

[54] APPARATUS FOR PLAYING A GOLF GAME

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273/185 R

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[58] Field of Search..... 273/176, 105 A, 181

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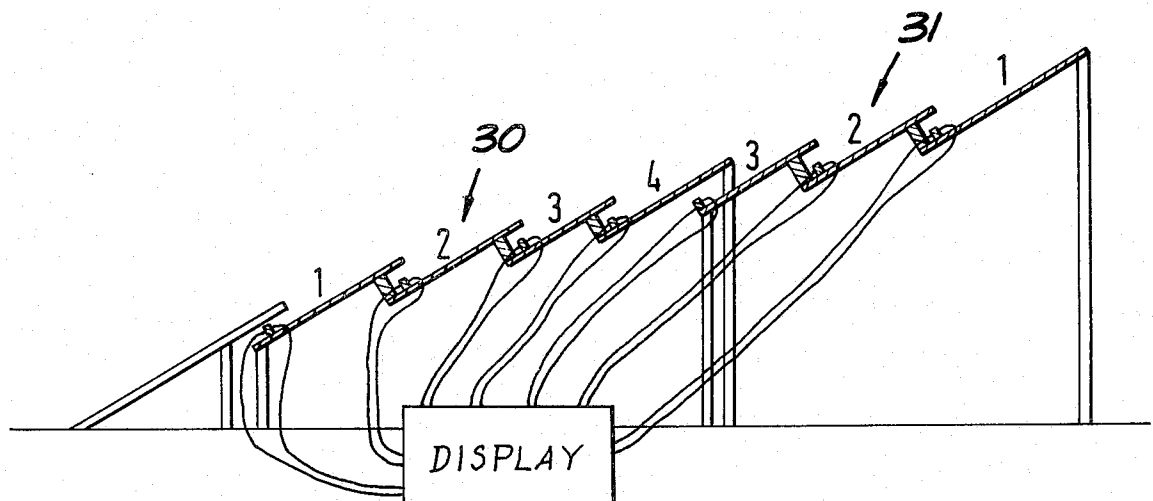
Primary Examiner—George J. Marlo
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Cushman

[57]

ABSTRACT

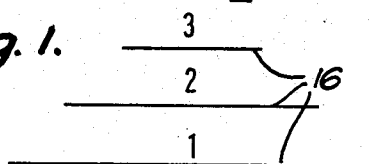
A golf game wherein various forms of targets are spaced forwardly of the tee area and a putting green is located adjacent the tee area. The targets include different zones in which the ball may stop and thereby instruct the golfer in regard to which closer target must next be played. One target may be made in two separate parts which, when properly positioned, appear to define a single complete target including a series of concentric circles. The concentric circles are defined by spaces apart ramps up which a golf ball may roll into the various target zones. Another target may take the form of spaced apart overlapping ramps the sizes of which are gradually reduced as they extend further away from the tee area.

14 Claims, 11 Drawing Figures

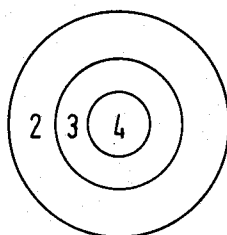


SHEET 1 OF 6

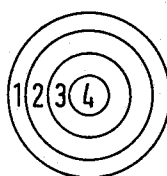
Fig. 1.



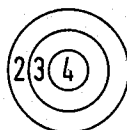
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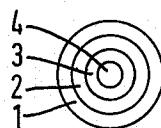
TARGET B



TARGET C



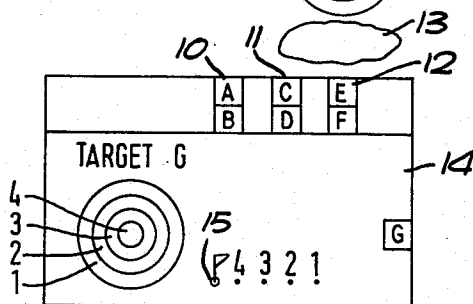
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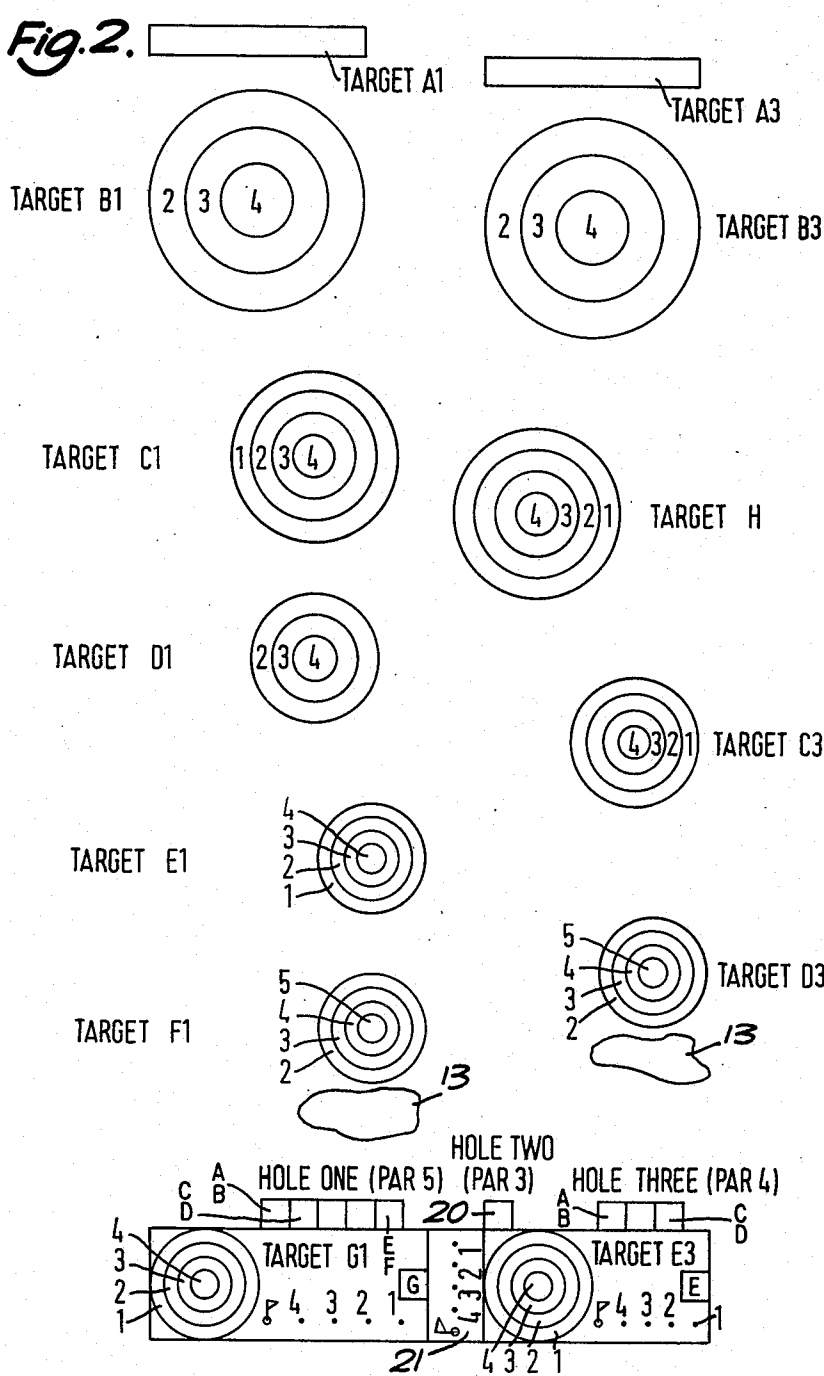


