# United States Patent

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[54] **GOLF BOARD GAME**


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[30] **Foreign Application Priority Data**

July 16, 1970 Great Britain.....34,445/70

[52] **U.S. Cl.**.....**273/87 H,** 273/134 CG, 273/95 E

[51] **Int. Cl.**.....**A63f 7/00**

[58] **Field of Search**....273/95 R, 102 B, 134 CG, 87, 273/87.2, 95 E



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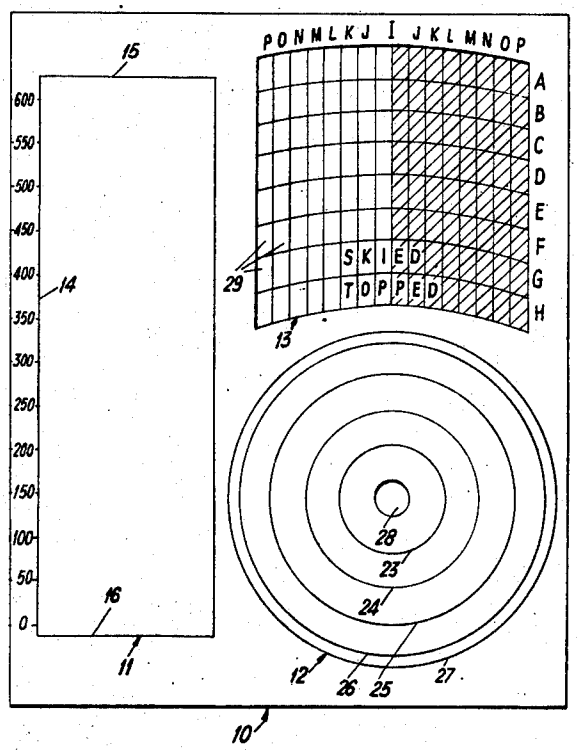
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[57] **ABSTRACT**

A board game based on golf comprises a board, a chart representing distances allied to different golf clubs, a distance and direction indicator, counters, markers representative of golf balls, and parts representative of arbitrary features of a hole on a golf course. The board includes first section devoted to the construction of a golf hole using said parts, and a second section which includes a grid comprising rows and columns of cavities referenced, respectively, in conformity with said chart and with an arcuate scale on said indicator, and spaned from said grid a target with concentric circles about a central cavity and from which counters can be flipped into cavities of said grid.


