

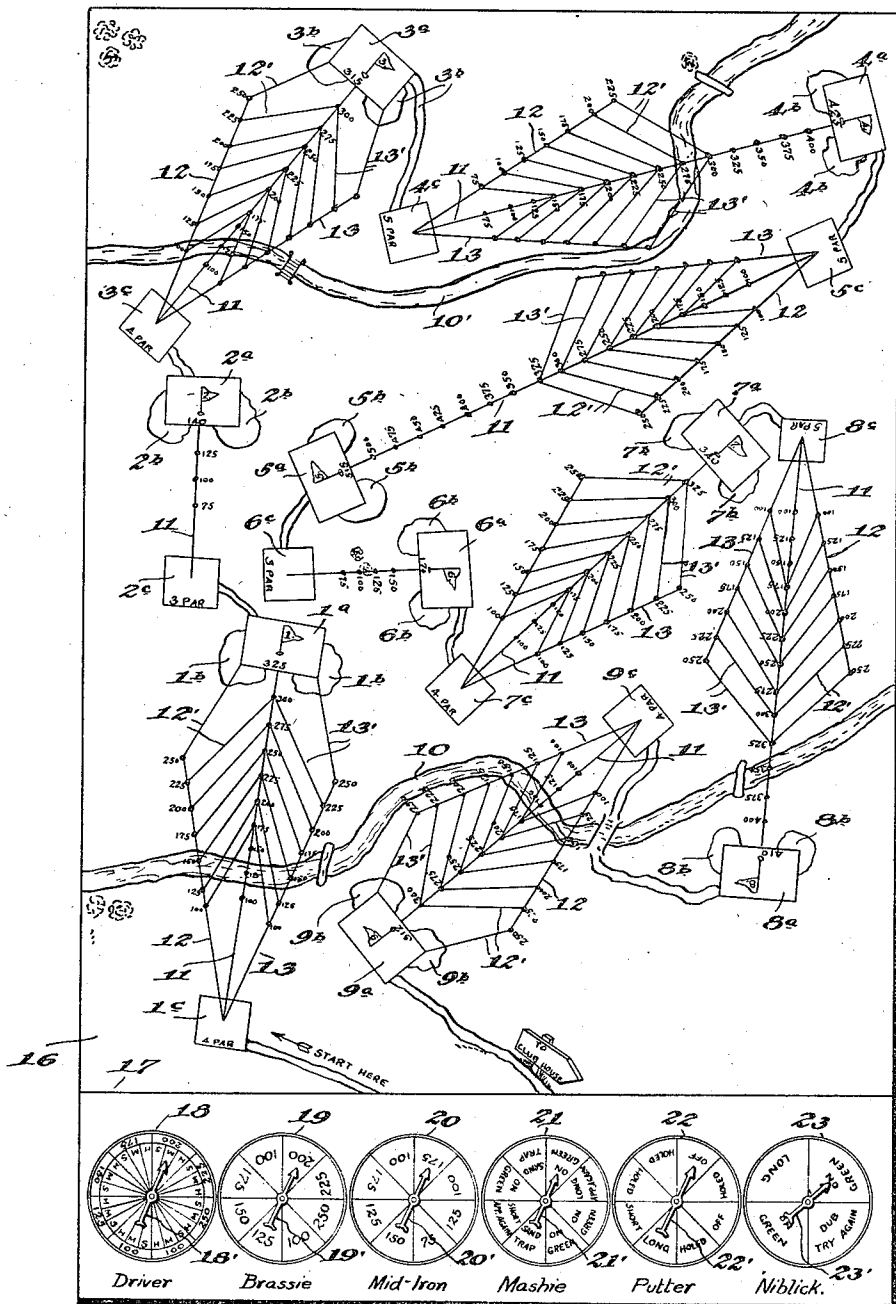
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GAME APPARATUS

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GAME APPARATUS

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This invention relates to improvements in game apparatus generally, and has for its principal object to provide for a type of such apparatus for the playing of the game of golf indoors under the same rules governing the playing of the game on an outdoor course, and wherein general features of an outdoor game, including putting greens, hazards, tees, and other features of an ordinary golf course are simulated, as well as the various kinds of good, bad and indifferent drives of a ball in play will be characterized and experienced.

