

DIRECTIONS FOR PLAYING

# Amateur Golf

For Two, Three or Four Players

## DESCRIPTION

A new and novel method of playing Golf indoors whereby special playing cards are used to determine the distance of each shot and Colored Pins to show the position of the Ball on the board.

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The Idea of the Game is to play and complete the eighteen holes in as few moves or strokes as possible thereby winning as many holes as possible from your opponent.

The game is supplied with a board which is the playing field or golf course, a pack of 52 cards which are used to determine the distance made in each play. On these cards are specified seven necessary clubs as follows:

**Driver**

**Brassie**

**Midiron**

**Mashie**

**Mashie-Niblick**

**Niblick**

**Putter**

There are also **Four Pins** of different colors, **one for each player**, which show the location of the balls and the progress the players are making on the course.

The course consists of **Eighteen Holes** which are indicated by the **black spots** in the center of each of the greens, numbered 1 to 18.

There are also **Eighteen Tees**, numbered 1 to 18, and marked for example, Tee No. 1, 480 yards, which is the **distance from Tee to Hole**.

The tracks or fairways as they are known between the Tees and Greens **are where the plays are made** and the Ball is advanced according to the number of yards as made on any move or stroke.

Each individual section along every fairway as represented by **white** or **pink spaces**, together with the **three black sections** in every bunker along certain fairways and divided by white lines **represent TEN YARDS EACH**, and the pink sections show the number of yards that section is from the tee.

There are **three kinds** of hazards, namely, **BUNKERS, SAND TRAPS** and **WATER**. The **Bunkers** shown across certain of the fairways are represented by **black rectangular shaped spaces**. **Sand Traps** are represented

by the **black irregular shaped spaces** behind certain of the greens. **Water** is represented by the Stream and Pond. Special rules concerning the play when the ball is in any of these Hazards will be described later.

**To Start the Game**—one player shuffles the **entire pack** of cards **thoroughly** and places them **face down** in the center of a table. This is known as the **Drawing Pile**.

The player at the left of the one who has just shuffled takes his Pin and sticks it in the **center of Tee #1**. He then specifies **which club** he will use and then **draws** the **top card** of the Drawing Pile reading the distance he has made with the particular club specified and **advances** his **Pin or Ball** along the track the number of yards indicated. He then places the card he has drawn face up in the center of the table and **at the side of the Drawing Pile** to form a **New Pile** called the **Discard Pile**.

The turn now passes to the next player who places his pin or ball on Tee #1, specifies **which club** he will use, draws the **next card** and advances the ball as just described. Play in turn, first **Name the Club** to be used, **Draw a Card, Advance the Ball**, and finally **Discard the Card** drawn face up to the discard pile.

**The Clubs** which the player may select to use together with average distances are shown below. Players not familiar with the yardage generally made by the different clubs will find the following table of great help.

Drive .....	170	yards	to	250	yards
Brassie .....	160	"	"	220	"
Mid Iron .....	160	"	"	200	"
Mashie .....	110	"	"	170	"
Mashie Niblick .....	60	"	"	110	"
Niblick .....	10	"	"	60	"
Putts .....	1	yard	"	3	"

On some cards players will note the expressions "**Out OF BOUNDS**" and "**IN THE ROUGH**" which indicate a poor play has been made. When the ball goes "**Out of Bounds**" the player does not advance his pin but adds **ONE STROKE** to his score and waits for his next turn to play again.

When the Ball is "**In the Rough**" it is advanced the number of yards as indicated on the card and the Pin is placed just **outside the track** and at the side of the space of the yardage gained. The Pin can be returned to the

track only with a **Mashie**, a **Mashie Niblick**, or a **Niblick CLUB**. Hence **one of these clubs** must be named on the next play. In case the yardage lands the Ball in a **Hazard**, the Ball is to be **played from there** according to Special Rules governing this play to be described later.

As the **Ball approaches** nearer and nearer to the Hole after each play, it is necessary of course to use a **Shorter Distance Club** to avoid playing over or beyond the Green. When the distance of the shot is equal to the distance from the Ball to the Cup, that player has **holed out**.

All Greens are twenty yards long. The Hole is always in the center of the green and therefore ten yards from the edge where the last Pink Section appears. On Hole #1 for instance, the distance from Space 470 to the Hole is ten yards which makes 480 yards for the total length of that hole, as indicated on Tee #1.

Putts may be used only when the Ball is within **ten yards** of the Hole.

