

June 21, 1932.

E. LIVINGSTON ET AL

1,864,500

GAME

Filed May 13, 1930

3 Sheets-Sheet 1

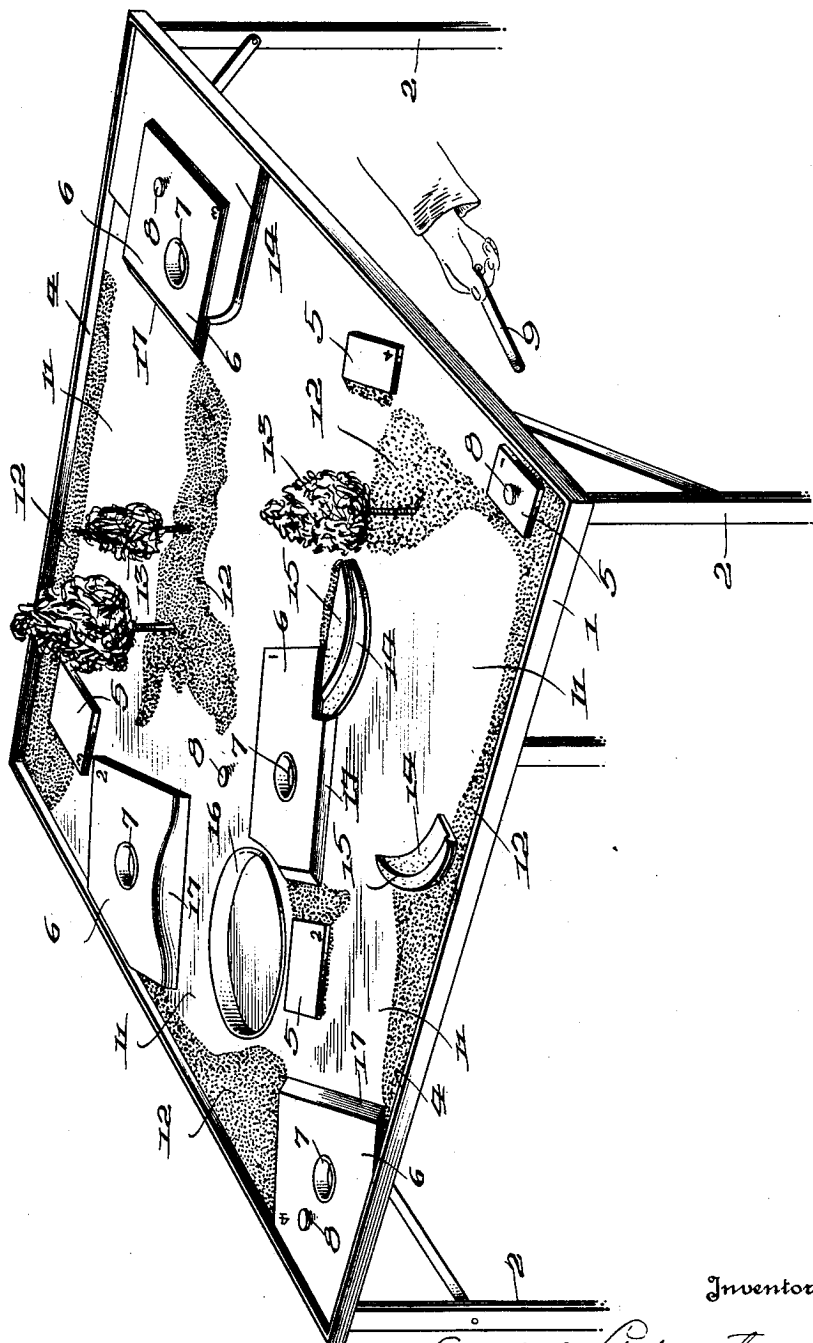


FIG. 1.