TARGET E



TARGET F





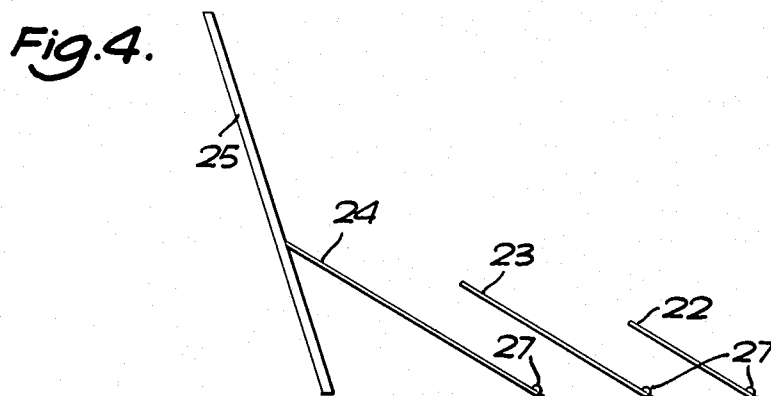
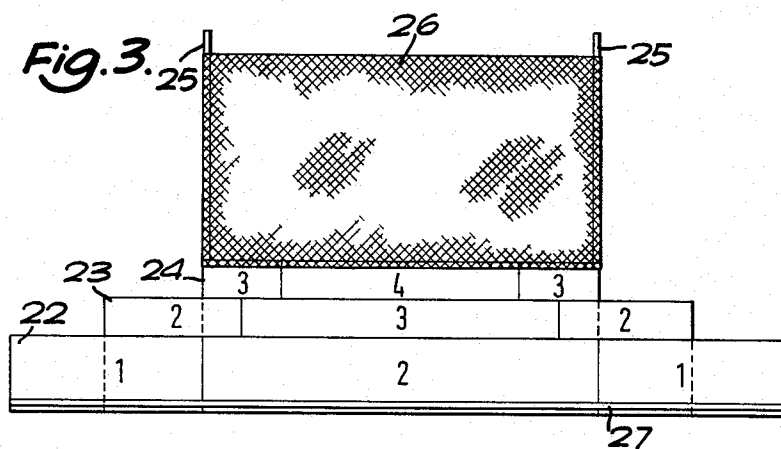
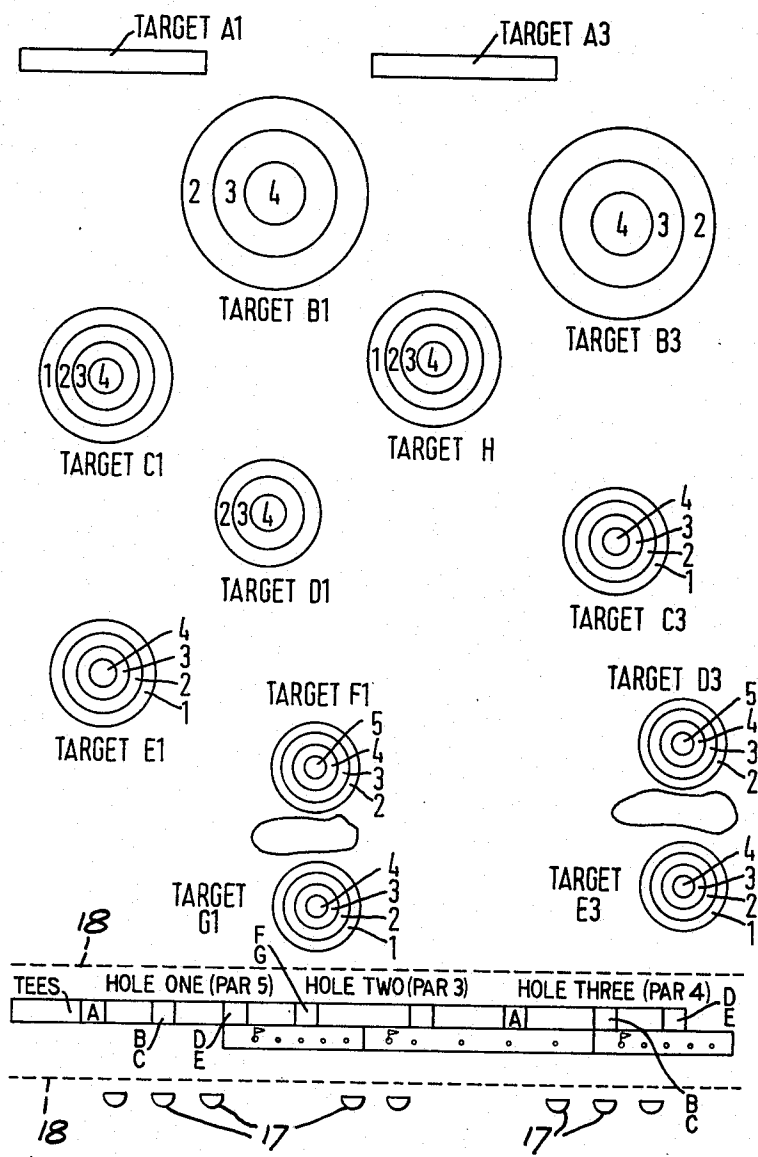


