

(No Model.)

G. SCOTT.  
GAME.

No. 432,170.

Patented July 15, 1890.

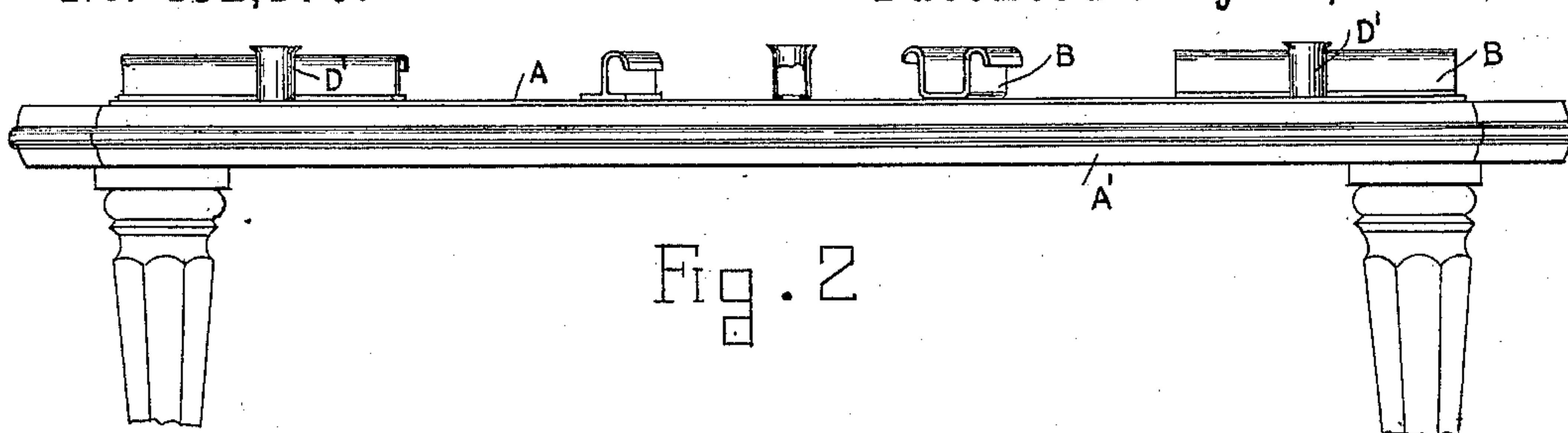


Fig. 2

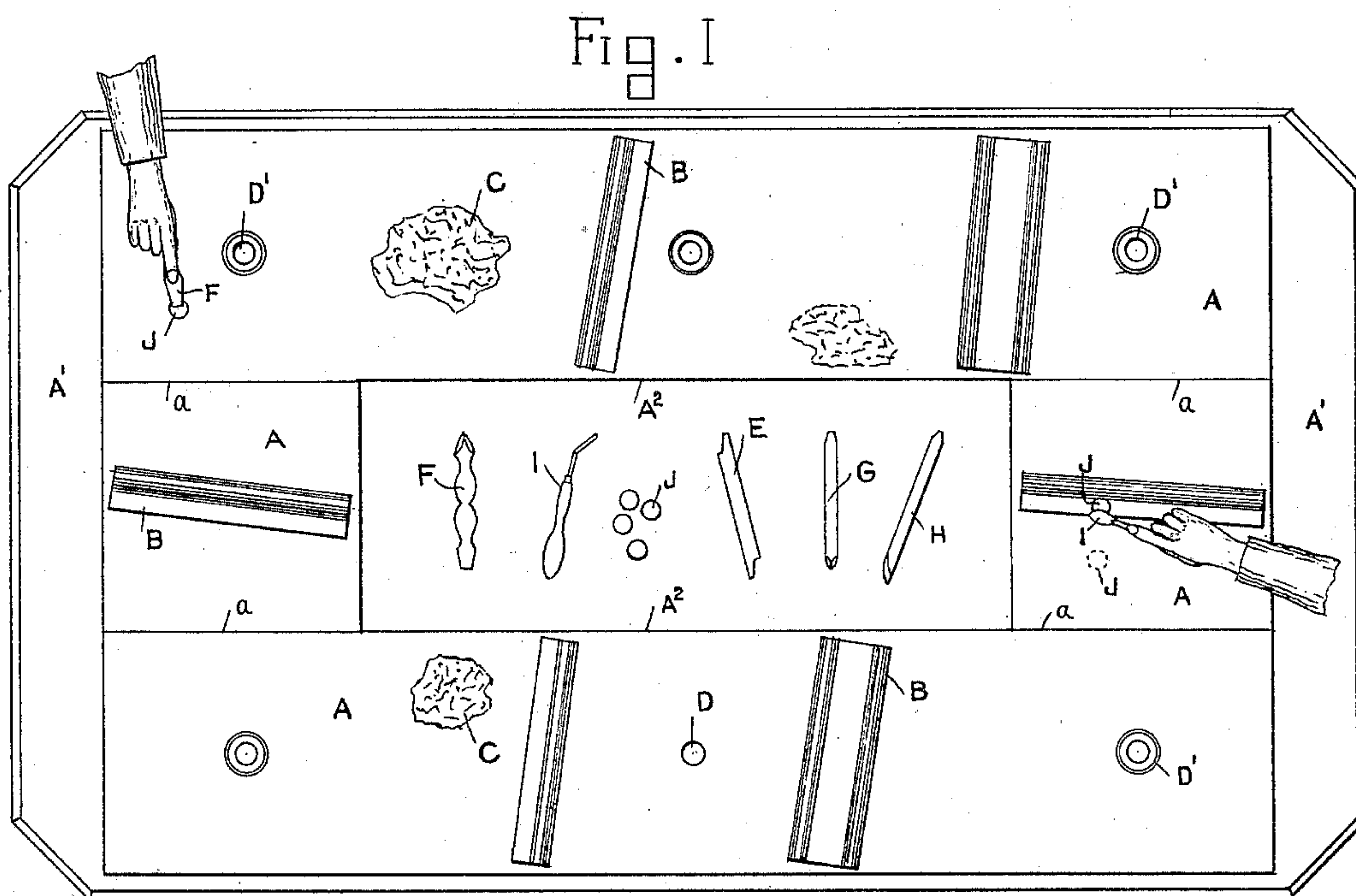


Fig. 1

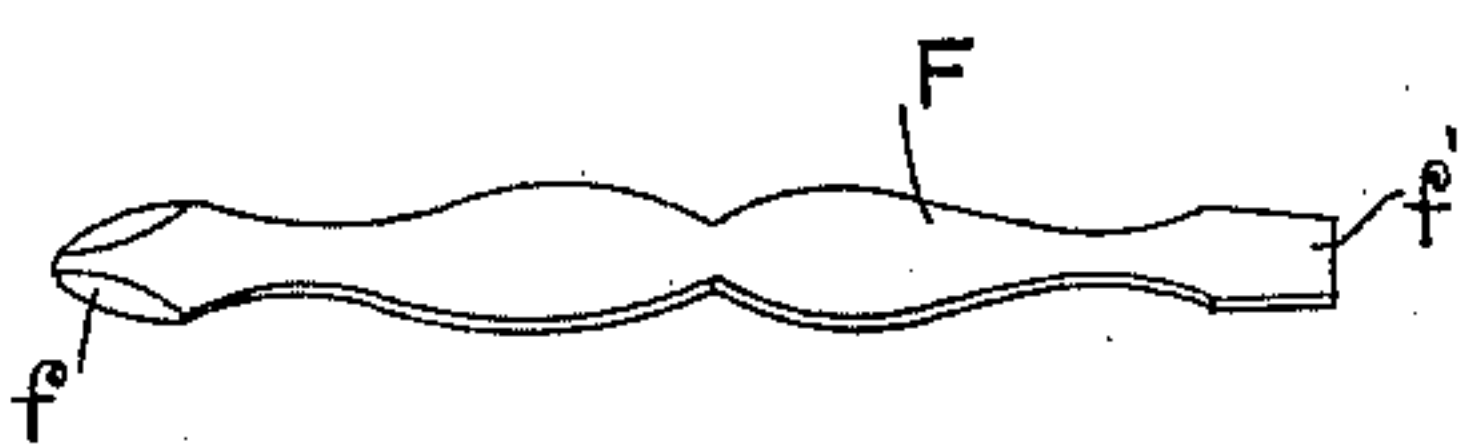


Fig. 3



Fig. 6