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3 Sheets-Sheet 2

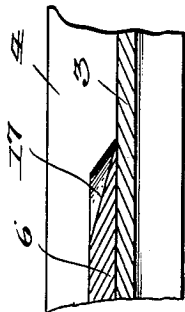
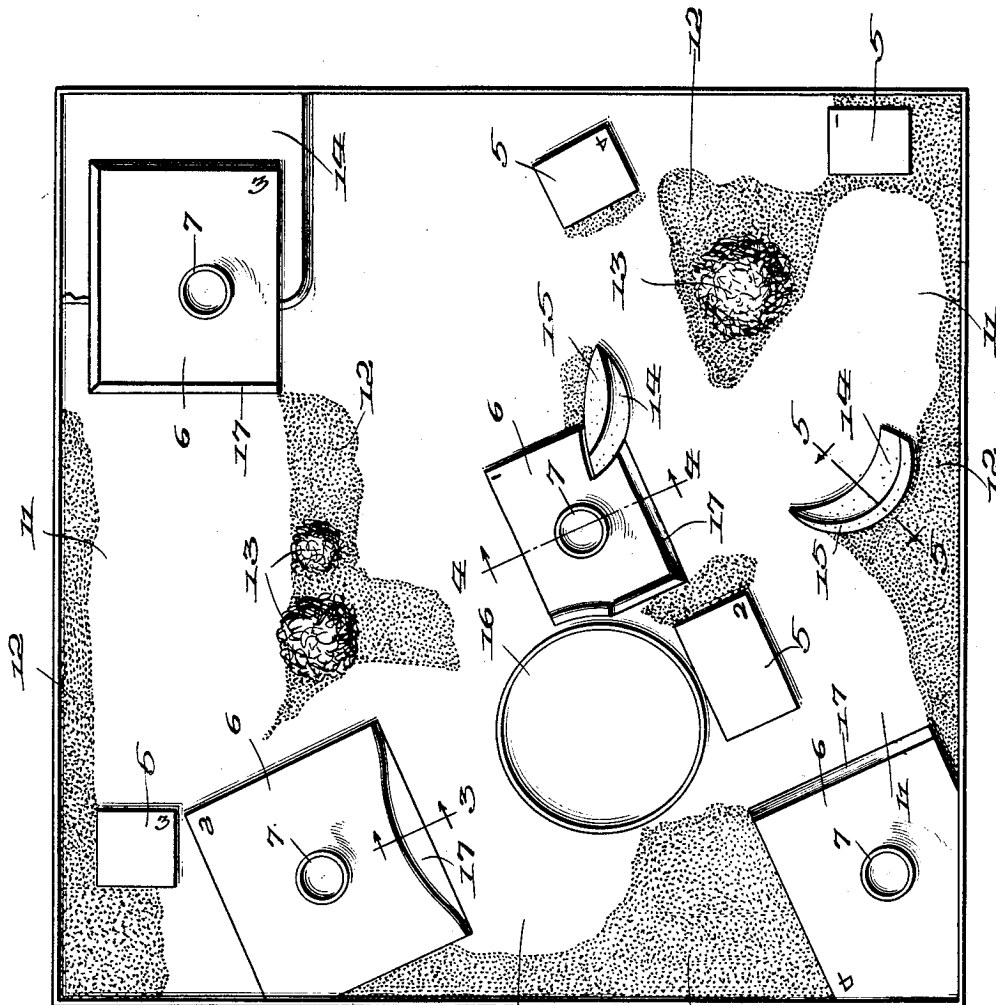


Fig. 3.

Fig. 2.

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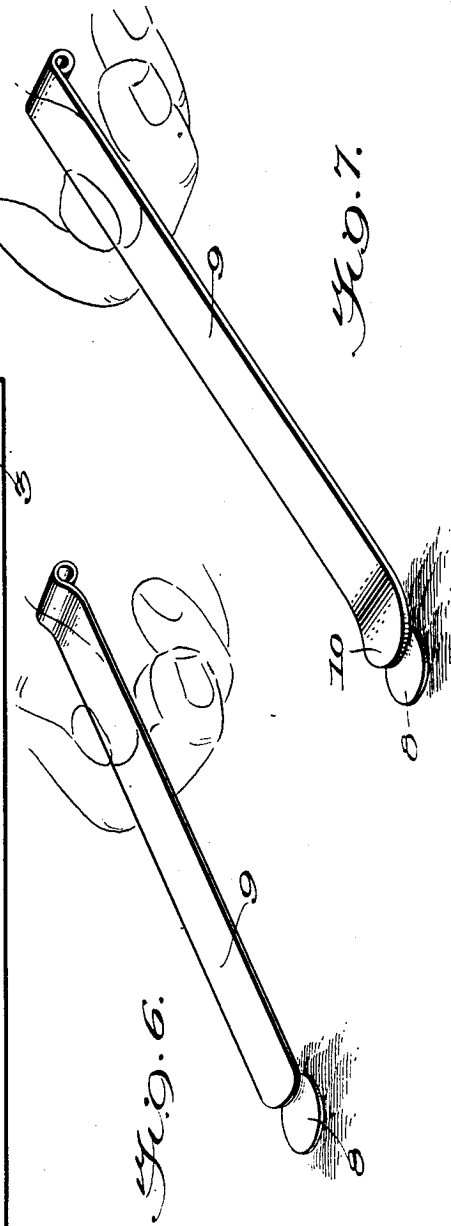
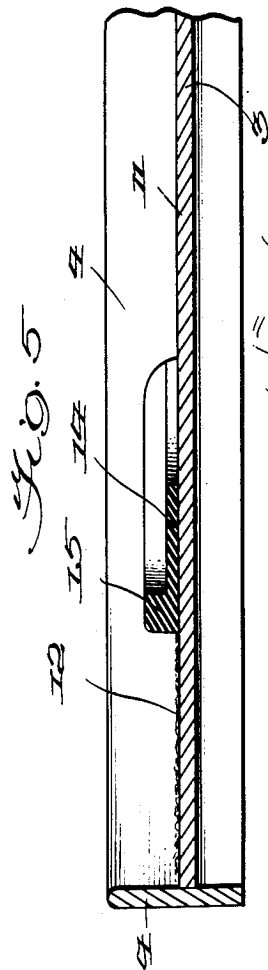
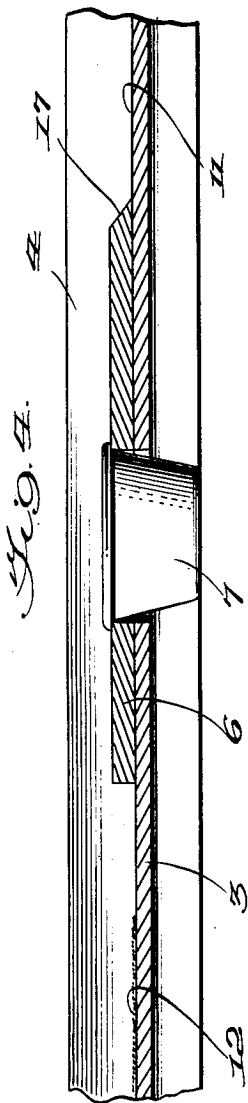
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Filed May 13, 1930