**4 Claims, 5 Drawing Figures**



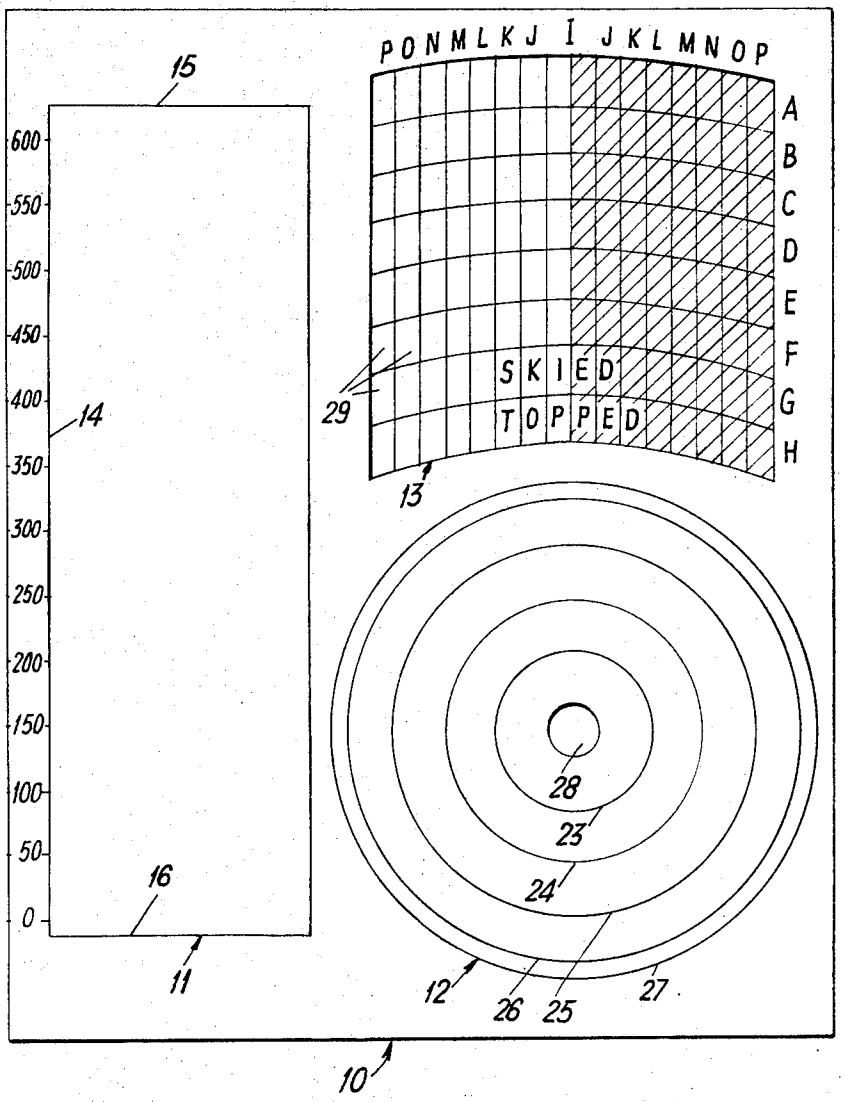



Fig. 1.

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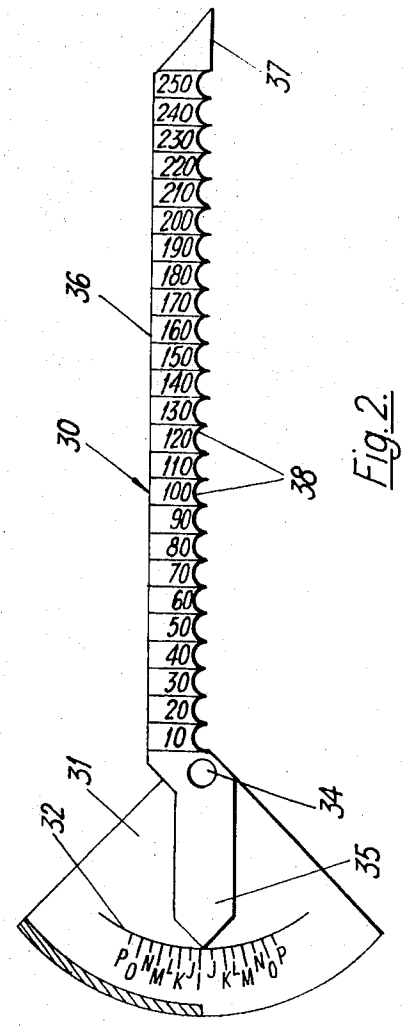

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Fig. 2.

| | WOODS | | | | IRONS | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| DISTANCE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | W |
| A | 250 | 240 | 220 | 210 | 200 | 180 | 170 | 160 | 150 | 140 | 130 | 120 | 100 | 80 |
| B | 240 | 230 | 210 | 200 | 190 | 170 | 160 | 150 | 140 | 130 | 120 | 110 | 90 | 70 |
| C | 230 | 220 | 200 | 190 | 180 | 160 | 150 | 140 | 130 | 120 | 110 | 100 | 80 | 60 |
| D | 220 | 210 | 190 | 180 | 170 | 150 | 140 | 130 | 120 | 110 | 100 | 90 | 70 | 50 |
| E | 210 | 200 | 180 | 170 | 160 | 140 | 130 | 120 | 110 | 100 | 90 | 80 | 60 | 40 |
| F | 200 | 190 | 170 | 160 | 150 | 130 | 120 | 110 | 100 | 90 | 80 | 70 | 50 | 30 |
| G SKIED | 140 | 130 | 120 | 110 | 100 | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | 20 |
| H TOPPED | 130 | 120 | 110 | 100 | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | 20 | 10 |