Another object of the invention is to provide for a game device as hereinbefore mentioned, and one which is simple and inexpensively constituted in a board, card or sheet on which is graphically laid off or depicted a fanciful golf course, or a facsimile of a known golf course, and which has the fairways extending between the successive simulated putting greens and holes along the course from the point of beginning of play to the end of the course, at least over the major distances between certain of the putting greens or holes and the teeing grounds directly associated therewith marked off with oppositely disposed divergent and convergent lines, which are indicative of the "hook" and "slice" drives of a golf ball, and a straight line, extending centrally between the divergent and convergent lines, indicative of a "middle" or "straight" drive off of a ball from a tee, the character of each successive play of the participants in a game being determined by certain chance-controlled indicating devices, which are representative of the several different kinds of clubs usually employed at different stages of play on a regular outdoor course.

With the foregoing and other equally important objects in view, the invention resides in the certain new and useful construction and arrangement of parts as will be hereinafter more fully described, set forth in the appended claims, and illustrated in the accompanying drawing, in which:

The figure shown is a top plan view of a practical embodiment of the game apparatus.

Referring to the drawing, the practical embodiment of the game apparatus, as shown

therein, comprises a body 16, which is preferably of rectangular form, and made from any suitable material, such as heavy cardboard, papier-mâché, metal, wood, or the like. The upper or playing face or surface of the body 16 is preferably divided by a transversely extending line 17 to separate a space of major area on which a golf links or course is depicted or simulated, from a space of much less area to be occupied by the chance-controlled devices designated 18, 19, 20, 21, 22 and 23, and to be hereinafter more fully described.

In the present instance of the invention a nine-hole golf course is depicted or simulated on the surface of the larger space at one side of the division line 17, and, as shown, each hole is designated by a flag bearing the numbers 1 to 9 inclusive, in the sequence of their disposition from the place of beginning to the place of ending the play. The several holes are preferably located in rectangular spaces designated 1^a, 2^a, 3^a, 4^a, 5^a, 6^a, 7^a, 8^a and 9^a, respectively, called "putting greens," and associated with each of these greens, and just outside of the bounds thereof, are certain simulated hazards, such as sand traps, bunkers or the like, designated 1^b, 2^b, 3^b, 4^b, 5^b, 6^b, 7^b, 8^b and 9^b. Spaced at varying distances in the general line of play on the several holes are rectangular spaces simulating teeing grounds designated 1^c, 2^c, 3^c, 4^c, 5^c, 6^c, 7^c, 8^c and 9^c, respectively, the intermediate of which are located in proximity to the immediately preceding hole and putting green.

To determine the range and direction of drives of a ball in play between each teeing ground and the putting greens and holes with which they are directly associated, a straight line 11, simulating what is known as the "fairway" is extended from the approximate center of each of the teeing grounds 1^c, 2^c, 3^c, 4^c, 5^c, 6^c, 7^c, 8^c and 9^c, to the center of the adjacent edge of the rectangles forming or simulating the putting greens 1^a, 2^a, 3^a, 4^a, 5^a, 6^a, 7^a, 8^a and 9^a; while to the left and right hand sides of each of these straight lines or "fairways" 11, and leading from the point of beginning of the

latter from each of the teeing grounds in the outward direction of play are divergent lines 12 and 13, which are extended for a distance less than the total length of the straight lines or "fairways" 11. The left-hand divergent lines 12 are indicative of the approximate direction of a "hook" drive of a ball in play, and the right hand divergent lines 13 of a "slice" drive thereof. Each of the several lines 11, 12 and 13 are provided with spaced points or dots, each designated in yards distant from the point of teeing the ball in play on the teeing grounds 1°, 2°, 3°, 4°, 5°, 6°, 7°, 8° and 9°. Connecting the divergent "hook" and "slice" lines 12 and 13, beginning with the several points or dots thereon of least distance from the associated teeing ground are, and in the sequence of their outward progression, a series of converging lines 12' and 13' respectively, which lead to and connect points or dots on the straight line or "fairway" 11 further removed from the teeing grounds, and these lines are indicative of drives on a ball in play to bring the same back onto the "fairway" after an initial "hook" or "slice" drive. In addition to the hazards 1^b, 2^b, 3^b, 4^b, 5^b, 6^b, 7^b, 8^b and 9^b, other hazards, such as water courses and the like 10 and 10', may be depicted or otherwise simulated on the playing surface.