3 Sheets-Sheet 3



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UNITED STATES PATENT OFFICE

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GAME

Application filed May 13, 1930. Serial No. 452,073.

This invention relates to an improvement in games, and more particularly to the type of games in which a projectile, such as a disk or the like, is moved in a predetermined manner over a playing surface.

The game simulates the well-known game of golf, but instead of using balls and clubs it is played preferably by means of small disks caused to be projected along the surface by engaging the edges of the disks with an instrument, which causes them to snap or jump upwardly and forwardly in the well-known manner.

The object of the invention is to provide a novel and amusing game which is both entertaining and instructive, encouraging the exercise of skill and judgment on the part of the players.

In the accompanying drawings:

Fig. 1 is a perspective view of the invention;

Fig. 2 is a top plan view thereof;

Fig. 3 is a detail sectional view on the line 3—3 of Fig. 2;

Fig. 4 is a similar view on the line 4—4 of Fig. 2;

Fig. 5 is a similar view on the line 5—5 of Fig. 2;

Fig. 6 is a perspective view of a disk and one form of instrument which may be used; and

Fig. 7 is a similar view showing a slight modification in the playing instrument.

The invention simulates the game of golf and is preferably provided on a table or a board, or the like, which may be supported on a table, and if desired this may be of the size and character of the standard card table.

Any desired number of holes may be provided on each table or playing surface, but it has been found that four or five holes for each table is about the right number which the size of the card table will accommodate.

However, the game may be made in sets of

two or four tables, for nine or eighteen holes, as may be found desirable.

As shown in the drawings, the table is generally designated by the numeral 1 and is of the general size and character of an ordinary card table, being supported on the legs 2, although the latter may be omitted if desired and the table or board be directly supported on the edge of a card table.

The table is provided with a horizontal sheet 3, which may be constructed of wood, fiber board or other suitable material, preferably hard, and it may be plain or covered with a suitable fabric to constitute the playing surface. An upstanding rim 4 is provided about the playing surface 3, tending to prevent the projectiles from falling from such surface.

As shown in Figs. 1 and 2, there are a plurality of what are termed "tees" 5 and "greens" 6, both of which are elevated above the playing surface to give added interest and amusement to the game, and may be constructed of blocks of the proper sizes and securely fastened by gluing or otherwise to the playing surface 3. Cups 7 are arranged in the greens 6 to provide the holes into which the projectiles are adapted to be forced. The projectiles are preferably in the form of small hard disks designated by the numeral 8, and are of a well-known type and character, adapted to be forced along the surface by being snapped at their edges, causing them to jump forwardly and upwardly. Resilient instruments 9 of the general character shown in Figs. 6 and 7 may be used to snap the disks 8 to cause them to be projected along the surface. The resiliency of these instruments improve their character for the purpose for which they are used.