Fig. 3

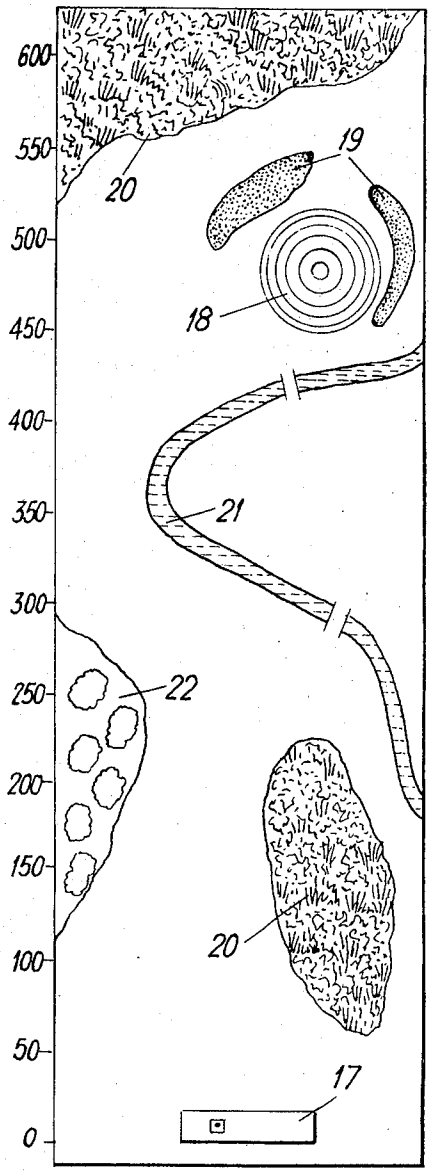

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Fig.4.

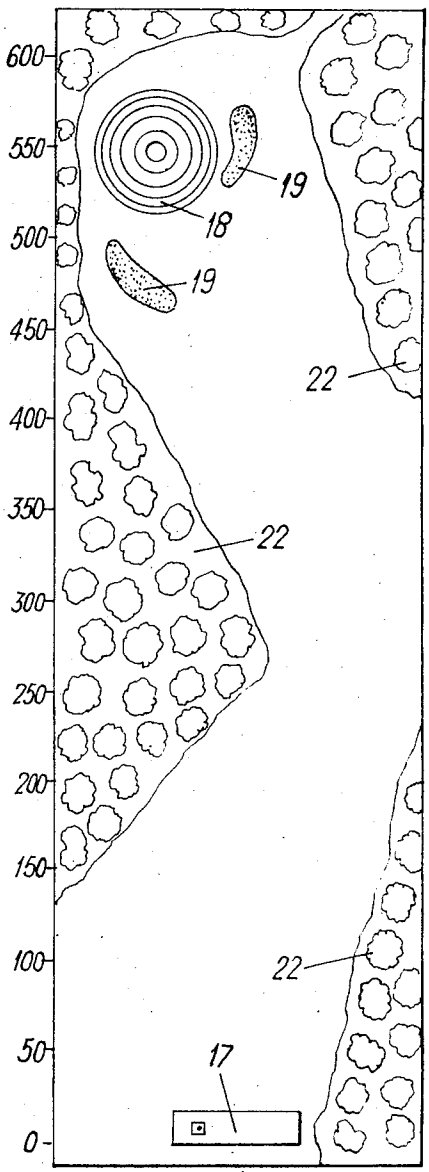

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Fig.5.

# GOLF BOARD GAME

This invention relates to apparatus for playing a board game based on golf.

According to the present invention, I provide a board game based on golf and comprising, in combination, a board, a chart representing distances allied to different golf clubs, a distance and direction indicator, counters, markers representative of golf balls, and parts representative of arbitrary features of a hole on a golf course, one part of said board being devoted to a blank whose outline is representative of the bounds of a hole of a golf course, and the remainder of said board being devoted to a grid comprising rows and columns of cavities below the level of the plane of the board and spaced from the grid a target delineated by several concentric circles about a central cavity which is below the plane of the board and is aligned with the central ones of said columns, said rows and columns being referenced in conformity, respectively, with said chart, and with an arcuate scale on said indicator, said indicator including a pivotal pointer movable over said scale and integral with a stem graduated in terms of distances over the range of distances on said chart, the game being played by disposing within said outline at selected positions selected ones of said feature-representing parts, locating said indicator at a point on said golf hole from which a stroke is to be played with the pivot of said pointer over said point and said pointer in the zero position, and said stem extending in the desired direction of said stroke, selecting a golf club, flipping a counter from the area of said target into a cavity in said grid, shifting said pointer to indicate on said arcuate scale the direction indicated by the grid column which includes the grid cavity occupied by said flipped counter, reading off from said chart the distance determined by the grid row which includes the grid cavity occupied by said flipped counter in association with the selected golf club, applying said determined distance to said stem, and locating a marker at the point so reached, this sequence being repeated as often as necessary to get the marker from the tee to the putting green whereafter the marker is transferred to a corresponding part of said target and flipped into said central cavity.