Fig. 5.



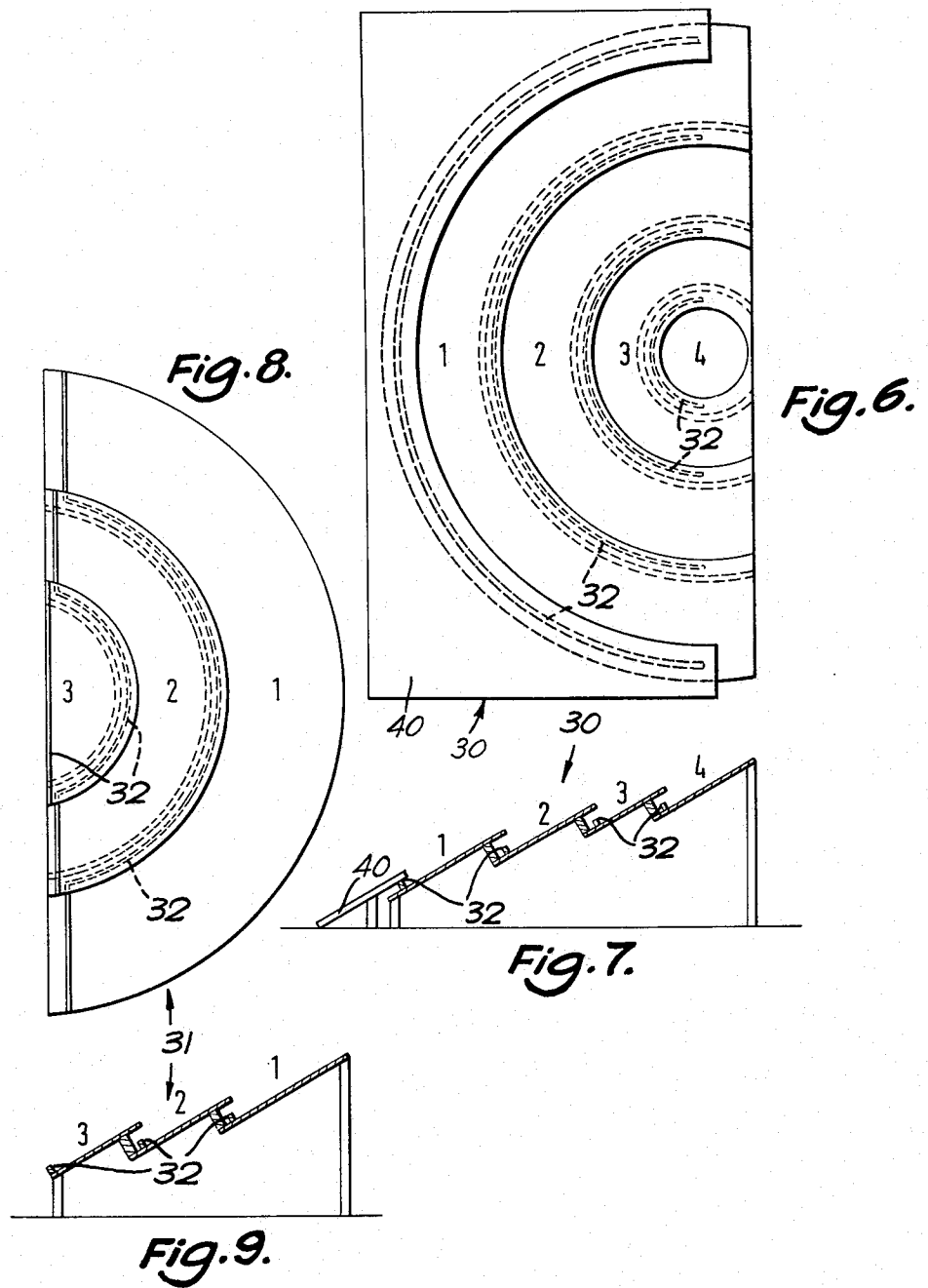


Fig. 10.