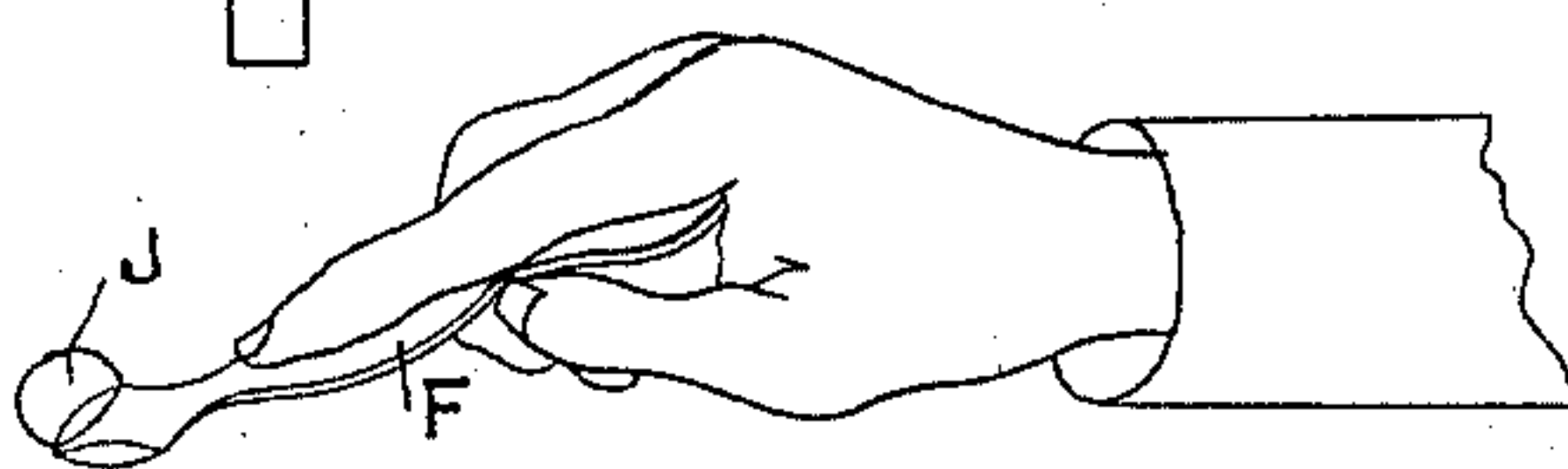


Fig. 5

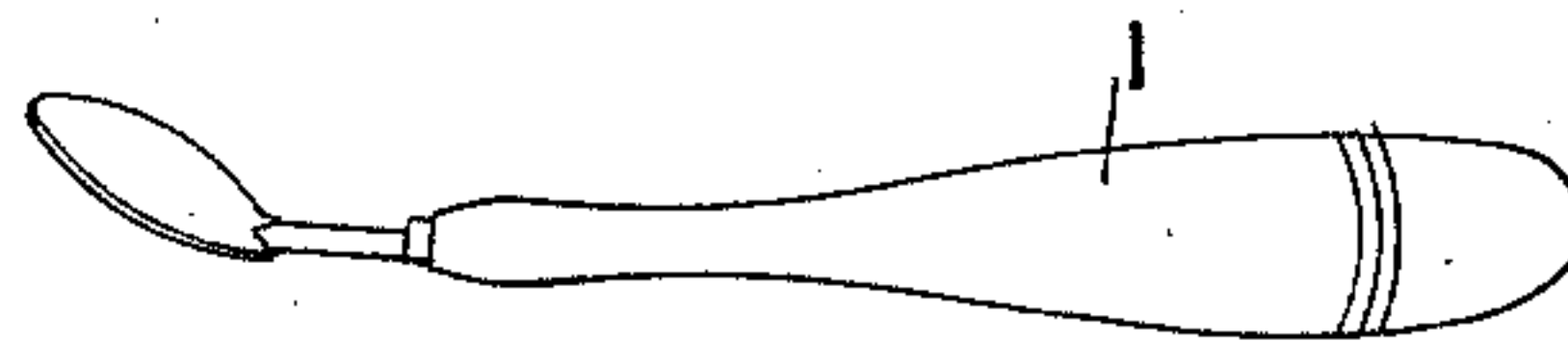


Fig. 4

Witnesses  
J. J. Wall  
Henry Meininger

Inventor  
George Scott  
By *Charles D. [Signature]*  
his attorney



# UNITED STATES PATENT OFFICE.

GEORGE SCOTT, OF BIRKENHEAD, COUNTY OF CHESTER, ENGLAND.

## GAME.

SPECIFICATION forming part of Letters Patent No. 432,170, dated July 15, 1890.

Application filed December 20, 1889. Serial No. 334,438. (No model.) Patented in England June 6, 1889, No. 9,387.