In case a player putts **over** the Green he must **play back** on again and continue to putt until he has finally holed out. **EXAMPLE:** If the Ball is on Space 450 on

Hole #1 and the player selects a **Niblick** and the card shows forty yards against this club, he has shot **over the hole** and lands on the **edge of the green**. If, however, the card showed fifty yards his ball would have gone **entirely over the green** and would rest **ten yards the other side** of it. On his next turn he must use his **Niblick** to return to the green. In case there is a Sand Trap behind the green and the play over-runs the green, the ball **always** lands in it and must be played from there. If the Ball lands on the **edge of a Sand Trap** behind the green it rolls into the Trap and must be played as though it had landed in the Trap.

#### **SPECIAL RULES CONCERNING HAZARDS**

On Holes 1 - 4 - 5 - 9 - 11 - 12 - 13 - 15 - 16 and 18 there are **Bunkers**. Whenever the ball lands in a Bunker it must be played out with a **Niblick**. Each Bunker is thirty yards long and on Hole #1, for example, if the ball should land on Space 160 - 170 or 180, it is in that Bunker. On the next turn a **Niblick** must be used to get the ball out of the Bunker.

On Holes 2 - 3 - 6 - 7 - 8 - 9 - 10 and 18 are Water Hazards due to the Stream, and on Hole #4 a Water

Hazard due to the Pond. If the ball **lands in the water** the player **does not** advance his ball but leaves it where it was before that play was made. He adds **ONE STROKE** to his score and on his next turn **tries again** to overcome the Water Hazard. Whenever a **Ball lands IN WATER** there is a **penalty** of one stroke and the ball must be played again.

On Holes **5 - 8 - 11 and 17** are **Sand Traps** and a **Niblick** must always be used to return the Ball to the Green.

Two or more pins may occupy the same space at the same time.

The player who first places his Pin on the **Black Spot** of any **Green** by **exact count** in the least number of moves has holed out and **WON THAT HOLE**. After any player has holed out the others continue to draw and play until they have holed out.

Each player keeps his own score. The number of moves he has made for that Hole is then recorded as are all the others in the manner as shown on the diagram below.



**— SPECIMEN SCORE —**  
**OF TWO PLAYERS OR PARTNERS**

HOLE NO.	BLACK PIN SINGLE STROKES	TOTAL FOR HOLE	HOLES WON	RED PIN SINGLE STROKES	TOTAL FOR HOLE	HOLES WON
1	VVV	3	X	VVVVV	4	
2	VVVV	4	X	VVVVV	5	
3	VVVV	4	X	VVVVVV	6	
4	VVVV	4		VVV	3	X
5	VVVV	4		VVVV	4	
6	VV	2	X	VVV	3	
7	VVVVVVV	8		VVVVVV	6	X
8	VVVVVV	6		VVVV	4	X
9	VVVV	4		VVVV	4	
10	VVVVV	5		VVV	3	X
11	VVVVVV	6		VVVVV	5	X
12	VVV	3		VV	2	X
13	VVVV	4	X	VVVVVV	6	
14	VVV	3	X	VVVV	4	
15	VVVV	4		VVV	3	X
16	VVV	3	X	VVVVV	5	
17	VVVVVV	6		VVVVV	5	X
18	VVVVVVV	7		VVVVVV	6	X
BLACK PINS SCORE		86	7	RED PINS SCORE		78 9

**RED WINS GAME BY 2 UP**

For example, on Hole #1 black pin was Three strokes or moves and red pin Four strokes or moves. The X in the space against this #1 Hole under the headings "Holes Won" means that the black pin is credited with the Win on that Hole. When the number of strokes or moves are even for any Hole, no X check is made by either player. The game continues and is recorded as shown on the diagram which represents an actual game played, black pin having completed the round in 80 strokes or moves with 7 X checks as holes Won and red pin in 78 strokes or moves with an X check credit of 9 holes Won with the result that red Wins with what is known as Two Up, that is the difference between 7 and 9.

The player who wins the first hole has the honor or leads on the second hole and so on throughout the game. If the moves or strokes on any hole are even, that is, if players have the same number of strokes, the player who had the honor for the proceeding hole has the honor for the next one also.

The play now starts from Tee #2 to Green #2 in the same manner and continues from Tee #3 to Green

#3 and so on until the **entire eighteen holes have been covered.**

The player who has won the most number of holes  
**WINS THE GAME.**

When four play, two play against the other two as partners. The play proceeds in the same manner **only** the **lowest score** obtained by **one** of the **first set of partners** is matched against the **lowest score** by the **other set of partners** to determine which side wins the holes.

When the drawing pile<sup>\*</sup> is exhausted, the cards are **reshuffled** and placed face downward making a new drawing pile.

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