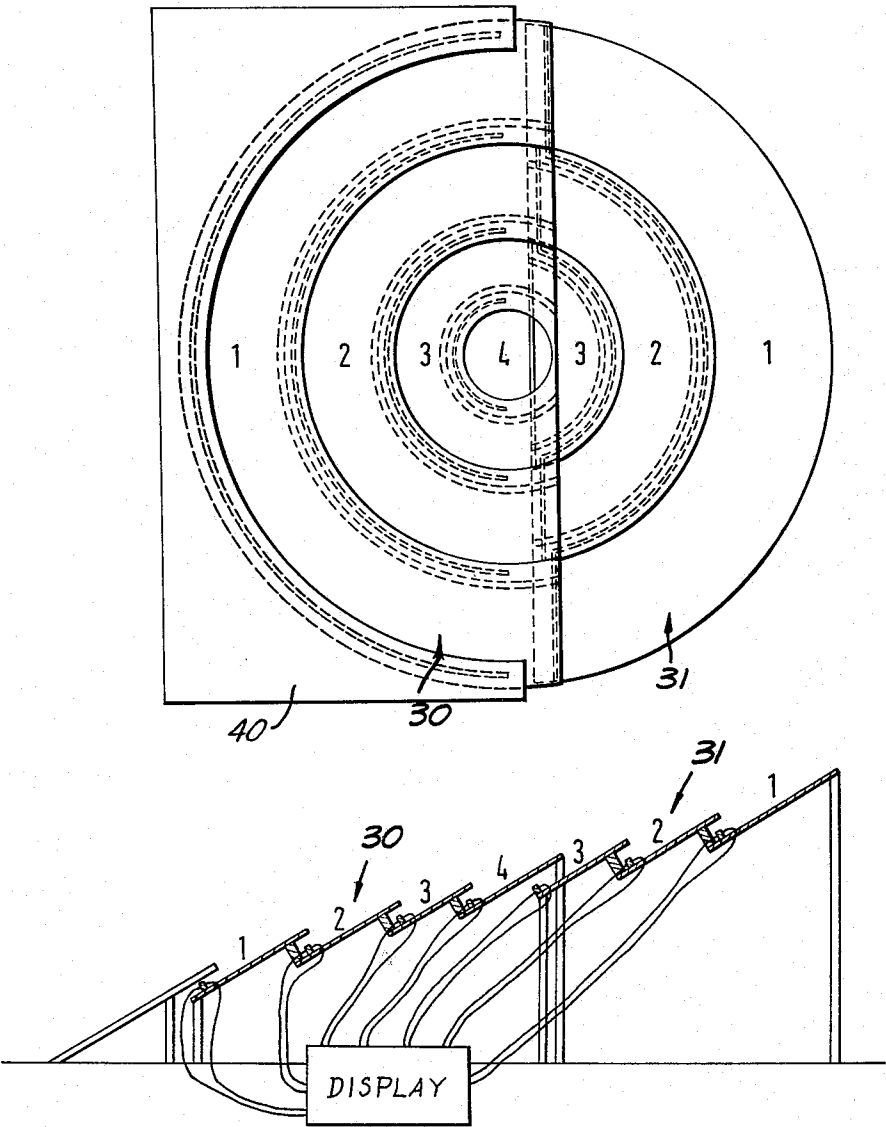


Fig. 11.

APPARATUS FOR PLAYING A GOLF GAME

FIELD OF THE INVENTION

The invention relates to apparatus for providing apparatus for playing a golf game.

BACKGROUND OF THE INVENTION

Golf is becoming increasingly popular as a participation sport and the number of people taking up golf or wishing to take up golf is rapidly increasing.

Golf courses take up a great deal of space and just at the time when enthusiasm for playing the game is increasing the amount of land available for courses is receding annually.

It is an object of the invention to provide apparatus for playing a golf game which can be accommodated in a space considerably less than that of a golf course. It is a further object to provide apparatus for a golf game which is similar to golf in that it requires all the strokes including putting listed in golf, using the same equipment, scoring system and terminology, and yet can be played in an area that can be accommodated in a section of a park, recreation ground or sportsfield.

SUMMARY OF THE INVENTION

The invention provides apparatus for use in a golf game comprising a playing area to represent a golf hole, the area having a first stage and a plurality of further stages, each stage having a marked out striking position and a defined target area separate from the target areas of the other stages, the target area associated with the first stage being marked out to have a plurality of scoring zones to indicate in accordance with rules of the game the next stage a player plays having played the first stage.

The invention also provides apparatus for providing the target areas for the first and/or an intermediate stage of the apparatus as aforesaid, comprising a target surface area having at least two discrete scoring zones, the surface area being constructed and arranged such that a flighted golf ball landing on the surface area does so with substantially no rebound, means to mount the apparatus, on the ground such that the surface area provides a ramp up which a golf ball rolling towards the front of the target with sufficient speed will travel, and means associated with each scoring zone to enable the finishing of the movement of a golf ball in that zone to be indicated.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a plan view of one playing area according to the invention

FIG. 2 is a plan view of a second playing area according to the invention

FIG. 3 is a front view of a target for use in the playing area of FIG. 2

FIG. 4 is a side view of the target of FIG. 2

FIG. 5 is a plan view of a third playing area according to the invention

FIG. 6 is a plan view of the front part of a target for use in the playing area of FIG. 5

FIG. 7 is a vertical section through the front part of the target shown in FIG. 6

FIG. 8 is a plan view of the rear part of the target of FIG. 6

FIG. 9 is a vertical section through the rear part of the target shown in FIG. 8

FIG. 10 is a plan view of the assembled parts shown in FIGS. 6 to 9, and

FIG. 11 is a vertical section through the assembled target of FIG. 10 showing the electrical connection for switches on the target leading to a visual display unit.