An embodiment of the invention will now be described, by way of example, with reference to the accompanying drawings, in which:

FIG. 1 is a plan view of a playing board for a board game according to the invention;

FIG. 2 is a plan view of a locator to be used in association with the playing board of FIG. 1;

FIG. 3 is a chart to be used in association with the playing board and the locator in playing the board game; and

FIGS. 4 and 5 are plan view illustrating two golf hole designs constructed on the master blank of the playing board.

Referring firstly to FIG. 1 of the drawings, the playing board **10** is rectangular in plan view with three distinct defined areas **11**, **12** and **13** thereon. The area **11** is rectangular with one longer edge **14** thereof spaced from and parallel to one edge of the board **10** and the two shorter edges **15** and **16** thereof spaced from and parallel to the top and bottom edges of the board **10**, respectively. The area **11** is covered by a piece of green felt and occupies about two-fifths of the width of the board, leaving the remaining three-fifths for the areas **12** and **13**. The edge **14** is graduated in increments of **50** which represent yardages.



The area **11** represents a master blank on which a golf hole of arbitrary design may be constructed, there being provided in association with the parts of FIGS. **1** to **3**, scaled representations of tees, greens, and various hazards such as bunkers, zones of rough terrain, burns, water and woods. The representations may be in the form of sealed aereal photographs backed by flocking. FIGS. **4** and **5** show different golf hole designs with tees **17**, greens **18**, bunkers **19**, rough **20**, a burn **21**, and woods **22**.

Referring again to FIG. **1**, the areas **12** and **13** are located, respectively, in substantially the lower half and the upper half of the aforesaid two-fifths of the width of the board **10**. The area **12** is a piece of green felt marked as a target with concentric circles **23** to **27** about a hole **28**, the latter being a recessed opening in the board and occupied by a cup below the plan of the board. The area **12** is a magnified version of a putting green **18**.

The area **13** is a grid of boxes **29** which are recessed below the plane of the board **10** and are disposed in lettered rows A to H indicative of distances travelled by small colored discs, representative of golf balls and played in accordance with the rules of the game hereinafter disclosed, and lettered columns headed J to P in both directions from a central pair of adjacent columns headed I. The rows G and H indicate shots which have been skyed and topped, respectively. The two sets of columns J to P are preferably differently colored, for example, the left-hand set may be yellow and the right-hand set blue.

Referring now to FIG. **2**, the locator is a distance and direction indicator and is denoted **30**. The locator is made up of two parts, namely a sector **41** which has a series of graduations along an arcuate scale **32** and marked similarly to the columns of the grid **13**, and a marker pivotally connected at **34** to the sector **31**, the marker including a pointer **35** indicating the graduated arcuate scale **32** and an elongate stem **36** offset relative to the pointer **35** such that a longitudinal edge **37** thereof is on the axis passing through the pivot **34** and the tip of the pointer **35**. The stem **36** is transversely graduated with distances in increments of 10 from 10 to 250 indicative of yardage and corresponding to the distances denoted on the chart of FIG. **3** hereinafter described. The edge **37** of the stem **36**, is provided with semi-circular recesses **38** adjacent the graduations and adapted for precise positioning of markers representing golf balls.

The chart of FIG. **3** shows distances in rows and columns, the rows being adjacent letters A to H which correspond to the letters A to H on the grid **13** of FIG. **1**. The distances are representative of yardage and decrease in increments of 10 or 20 along each row, the columns being topped by indications of golf clubs, namely woods nos. 1 to 4 and irons nos. 1 to 9 and a wedge (W).

The game also includes small counters to be used in pairs in the manner of the game of tiddlywinks and small colored discs to represent golf balls.

The game may be played by any number of players but is best restricted to four as in the real game of golf. Any form of golf match can be played, e.g., singles, foursomes, best-ball foursomes, etc, and this must be decided initially. Another decision to be made in advance of play is whether holes should be designed by the players or whether they should be representative of holes of local or well-known golf courses. If the players are to design the holes themselves, this may be done in turn or possibly any player who wins a hole may have the right to design the next hole.

After the necessary preliminaries have been agreed, the game is played in accordance with the following rules:

1. The order of play, at least at the first hole, is decided by the toss of a coin or in any other suitable manner.
2. The first player takes the locator **30** and places it with the pivot **34** on the tee **17** at a point of his own selection. With the pointer **35** maintained centrally positioned relative to the arcuate scale **32**, the locator is swung as a whole to point in the direction in which the player wishes his shot to go and he then selects the club to achieve the distance he wishes his ball to travel.
3. The player now flips a counter from a forward position on the area **12** to land in a box **29** of the grid **13**. This position is at 12 o'clock on the target and may be termed the normal tee. It may also be marked in any convenient manner. If the grid is missed, one stroke is counted and the player tries again. The box **29** in which the counter settles determines both the length and the direction of the stroke, and, with the sector **31** held firmly in position, the marker of the locator is swung to any extent necessary until the pointer **35** indicates on the scale **32** the letter of the column which includes the occupied box **29**. From the chart of FIG. 3, the player reads off the distance, i.e. the length of the stroke which is determined by the selected club and the letter of the row which includes the occupied box.