*To all whom it may concern:*

Be it known that I, GEORGE SCOTT, a subject of the Queen of Great Britain, residing at Birkenhead, in the county of Chester, in the Kingdom of England, have invented a Parlor Game, (which has not been patented to myself or to others with my knowledge or consent in any country except in England, where provisional protection has been obtained, dated June 6, 1889, No. 9,387,) of which the following is a specification.

This invention has been designed with the object of forming a parlor game based upon the rules of the well-known game of golf.

Referring to the drawings, Figure 1 is a plan view of a table laid out with the game, showing the various holes, hazards, &c. Fig. 2 is side view of one side of same, illustrating a few of the hazards, &c. Figs. 3, 4, and 5 show various forms of springers. Fig. 6 is a perspective view showing the method of using one of said springers.

Referring to the drawings in detail, A is a course of links formed of felt or other elastic material, laid on the surface of the table A' or table-cloth. It is preferably eighteen inches wide and is cut from a long roll. The cuts need not be joined, but can be placed to abut against each other, as shown at *a*. It can, however, be cut out all in one piece where cost is immaterial. The blank space A<sup>2</sup> in the center of the course may be utilized for the reception of the various spare springers E F G H I, and for the spare disks J, with which the game is played.

B B are various hazards, consisting of imitation streams, with banks or stone walls, bunkers, turf dikes, and other obstructions placed across the links at intervals to correspond with bunkers, burns, walls, dikes, ponds, roads, whins, rushes, ditches, and the like. Other obstacles can be used, if desirable, or sea-walls or other difficulties placed in the way. Most of these obstructions are constructed, preferably, of wood, tinned iron, or pasteboard, painted to imitate the natural object, or otherwise.

In the drawings only the skeletons or frames of a few of these obstructions are shown by way of illustration, it being understood that they may be shaped, painted, or otherwise

ornamented as desired. They are preferably from two to four inches high.

Rushes, ponds, and the like can be represented by pieces of felt, wadding, wood, tinned iron, or other material laid on the course at intervals, as shown at C. D D' are the various holes placed along the course. These can be simply holes in the felt, as shown at D, Fig. 1; but I prefer to use short hollow cylinders D', Figs. 1 and 2, of box-wood, metal, or other solid material, placed on the course, so that disks can be jumped into them.

E, F, G, H, and I are various springers, clubs, or strikers, formed of box-wood, ivory, ebonite, or in the case of I, as far as the blade is concerned, of steel or other tough hard metal, highly polished. Of these E is of smooth ivory or box-wood, and when used on a disk J in the position shown in Fig. 5 it causes the disk to shoot along the course.

F, Figs. 3 and 6, is the most useful form of striker, having two ends, so that it can be used on the side *f*, as in Fig. 6, or with its end *f'*, as in Fig. 1, the screw-driver-looking end being useful for long high leaps, the other when short vertical shots are required.

G and H are two other forms, useful occasionally, but not so much so as those already described, and I is very useful, from the fact which I have discovered, that a steel or brightly-polished metal blade drawn backward over a disk will cause it to shoot directly backward. Consequently when a disk has fallen under a hazard, as shown on the right-hand side of Fig. 1, it can be shot directly out of the hazard, as into the dotted position shown, and in other positions it can sometimes be shot nearly vertically up into the air, so as to drop into a cylindrical hole. It will be obvious, however, that a vast number of different forms of strikers, clubs, or springers can be used, as the edges can be made perfectly square-shaped, rounded, beveled, or otherwise curved or shaped.

In place of balls I use ordinary ivory or bone disks or counters J, preferring these about three-fourths of an inch in diameter and about three sixty-fourths of an inch in thickness.

In playing the game a separate disk is used by each player in place of a ball, and the regular rules of golf are adopted as far as appli-

cable to a table game, the various springers  
above described being used instead of the or-  
dinary golf-clubs, and the various penalties  
attached to playing out of the course into the  
5 rushes, ponds, over the wall, or into a ditch,  
&c., being adopted in this game as in the or-  
dinary outdoor game.

I declare that what I claim is—

10 A game apparatus comprising a course hav-  
ing an elastic surface and provided at inter-  
vals with obstacles such as those described,

counters, and springers, substantially as and  
for the purpose specified.

In testimony whereof I have signed my name  
to this specification in the presence of two sub- 15  
scribing witnesses.

GEORGE SCOTT.

Witnesses:

HY. CHORLEY CROSFIELD,  
*Notary Public, Liverpool.*  
WM. P. THOMPSON.