DETAILED DESCRIPTION

Referring to FIG. 1 there will now be described a golf game referred to hereinafter as "park golf."

FIG. 1 shows three adjacent tee areas 10, 11 12 which are sub-divided into tees A and B; C and D; E and F respectively.

Forward of the tees are six targets A to F, these being one "wood shot" target A, three "approach shot" (LONG, MEDIUM and SHORT) targets B, C and D two "pitch shot" (LONG and SHORT) targets E and F. The shorter "pitch shot" target F is guarded by a sand bunker 13. Behind the areas 10 to 12, a putting surface or green 14 is provided on which a "chip shot" target G is marked. A tee area G is provided on the edge of the green for the target G. A hole 15 is provided in the green spaced from the target G and four putting markers numbered 1 to 4 are provided on the green indicating different putting positions.

A golf "course" may have a number of "holes" each as shown in FIG. 1. The hole shown represents a Par 5 hole on a golf course. For a Par 4 hole Targets C and D should be omitted.

The targets are in every instance an appropriate distance from the tees to justify their description as "chip shot" targets, "pitch shot" targets, etc., as these terms are understood in golf, but preferably none of the targets of a course are the same distance from a tee.

The size in area of any target, in relation to its distance from the tee, must also justify its description as an "approach shot" target, a "wood shot" target etc.

Targets at a distance from the tee that can normally only be reached by the use of a wooden club, i.e. all driving targets A, consist of a selected number, e.g. four, three or two of parallel lines (three being shown in FIG. 1) forward and at right angles to the tee, the lines decreasing in length as they get further from the tee. The target lines are marked by the numbers from one to three, also in the order that they get further from the tee.

Targets for strokes that are played with "iron" clubs, i.e. targets B to G, consist of a selected number of concentric circles of varying radii. In FIG. 1 Targets B and D have 3 scoring zones whereas Targets C, E, F and G have four such zones. Each target circle for Targets C, E and G is marked consecutively from one to four, the circumference of No. 4 target circle being nearest to the centre and that of No. 1 target circle furthest from the centre. The circles of Targets B and D are marked consecutively from two to four and the circles of Target F are marked from two to five. Centrally positioned in each target from B to G is a regulation sized golf "hole" and flagstick (not shown).

The size in area of all targets should preferably be such that, no matter what the golfing ability of a player, a "bad" shot (unless lucky) will not enter and remain in the target area; a "poor" shot, being wanting in length or direction, will stop within the outer target scoring zone; an "average" shot will stop within the next innermost target scoring zone or cross the No. 1 target line of Target A; a "good" shot will stop within the next innermost target scoring zone or cross the No.

2 line of target A and a "very good" shot will stop within the central scoring zone of the target 4, (or 5, in the case of Target F) or cross the No. 3 line of target A.

The target "lines" may be made up of sections of plastic strip that can be easily positioned and taken up for grass cutting purposes. The plastic strip can be slightly curved, the slope preventing a ball that enters a target from finishing its movement directly on a line; although this point is covered in the rules. It is also possible to locate the tee areas adjacent an area of water with the target lines located on the surface of the water at the appropriate distances from the tee.

If required the areas behind the tees can have flood lights (see 17 on FIG. 5) that illuminate the course and make play at night possible.

In certain circumstances the area of the tees and the area of the green where players putt can be under cover (see 18 on FIG. 5) enabling play to take place in comfort in bad weather.

METHOD OF PLAY

When playing a hole of park golf the players first strike at a distant target from the tee and then at targets progressively nearer the tee.

The finishing position of a struck ball within the correct target decides the next stage at which a player is entitled to strike.

If a struck ball stops its movement in an outer section designated No. 1 of the correct target the player must next strike at the target that is one nearer the tee area, if the ball stops in a section of a target designated No. 2, the player becomes entitled to next strike at the target that is two nearer the tee area; if in the No. 3 section his next strike entitlement is the target that is three nearer the tee area; and if the ball stops in the No. 4 section of the target the player is entitled to next strike at a target that is four nearer the tee area.

In every instance the next target at which a player is entitled to strike is always the same number of targets nearer the tee area as is the number of the target section in which his last struck ball has stopped its movement.

Should a struck ball not finish its movement within the correct target the striker adds the stroke to his score and adds a further penalty stroke to his score; his next stroke entitlement being one target nearer the tee

area, or two nearer the area if the outermost target circle is numbered 2 as in the case of targets B and D.

When playing at succeeding targets the same simple method of estimating the next stroke entitlement applies — but as players strike at targets nearer the tee area, as will be seen from the rules, their next stroke entitlement eventually becomes — not at a target nearer the tee area — but at the hole on the green.

When first striking from a tee to start a hole a player has three objects in mind:

1. By good play to become entitled to strike at as few targets as possible before becoming entitled to strike at the hole on the green.
2. On becoming entitled to strike at the hole on the green to play as few strokes as possible to lodge his ball in the hole.
3. To play fewer strokes in total at targets and hole than his opponent.

Very good golfers, if they so wish, can make the game more difficult by playing "iron" shots to three target sections instead of four, i.e. they regard the normal No. 1 target section as "outside" the Target and alter the remaining sectional numbers from two, three and four to one, two and three. This method can also be used for "handicapping" purposes between players of unequal ability if this is preferred to the normal handicapping system of golf.