Example: If the selected club is a no. 2 wood and the occupied box **29** is in the right-hand M column and D row, the marker of the locator is swung to the appropriate position and the small colored disc is placed at the 210 yards recess **38** in the stem **36** of the locator.

4. Assuming no hazards are encountered, the player continues from the new mark exactly as before until his small colored disc lands on the putting green **18**. He then places his counter at the equivalent position on the area **12** and flips it into the hole **28**. The number of flips of the counter necessary to get the small colored disc from the tee **17** into the hole **28** defines the number of strokes taken.

Hazards: Landing in a hazard with any stroke entails a penalty. Also, if the ball is subsequently playable, the player selects his club (see the following table) and the direction he wishes to play, and must then flip his counter from the 6 o'clock position on the target when playing to the grid. This position may be termed the hazard tee and may also be marked in any convenient manner.

| Hazard | Penalty | If Playable |
|---|---|---|
| | | Club Restriction |
| Rough | Use hazard teeing point | 7, 8, 9 or wedge |
| Bunker | Lift out to nearest point away from putting green and count one penalty stroke. | 7, 8, 9 or wedge |
| Burn | Lift out to nearest point away from hole and count one penalty stroke. | |
| Water | Lost ball. Count the stroke and return to point from which ball was played. Add one penalty stroke. | |
| Woods | As for water | |

Skied: If a ball is skied, it will pass over any hazard to reach final distance.

Toped: If a ball is topped, and its path crosses any hazard, it is deemed to have fallen into that hazard and thus to have stopped. The appropriate penalty will apply. Also if playing from a hazard and the ball is topped, count one stroke and play again.

Out of bounds: If, in course of play the ball leaves the boundary of the golf hole, it has gone out of bounds and the player counts the stroke, returns to the point from which the ball was played, and adds one penalty stroke.

I claim:

1. Apparatus for playing a board game based on golf and comprising, in combination, a board, a chart representing distances allied to different golf clubs, a distance and direction indicator, counters, markers representative of golf balls, and parts representative of arbitrary features of a hole on a golf course, one part of said board being devoted to a blank whose outline of a hole of a golf course, and of the remainder of said board being devoted to a grid comprising rows and columns of cavities below the level of the plane of the board and spaced from said grid a target delineated by several concentric circles about a central cavity which is below the plane of the board and is aligned with the central ones of said columns, said rows and columns being referenced in conformity, respectively, with said chart, and with an arcuate scale on said indicator, said indicator including a pivotal pointer movable over said scale and integral with a stem graduated in terms of distances over the range of distances on said chart and to a scale appropriate to the length of said blank, the game being played by disposing within said outline at selected positions selected ones of said feature-representing parts, locating said indicator at a point on said golf hole from which a stroke is to be played with the pivot of said pointer over said point, said pointer in the zero position, and said stem extending in the desired direction of said stroke, selecting a golf club, flipping a counter from the area of said target into a cavity in said grid, shifting said pointer to indicate on said arcuate scale the direction indicated by the grid column which includes the grid cavity occupied by said flipped counter, reading off from said chart the distance determined by the grid row which includes the grid cavity occupied by said flipped counter in association with the selected golf club, applying said determined distance to said stem, and locating a marker at the point so reached, this sequence being repeated as often as necessary to get the marker from the tee to the putting green, whereafter the marker is transferred to a

corresponding part of said target and flipped into said central cavity.

2. Apparatus as claimed in claim 1 in which said stem is offset relative to said pointer such that an edge of said stem is aligned with the tip of said pointer, and said edge has therein recesses associated with the distances determined by the graduations on said stem and adapted to locate markers.

3. Apparatus as claimed in claim 2, in which said board is of a plastics material, said blank and said target and pieces of felt affixed to said board, and said representative parts are backed by flocking material.

4. Apparatus as claimed in claim 3, in which said golf hole blank is graduated in terms of distance on a scale akin to that of said stem.

* * * * *