Arranged in the smaller space at the side of the division line 17 opposite to the major space on which the golf course is laid out or simulated, and in transverse alinement one with respect to the other, are a series of chance-controlled devices 18, 19, 20, 21, 22 and 23, designated respectively by the names given to certain of the clubs used for effecting different plays or drives on a ball, as, for instance, "Driver," "Brassie," "Mid-Iron," "Mashie," "Putter" and "Niblick". Each of these devices consists of an indicating chart of circular formation, and that of the indicating device 18 is preferably divided into two concentric spaces, which, in turn, are divided into a plurality of segmental spaces by means of a desired number of diametrically extending lines. Certain of these diametric lines, however, are only extended to the circular line forming the boundary of the inner circular space, while the other of such lines are projected to the line forming the outer edge of the chart in equi-distantly spaced relation. Each of the outer spaces have indicated therein various distances of the drive of a ball in play, while each of the inner spaces are designated with letters identifying the character of the drive of a ball, as, for instance, the letter "H" for a "hook" drive; the letter "M" for a middle drive, i. e. the direction of the ball along the straight line or fairway 11; and the letter "S" for a "slice" drive of the ball. The indicator chart 19 consists of a circular space divided by a plurality of diametrically extending lines into a number

of segmental spaces, which are variously marked for different distances of the drive of a ball in play, corresponding to those distances usually obtained in the use of a "brassie" type of club on a regular golf course. The indicating charts of the several devices 20, 21 and 22 are similarly shaped and divided into segmental spaces corresponding to the shape of the chart 19 and the spaces thereof. The segmental spaces of the indicating chart 20, are, however, also given distance values of drive of the "mid-iron" type of club, which are of equal or less value than the lower of the distance values given in the chart of the device 19. The spaces of the indicating chart of the device 21 are variously marked and alternately so for certain positions of the ball in play, and correspondingly to these positions of the ball ordinarily obtaining in the use of the "mashie" type of golf club. The indicating chart of the device 22 has its several segmental spaces indicated for certain positions of a ball in play, when a "putting green" has been reached, and which are usually effected in the use of the "putter" type of golf club. The indicating chart of the device 23 is also of circular formation, but is quartered by diagonally extending lines to provide four segmental spaces, which are indicated for certain plays of a ball when a "niblick" type of golf club is in use. Each of the several indicating devices 18, 19, 20, 21, 22 and 23 are provided with spinning arrows or pointers 18', 19', 20', 21', 22' and 23', which are pivoted at the centers of the circles defining the several charts, and these arrows or pointers are to be selectively spun by the players of the game, and correspondingly for the particular types of golf clubs, which would be employed to effect a given play as it would be made on a regular golf course.

In the use of the game apparatus, as thus constructed and arranged, the game may be played by one or more persons, and the beginning of play is to be effected by the first of the persons, determined upon to start the game simulating the teeing of a ball on the first of the teeing grounds 1°, and selecting and spinning the indicator correspondingly to the club which he or she would ordinarily select to effect the longest drive off from the teeing grounds. In practice, a "driver" would ordinarily be selected to drive off from each of the several teeing grounds of a course of a given number of holes. Hence, the first of the players of the game, in the present instance, would spin the arrow or pointer of the indicating device 18, which, when coming to rest would indicate the character of the drive made. Considering that the first player has spun the arrow of the indicating device 18, and that the pointer has come to rest at one of the inner segmental spaces of the indicator chart marked "M", and at the outer space designated to 130