RULES

1. In Park Golf a "Hole" is the playing area between the tees for that hole and their appropriate targets.
2. Opponents play the Holes of a course consecutively from one onwards.
3. The players start to play a Hole by striking in turn from the appropriate Tee at a target agreed by them to be the "first" target for the Hole the decision to make any Hole a "long" Hole or a "short" Hole being that of the Opponents.
4. Thereafter the players continue to play the Hole by striking from the appropriate Tee at targets at which they have become entitled to strike — or by putting "hole out" from putting markers from which they have become entitled to hole out — in every instance a player's next stroke entitlement depending on the finishing position of the struck ball of his previous stroke within the correct target, as identified hereunder:

Target played at	Finishing position of struck ball in target	Next Stroke Target Entitlement
A	<div> <div> Crossed 1st target line. do. 2nd do. do. 3rd do. do. 4th do. (when provided) </div> </div>	<div> B Target C Target D Target E Target </div>
B	<div> <div> Target circle No.2. Target circle No.3. Target circle No.4. </div> </div>	<div> D Target E Target F Target </div>
C	<div> <div> Target circle No.1. Target circle No.2. Target circle No.3. Target circle No.4. </div> </div>	<div> D Target E Target F Target G Target </div>
D	<div> Target Circle No.2. Target Circle No.3. Target circle No.4. </div>	<div> F Target G Target Putt out from No. 1.Marker. </div>
E	<div> Target circle No.1. Target circle No.2. Target circle No.3. Target circle No.4. </div>	<div> F Target G Target Putt out from No. 1. Marker. Putt out from No.2. Marker. </div>

- Continued

Target played at	Finishing position of struck ball in target	Next Stroke Target Entitlement
F	Target circle No.2.	Putt out from No.1. Marker.
	Target circle No.3.	Putt out from No.2. Marker.
	Target circle No.4.	Putt out from No.3. Marker.
	Target circle No.5.	Putt out from No.4. Marker.
G	Target circle No.1.	Putt out from No.1. Marker.
	Target circle No.2.	Putt out from No.2. Marker.
	Target circle No.3.	Putt out from No.3. Marker.
	Target circle No.4.	Putt out from No.4. Marker.

5. The player entitled to play at a target that is further from the Tee area than the target at which his opponent is entitled to play must always play first.
- When players are entitled to play at the same target the player who played first previously does so again.
6. For scoring purposes each stroke at a target or putt at a Hole counts as one stroke.
7. Should a struck ball on entering a target cease its movement directly on a target line bisecting two sections of the target it is to be considered for next stroke entitlement purposes that the ball has rested in the section nearest the centre of the target.
8. Should a struck ball not enter, or on entering not remain in, the correct target for the stroke; the striker must count this stroke for scoring purposes and add a further stroke as penalty to his score. His next stroke entitlement is at one or two targets nearer the Tee area, depending on the number of the target section furthest from the centre of the target last played at.
9. Should a struck ball lodge in the Hole of the correct target the score of the striker ceases at that point and should the score of his opponent ever exceed this score the opponent loses the hole.
10. Should a struck ball from a Tee lodge within the sand bunker guarding F target the striker must "hole out" from this position in as many strokes as are required by him to do so, but should a player take more than two strokes to clear the bunker of his ball he must forfeit the Hole to his opponent.
11. Rule 10 above is optional and if required Rule 8 above can cover the situation of a struck ball lodging in a sand bunker.
12. The winner of any Hole is the player who has taken fewer strokes between striking his ball off the Tee and putting it into the Hole. The winner of a Hole always plays first at the next Hole.

FIG. 2 shows three holes of a "Park Golf" course which is played in a similar manner to that described above in connection with FIG. 1. However, whereas the FIG. 1 course is a "Manually" operated version of the game, FIG. 2 is a "Semi-Automatic" version. The targets and tees are arranged to provide three groups which provide separate "holes" of the course. The first "hole" on the left hand side of the FIG. 2 is similar to the hole shown in FIG. 1 and represents a PAR 5 hole on a golf course. The second hole comprises a single tee 20, a single target having four concentric circles de-

fining four scoring zones and a putting green 21 having four putting markers number 1 to 4 with number 1 furthest from the hole. This hole is the equivalent of a short Par 3 hole on a golf course and the number of the scoring zone in which a player's ball finishes its forward motion represents the number of the putting marker from which he must try to hole out from with his next shot. If a player misses the target he counts his total strokes as 2 (i.e. 1 plus a penalty stroke) and he then putts from marker No. 1.

The third hole is equivalent to a Par 4 hole on a golf course. In this case the medium and short approach targets are omitted.

The Semi-Automatic arrangement of FIG. 2 employs the driving targets at A1 and A3, as shown in FIGS. 3 and 4 in place of the marked lines of Target A in the FIG. 1 arrangement. The target comprises three sections 22, 23 and 24 providing three rectangular inclined surfaces one behind the other with the front surface 22 providing a ramp at ground level. The front surface 22 is subdivided into three scoring zones, the outer zones being numbered one whereas the central zone is numbered two. The middle surface 23 had less frontage than the front surface 22 and is similarly subdivided into three scoring zones, the outer zones being numbered two and the central zone being numbered three. The rear section 24 has less frontage than the middle section 23 and the section is divided in three scoring zones the outer zones being numbered three and the central zone being numbered four. It will be appreciated that powerfully struck shots that are sliced or hooked will pass over the outermost portions of the front surface or of the middle surface without engaging the target. A pair of poles 25 extend upwardly from the edges of the rear surface and carry a strong netting 26 to intercept straight and powerfully driven balls which roll down the netting 26 onto the rear surface 24. Further netting can also be provided above the portions of the front and middle surfaces that project laterally beyond the surface immediately behind.

Transversely across the whole width of the lower edge of each surface 22, 23 and 24 is an electric or electronic switch 27 which, on being contacted by a golf ball, at once registers on a screen between adjacent tees, the number of the section immediately above the point of contact. Each scoring section is bounded on its two vertical sides by a curved and raised strip of

material to prevent contact being made with the switch at the meeting point between two sections.