In the form shown in Fig. 6, the instrument is straight approximately to its outer end, while the form shown in Fig. 7 has the outer end curved forwardly as at 10, with a tendency to force the disks upwardly rather than for-

wardly when this should be found desirable. Other forms of instruments may be used and various changes may be made in the shapes and characters of these instruments as found desirable and for accomplishing different movements of the disks.

The playing surface has an area between each tee and green, which is relatively smooth and hard and corresponds with the fairway of a golf course. This smooth area is designated in the drawings by the numeral 11, and because of its smoothness it is relatively easier to direct the projecting of the disks 8 forwardly therefrom. Arranged on different sides of these smooth areas are relatively rough areas 12, corresponding with the rough areas of a golf course, and which areas 12 may be formed by gluing or otherwise securing a suitable coarse granular material, such as sand, sawdust or the like, to the playing surface 3. These rough areas tend to obstruct the projecting of the disks therefrom not only as to direction but as to distance, thus increasing the importance from the standpoint of the players of keeping the projectile within the smooth areas.

Suitable trees 13 may be provided within the rough areas 12 as additional hazards. These may be formed of paper, cotton or other suitable material secured on sticks which may be inserted in suitable openings formed in the playing surface 3 or hinged or otherwise secured to said surface. Arranged adjacent one or more of the smooth areas 11 between the respective tees and greens are additional hazards to represent sand-traps or bunkers and which are designated by the numeral 14. These hazards are preferably constructed of strips of soft rubber or the like, glued or otherwise secured to the playing surface 3, although other soft or resilient materials may be used if found desirable.

The elastic nature of the soft or resilient materials, such as sponge rubber or the like, causes the projectiles to be forced in vertical directions and sometimes backward therefrom, increasing the difficulty and requiring greater skill on the part of the players when the projectiles fall on these hazards 14. The hazards 14 may be provided with ribs 15 along the back edges thereof for also tending to obstruct the forward projecting of the disks 8.

Arranged within another of the smooth areas 10 and as an additional hazard is a pan 16 designed to contain water or to represent a water hazard for also tending to obstruct the forward projecting of the disks 8 from one tee to the next succeeding green.

Since the greens 6 are elevated above the playing surface, the approach sides thereof are inclined as at 17, tending to facilitate the manner of forcing the projectiles onto the greens. However, the edges other than on the approach side are at sharp angles to the

playing surface, making it difficult to cause the projectiles to be snapped onto the greens in the event that they are projected to any of the sides thereof other than the approach side.

In playing the game, a separate disk 8 may be used by each player and these may be suitably and differently colored for designation. The regular rules of golf may be used as far as applicable.

The manner of playing will be obvious, it being evident that the disks of the players are successively placed on the tees 5, which are respectively designated by numerals corresponding to the different holes of golf, as likewise the greens 6. The instruments 9 have the forward ends thereof pressed against the surfaces of the disks and by sliding the ends back over the edges of the disks, the latter are caused to snap or jump upwardly and forwardly in more or less a controllable fashion, depending upon the skill of the player, and by continuing the process the disks are successively caused to jump forward along the playing surface and finally into the cups 7, disposed in the greens 6, after which the process may be continued for each succeeding hole as is well known in playing golf.

There may be as many different holes on the playing surface as found desirable. The game may be composed of a series of tables or playing surfaces constituting nine or eighteen holes.

We claim:

1. A game board of the character described comprising a playing surface, and having a relatively smooth area thereon, and granular material secured in the playing surface adjacent said smooth area and forming a relatively rough playing area.

2. A game board of the character described comprising a playing surface marked to represent a golf course, and having representations of a tee and a green thereon, a relatively smooth area between the tee and green, and granular material secured in the playing surface adjacent said smooth area and forming a relatively rough playing area.

3. A game board of the character described comprising a playing surface marked to represent a golf course, and having representations of a tee and a green thereon, a smooth hard area between the tee and green, and granular material secured in the playing surface beside the smooth area and forming a substantially rough playing area.

4. A game board of the character described comprising a playing surface marked to represent a golf course, and having representations of a tee and a green thereon, a smooth hard area between the tee and green, granular material secured in the playing surface beside the smooth area and forming a substantially rough playing area, and one or more

disks adapted to be projected forwardly from the tee to the green.

5. A game board of the character described comprising a playing surface, one or more disks adapted to be projected over said playing surface, and a hazard on said surface and composed of soft rubber with an approximately flat playing surface from which the disks may be projected.

10 In testimony whereof we affix our signatures.

ELIZABETH LIVINGSTON.
LOUIS LIVINGSTON.

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