indicate a drive of 200 yards, the player would determine the position of the ball to be at the 200 yard point or dot on the middle straight line 11, which corresponds to the fairway on an actual golf course. After the first of the players has so determined and effected the play and determined the position of his ball as aforesaid, the remaining players would similarly complete their initial play in the order of their selection. In the event of the arrow or pointer 18' of the indicating device 18 coming to rest in a space designated by the letter "H", and pointing to an outer space marked for a distance of 200 yards, this would indicate that the ball, in actual play, had been struck in a manner that it would hook or curve in a direction to the left-hand side of the player, or of the fairway 11, in which case the 200 yard point or position of the ball would be located at the 200 yard point or dot on the diverging line 12. Similarly, if the pointer 18' came to rest in a space marked "S", and in line with the outer space indicated for a 200 yard drive, this would characterize a sliced drive, wherein the ball would be curved in a direction to the right-hand side of the fairway 11, and consequently the position of the ball would be determined to be at the 200 yard mark on the divergent line 13. If, in the initial play from a teeing ground has determined a hooked or a sliced drive of the ball, by a particular player, that player in his next turn to play would then endeavor to get back on the fairway 11, and, for this purpose, would in all probability make use of a "brassie" or a "mid-iron" type of club in an actual game, hence, he will effect the next play by selecting either the indicating device 19 or the indicating device 20 for his next play with the apparatus. Now, considering that a "brassie" would be the next type of club to be used, the player will spin the arrow or pointer 19' of the indicating device 19, and, if the arrow or pointer stopped at the space marked, for instance, 100 yards, the player would then locate the simulated position of the ball along the converging 12' or 13', leading from the 200 yard points or dots on the left or right-handed divergent lines 12 or 13, as the case may be, and then if the distance to the connected point or dot on the middle line or fairway 11 were not equal to the indicated distance of the drive, the remainder of such distance would be determined by locating a proper point or dot on the latter line or fairway, in the direction toward the putting green at the end of the fairway of the particular hole being played. However, if the teeing drive has been indicated by "M", the simulated position of the ball would then be at the 200 yard mark on the middle line or fairway 11, and the subsequent drive of the ball for 100 yards, by the use of the "brassie" or "mid-iron" indicators, this distance would be determined from the 200 yard mark from the line or fairway 11 toward the putting green at the end thereof. In the latter case, the simulated position of the ball would now be at the 300 yard point or dot on the middle line or fairway 11, and, the player having reached this point would, in his proper turn of play, now select the mashie indicator 21, and spin the same in an endeavor to put the ball on the putting green 1^a, and as near the hole 1 as possible, or to even put ball into the hole. In spinning the arrow or pointer 21', if it stops at the space marked "holed", it would be considered that the ball had been actually holed, and the next play by this particular player would be from the next succeeding teeing ground, as, for instance, the teeing ground 2^c. However, if the arrow or pointer 21' stopped at the indication "on green", this would signify that the ball must be again played from some point on the putting green and holed, or, if the indicator stopped at the indication "long" or "short", a further drive of the ball by the use of the mashie indicator 21 would be in order to place the ball on the green or into the hole. Again, if the pointer 21' stopped at one of the spaces indicated "sand trap," a further play would have to be made on the ball from a position at one of the indicated sand traps just outside of the boundaries of the putting green. For this latter purpose, the player would, without doubt, make use of the "niblick" indicator, and upon spinning the arrow or pointer 23', if the same stopped at a space marked "on green", it would signify that the drive from the sand trap had been successful, and that the ball was now in proper position to be holed. Again, if the arrow or pointer 23' stopped at the space indicated "dub try again", this would possibly indicate that the attempted drive from the sand trap had been unsuccessful, and that the player must make another stroke at the ball, which would be simulated by again spinning the arrow or pointer of this particular indicating device. If, however, the arrow or pointer 23' stopped at the space indicated "long", it would indicate that the ball had been successfully driven from the sand trap, but that it had over-shot the putting green, when the player, in his next turn of play, might have to again select the mid-iron indicator 20 or the mashie indicator 21 in an endeavor to put the ball on the putting green or into the hole of that particular putting green. Having put the ball on the putting green, the final play on the hole of the particular putting green being played, the player would now resort to the putter indicator 22, and complete such play in one or more strokes on the ball as might be necessary in accordance with the several markings on the spaces on the indicator chart 22.