The surfaces are supported at their correct angles and positions as shown in FIG. 4 by any suitable means, e.g. steel scaffolding. The surfaces are positioned so that there is a gap between adjacent surfaces sufficient for a golf ball to pass unimpeded but not sufficient for a ball to roll over the surface immediately in front without landing on that surface on every occasion.

Therefore a ball driven from the tee landing in front of the target may then roll onto the front surface 22. If the drive is powerful enough the ball will roll over the front surface 22 onto the middle surface 23 and possibly over the middle surface onto the rear surface 24. Therefore depending on the power of the shot the ball will eventually roll down one of the surfaces 22 to 24, to actuate the switch 27 associated with that surface. If required for convenience the surfaces 22 to 24 may have troughs along their lower edges to trap the balls to assist collection.

The surfaces 22 to 24 are made of a material which is sufficiently flexible or resilient to cushion the impact of a flighted ball landing directly on the surfaces so that there is little or no rebound of the ball from the surface. The ball after impact rolls down the surface to contact the switch 27 along the lower edge of the surface to register the score as described above. The material used for the surfaces may be any suitable material, e.g. plastics material, hardboard, plywood, or a plastics or wire mesh, which is sufficiently flexible to cushion the impact of a ball landing directly on the surface, but hard enough to allow a rolling ball to run up the surface.

FIG. 5 shows three holes of a "Park Golf" course which is similar to the layout shown in FIG. 2 except that the chip shot targets G1 and G3 are in front of the tees and is played in a similar manner to that described above in connection with FIG. 2. The main difference between the systems of FIGS. 2 and 5 is that the FIG. 5 version of "Park Golf" is "Fully Automatic" in that automatic targets are provided for the iron shot targets as well as for the wood shot targets which are the same as the target shown in FIG. 3. The iron shot targets one of which is shown in FIGS. 6 to 11, comprise two parts 30 and 31.

When the two separate parts of the target are in position to function they form a single complete target which looks from the tee as a series of concentric circles. This is because part 31 is placed behind and marginally underneath part 30 and both parts when the target is in a functioning position are raised together in an angled or sloped position facing the tee.

The circumferences of the concentric circles formed by placing the two parts of the target in the functioning position themselves from the boundaries of target sections numbered from one to four. (see FIG. 10).

Target section 1, furthest from the centre of the target, has the greatest area, section 2 the next greatest area, then section 3 and section 4 in the centre circle has the least area.

Each part is described below.

Part 30 includes that part of the whole of the target below an imaginary straight line across the target that contacts the furthest point of target section four from ground level while at the same time being parallel to ground level. Part 30 can be made of any material of such composition and structure that a golf ball struck

from a distance at a trajectory of between approximately 30° to 80° will on landing directly on the sloped frontage of part 1 have little or no bounce. Examples of such materials are hardboard or plywood of one-eighth inch thickness supported in such a way that the material has no "backing" of any kind at a possible point of contact with the landing ball. However, the material must also be such that a struck ball not landing directly on the target but in front of it can run up the slope of part 30 and if powerful enough bounce from part 30 on to part 31. The examples previously noted are also suitable here.

Part 30 is made up of portions of target sections one, two and three and the whole of section four. Each is separately constructed and when placed in position to form the complete part the portion of section one marginally overlaps that of section two, which marginally overlaps the portion of section three which completely overlaps section four. There should be a gap between each overlap wide enough to allow a golf ball to pass between the two sections unhindered.

Adjacent to the edge along the whole length of the greater circumference boundary of each target section in part 30 is an electronic contact switch 32 which on being contacted by a rolling ball at once registers on a scoreboard the number of the target section within which contact has been made. In consequence any struck ball, either landing directly on a portion of a target section in part 30 or landing on a portion of a target section after previously rolling up the portion of the target section which overlaps it, must register on the scoreboard the number of the target section in which it started its downward roll by gravitational pull which number the striker on the tee will take as his score for the stroke.

Part 31 is made of the same material as part 30 and is made up of the remainder of target sections one, two and three that are not contained in part 30. Each portion of target sections in part 31 is also separately constructed and when placed in position to make up the whole of the part the portion of section three overlaps that of section two which in turn overlaps the portion of section one in every case the gap between the overlaps is wide enough to allow a golf ball to pass through it. It will be noted that the process of overlapping in part 31 is the opposite to that in part 30.

In part 31 section one is overlapped by section two which is overlapped by section three. In part 30 section one overlaps sections two which overlaps section three which overlaps section four.

Adjacent to the edge and along the whole length of the smaller circumference boundary of the portions of sections one and two is a similar electronic switch as in part 30 but here again the positioning of the switch is the opposite to that in part 30 in relation to the two portions of sections one and two. In part 31 the electronic switch also extends along the straight lower boundary of sections one, two and three. In consequence any struck ball either landing directly on any portion of a target section in part 31 or landing on a portion of a target section after previously rolling up the section which overlaps it, must register on a scoreboard the number of the target section in which the ball started its downward roll by gravitational pull which number the striker on the tee will take as his score for the stroke.

With the targets made of suitable material; with parts 30 and 31 positioned in relation to each other as described above with a suitable gap between the overlap of the two parts; with the portions of each target section positioned within the parts and in relation to each other as described above and with the electronic switch relating to each portion of target section positioned within the target section as described above it is claimed that:

1. A struck ball finishing its forward movement and starting its downward roll under its own weight along the surface of the target from any point within target section one will contact the appropriate switch either in part 30 or part 31 and cause to be registered on a scoreboard the numbr one — after which the ball will roll off the target.

