "sunk" cards, Figure 15.

The additional difficulties introduced by the "in rough" cards drawn from the hazard deck and the sand pit cards, Figure 3, drawn from the approach deck act as penalties as in the real game and prevent the game from becoming monotonous. If desired, the name of the game, which may be "golf nut" or the like, may be printed on the backs or faces of the cards and usually the wording will be repeated at opposite ends of the cards as indicated so that the cards may be read either end up.

What is claimed is:

1. A pack of cards complete in itself for playing the game of golf and composed of a number of sequentially arranged decks, the cards of the several decks respectively having identifying indicia on the backs of the same representing the sequential stages of golf play, such as "driving," "approach," "hazard" and "putting," certain of the cards in each but the final deck bearing indicia on their faces of different results attained in the stages of golf play with which such cards are identified and instructions to play an additional card from the same deck, certain others of such cards carrying instructions to next play from another deck, certain cards in the final deck bearing on their faces, instructions to play another card from said deck and others carrying indicia of the completion of the hole, all whereby one hole after another may be played solely with said cards by counting the cards drawn to complete each hole as the strokes required for that hole.

2. A pack of cards complete in itself for playing the game of golf and composed of a number of sequentially arranged decks, the cards of the several decks respectively having identifying indicia on the backs of the same representing the sequential stages of golf play, such as "driving," "approach," "hazard" and "putting," certain of the cards in each but the final deck bearing indicia on their faces of different results attained in the stages of golf play with which such cards are identified and instructions to play an additional card from the same deck, certain others of such cards carrying instructions to next play from another deck, certain cards in the final deck bearing on their faces, in-

structions to play another card from said deck and others carrying indicia of the completion of the hole, and at least one of the decks preceding the final deck containing one or more cards bearing indicia on its face representing completion of the hole in a shorter, unusual manner, all whereby one hole after another may be played solely with said cards by counting the cards drawn to complete each hole as the strokes required for that hole.

In witness whereof, I have hereunto set my hand this 18th day of March, 1926.

ALBERT S. MOORMAN.