In accordance with the rules laid down for the game of golf, each player, in turn, endeavors to drive his ball from the tee on or as near as possible to the putting green, and to put it into the hole of a particular putting green with the smallest number of strokes from the place of teeing off. The player holing his ball in the fewest number of strokes wins the hole, and if two players take the same number of strokes, the hole is said to be "halved", neither winning it. The game proceeds from teeing ground to hole until the full nine or eighteen holes, as the case may be, have been played, eighteen holes being the usual number of a standard golf course. The player who wins the greatest number of holes wins the match, but if they both win the same number of holes the match is halved or drawn. The game is also played by counting the aggregate number of strokes it takes to play the entire course, and this play is called "medal" play, in distinction to the first-mentioned method of play, which is termed "match" play.

Without further description, it is thought that the features and advantages of the invention will be readily apparent to those skilled in the art, and it will of course be understood that changes in the form, proportion and minor details of construction may be resorted to, without departing from the spirit of the invention or its scope as claimed.

Having thus fully described the invention, what is claimed is:

1. In a game apparatus, a body having a simulated golf course on the upper surface thereof and having certain of the teeing grounds and their associated putting greens connected by a plurality of direction lines having a plurality of marks spaced along the same designated for different lengths of drive of a ball in play, the marks on the outer of the said lines being connected by other direction lines converging toward and connecting certain of the marks of a greater length of drive on the intermediate of the same lines, and chance-controlled devices for determining the character and distance of each simulated drive of the ball.

2. In a game apparatus, a body having a simulated golf course on the upper surface thereof and having certain of the teeing grounds and their associated putting greens directly connected by straight direction lines and oppositely disposed divergent direction lines extending from the teeing grounds toward the putting greens for an appreciable length of the distance between each teeing ground and its associated putting green, each of said lines having a plurality of marks spaced along the same and designated for different lengths of drive of a ball in play in the directions along said lines, the marks on the said divergent lines being connected by

convergent direction lines leading to and connecting certain of the marks of a greater length of drive on the intermediate of the said lines, and chance controlled devices for determining the character and distance of each simulated drive of the ball.

3. In a game apparatus, a body having a simulated golf course on one side of the upper surface thereof and having certain of the teeing grounds and their associated putting greens directly connected by straight direction lines and oppositely disposed divergent direction lines extending from the teeing grounds toward the putting greens for an appreciable length of the distance between each teeing ground and its associated putting green, each of said lines having a plurality of marks spaced along the same and designated for different lengths of drive of a ball in play in the directions along said lines, the marks on the said divergent lines being connected by convergent direction lines leading to and connecting certain of the marks of a greater length of drive on the intermediate of the said lines, and chance-controlled devices mounted on the said body adjacent the start of play side of the simulated golf course for determining the character and distance of each simulated drive of the ball.

4. In a game apparatus, a body having a simulated golf course on one side of the upper surface thereof and having certain of the teeing grounds and their associated putting greens directly connected by straight direction lines and oppositely disposed divergent direction lines extending from the teeing grounds toward the putting greens for an appreciable length of the distance between each teeing ground and its associated putting green, each of said lines having a plurality of marks spaced along the same and designated for different lengths of drive of a ball in play in the directions along said lines, the marks on the said divergent lines being connected by convergent direction lines leading to and connecting certain of the marks of a greater length of drive on the intermediate of the said lines, and chance-controlled devices, each having indicia associated therewith corresponding to the character of play of certain designated types of golf clubs for determining the character and distance of each simulated drive of the ball.

5. In a game apparatus, a body having a simulated golf course on one side of the upper surface thereof and having certain of the teeing grounds and their associated putting greens directly connected by straight direction lines and oppositely disposed divergent direction lines extending from the teeing grounds toward the putting greens for an appreciable length of the distance between each teeing ground and its associated putting green, each of said lines having a plurality of marks spaced along the same and designated

for different lengths of drive of a ball in play
in the directions along said lines, the marks
on the said divergent lines being connected
by convergent direction lines leading to and
5 connecting certain of the marks of a greater
length of drive on the intermediate of said
lines, and chance-controlled devices mounted
on the said body adjacent the start of play
side of the simulated golf course, each having
10 indicia associated therewith corresponding to
the character of play of certain designated
types of golf clubs for determining the char-
acter and distance of each simulated drive of
the ball.

15 Signed at La Crosse, in the county of La
Crosse, and State of Wisconsin, this 11th day
of February, 1928.

HERBERT H. RISTOW.

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