2. Similarly a struck ball starting its downward roll from any point within target sections two, three or four will by contacting the appropriate switch cause to be registered on the scoreboard the number of the target section within which it started its downward roll — after which the ball will roll outside the target area.

In use of the above iron shot target, an extra ramp 40 is provided to extend between the entire lower arcuate edge of the front surface of the target and ground so that a ball rolling along the ground towards the target will roll up the extra ramp and onto surface 1. The extra ramp comprises a board having a straight lower edge which rests on the ground and an arcuate upper edge which corresponds to the shape of the lower edge of the front surface of the target.

In the above described versions of Park Golf it will be appreciated that if at any time when playing a hole a ball struck by a player finishes its movement in the scoring zone of a target that bears the same scoring number as the number of that target in relation to the distance of that target from the hole on the green when compared with the distance of other targets also from the hole on the green; then the next stroke entitlement of the player always changes at this point from a stroke at a target from a tee to a putt from a marker to the hole on the green. Thus the game has two distinct phases, a first in which a player strikes at progressively nearer targets, and a second in which the player endeavours to hole out from a marker.

The above described automatic "wood" shot and "iron" shot targets may be provided from a single ramp surface, instead of the aforesaid overlapping surfaces. The target areas are marked out on the single surface and elongate switches are located along the lower edges of the target scoring zones. Elongate apertures are also provided in the surface and the lower edges of the scoring zones and below the respective switches, through which apertures a golf ball can pass after actuating the appropriate switch to indicate the zone in which the ball finished its forward movement and hence the score obtained.

It is also possible to construct the automatic "iron" shot target from a bank of earth having a ramp surface facing the tee area. The ramp surface is contoured in the manner of the target shown in cross-section in FIG. 8 with gullies formed between the various inclined target scoring zones. The surfaces of the scoring zones are covered with an artificial surface, e.g. plastics sheeting or felt, to prevent a ball lodging in the earth so that it does not roll down the surface of the scoring zone. Electric switches are provided along the lower edges of

the scoring zones just above the respective gullies. Pipes may be provided in the earthwork to provide channels through which the balls leave the target for collection. Alternatively, the gullies may be removable to allow collection of the ball resting in the gullies.

I claim:

1. A golf game of the kind comprising a playing area having a plurality of targets and an individual striking area for each target, one of said targets and its striking area being provided on a putting surface and comprising a hole or cup in the putting surface and a plurality of striking markers at different distances from the hole, and another of the targets being provided with a plurality of indicating zones, the improvement being that said another target has

a. at least two separate smooth surfaces defining different indicating zones of the target,

b. means to mount the surfaces on the playing area with the surface nearer the striking area providing a ramp at ground level up which a golf ball hit from the striking area may run and with the next surface providing a ramp spaced behind the forward surface by a distance sufficient to allow a golf ball to pass between the surfaces and projecting upwardly above the level of the upper edge of the forward surface so that a golf ball which passes over the first surface will roll onto the second surface and

c. means provided on each of said surfaces so that a ball landing directly on that surface does so with little or no rebound.

2. A golf game as claimed in claim 1 wherein there is provided indicator means associated with each surface to enable the finishing of the forward movement of a golf ball on that surface to be indicated.

3. A golf game as claimed in claim 1 wherein said another target is a driving target which is provided with horizontally elongate ramp surfaces one behind the other.

4. A golf game as claimed in claim 3 wherein the horizontal extent of the ramp surfaces reduces in the direction away from the striking area, the ramps behind the forward ramp being symmetrically arranged about the centre of the forward ramp.

5. A golf game as claimed in claim 4 wherein said elongate surfaces are divided into different indicating zones located side by side across the surfaces.

6. A golf game as claimed in claim 1 wherein said another target comprises a series of concentric circles when viewed in plan defining annular concentric indicating zones and a central indicating zone of the target and is provided by two parts, one part comprising arcuate surfaces, which provide major portions of the annular indicating zones respectively and are mounted one behind the other with the arcuate surface having the largest radius located in front and providing in conjunction with a further inclined surface leading from the ground to that surface, said ramp at ground level and behind this surface one or more of said arcuate surfaces of smaller radii and a further surface behind the arcuate surface having the smallest radius to provide the central indicating zone of the target, and the other part being located behind the one part and projecting upwardly thereof, the other part having surfaces one behind the other providing the remaining portions of the annular indicating zones with the innermost arcuate surface at the front of the other part and the outermost arcuate surface at the rear of the other part.

7. A golf game as claimed in claim 6 wherein a collection gully is provided between each adjacent pair of said surfaces for receiving balls rolling down the surfaces.

8. A golf game as claimed in claim 7 wherein the target area is made of an earthwork base suitably shaped to provide said arcuate surfaces and said further surfaces, with an artificial surface placed over the earthwork base.

9. A golf game as claimed in claim 1 wherein there are a plurality of targets and striking areas therefor in addition to said one target, which targets are spaced at different distances from their striking areas and have a plurality of indicating zones, the zone in which a player's ball finishes its forward movement determining which target the player next plays or from which putting marker the player putts.

10. A golf game as claimed in claim 9 wherein targets relatively remote from their striking positions are larger

in size than the targets relatively closer to their striking positions.

11. A golf game as claimed in claim 9 wherein the number of indicating zones in at least one of the targets is less than the number of indicating zones of the remainder of the targets.

12. A golf game as claimed in claim 1 wherein there are the same number of striking positions as there are targets for all targets except the hole or cup in the putting surface.

13. A golf game as claimed in claim 1 wherein a plurality of playing areas as aforesaid are provided each representing separate golf holes, and there are provided a specific number of targets for each hole.

14. A golf game as claimed in claim 13 wherein the number of targets for every hole is not the same so that different lengths of golf holes are represented.

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