

from that deck and the card is marked "In Sand Pit", and also that his next play is from the Hazard deck. A now draws from the Approach deck and his card shows "On the Green". B now draws from the Hazard deck and his card shows "Out in One and On the Green". A now draws card from the Putting deck and it shows, "One (1) Putt", and also tells him to play from Putting deck. It is now B's turn. B now draws card from the Putting deck, and it shows "Sunk". This makes four (4) strokes for B. A now draws card from Putting deck and it shows "Sunk". This makes four strokes for A, so both A and B had four strokes on the first hole, which of course is determined by checking the cards just played, and neither wins. As a Golf term, we say, "they halved the hole".

The cards that have just been played are now laid aside as discards, and play for the second hole starts. A still has the Honor as the first hole was "halved", so he draws first card from the Driving deck, and it shows "In the Bunker" also telling him that his next play (after B drives) is from Hazard deck. B now draws card from Driving deck and it shows "Topped" and tells him his next play is from the Driving deck, so he again draws a card from the Driving deck and it shows "175 yard drive" and also tells him his next play (after A's turn) is from the Approach deck. A now draws card from Hazard deck and it shows "Out in One (1) and In the Rough", and it also tells him his next play (after B's turn) is from Approach deck. B now draws card from Approach deck and it shows "In Sand Pit", also tells him to play (after A's turn) from the Hazard deck. A now draws card from Approach deck and it shows "In Sand Pit", also telling him to play (after B's turn) from the Hazard deck. B now draws card from Hazard deck and it shows "Out in One and On the

Green" also tells him to play (after A's turn) from the Putting deck. A now draws card from Hazard deck and it shows "Out in One and On the Green" and also tells him to play (after B's turn) from Putting deck. B now draws card from Putting deck and it shows "Sunk". A now draws card from Putting deck and it shows "One Putt", so he has to Putt again. Since B has Holed out, A draws another card from the Putting deck and it shows "Sunk". A takes six (6) strokes for the second hole, while B takes five (5) strokes and wins the hole.

The cards that have just been played are checked to determine the number of strokes, after which they are placed in the discard pile, and the play now starts for the third hole. B by winning the last hole now has the Honor, so he plays first from the Driving deck, and A follows, and both continue the first nine (9) holes by drawing the cards and playing as the cards designate. At the end of the nine (9) holes the cards are separated into the four decks, shuffled well and placed in front of the players as in the beginning, and they start on the last nine holes.

In case of a tie at the end of the Eighteen holes, it will be necessary to restack and reshuffle the decks the same as beginning a new game.

While playing the first nine holes, in order to save time and trouble in sorting out the cards for the next nine holes, place the cards that you draw, in front of the decks they are drawn from; then when the hole is finished, pick them up and place them to one side in their respective suit piles or decks, viz: DRIVING DECK—APPROACH DECK—HAZARD DECK—PUTTING DECK. By this method, at the end of the nine holes, you will have all of the discards stacked in their respective suit piles ready to reshuffle and place in the center of table for the next nine hole play.

Pad of 50 score cards 25c—250 score cards \$1.00.
Hold Indoor Golf Tournaments or play Progressive Golf at parties. Write for information.

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"PAR" GOLF CARD GAME

PAT'D AUG. 24, 1926

MANUFACTURED BY

Russell Manufacturing Co.
Leicester, Massachusetts

INVENTED BY
BERT (WHEELER) MOORMAN

Front

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HAZARD—A Hazard is an artificial or natural handicap in the "Fairway" and to escape which, develops the skillful Golfer. To fall into one generally costs the player some loss of distance and more often loss of strokes.

BUNKER—Is an artificial mound placed as a Hazard along the course to encourage accurate play and is to be avoided by careful, measured and accurate shots.

SAND PITS—Are usually found as adjuncts to "Bunkers" but are sometimes placed in the Fairway to catch balls with a roll to them.

TOPPED BALL—Caused by striking the ball above the center, making it hit the ground before starting on its flight, thus destroying the force of the club and shortening the flight of the ball.

FOZZLED—Striking at the ball and missing it. (counts one stroke.)

IN THE ROUGH—A ball driven off the "Fairway" into tall grass or rough ground.

HOOKED OUT OF BOUNDS—A ball hit with a curve to the left that goes into rough territory that is past the boundary line.

SLICED OUT OF BOUNDS—A ball hit with a curve to the right that goes into rough territory that is past the boundary line.

OVER-RUN GREEN—A ball that is hit too hard, causing it to run across the green, and which makes the player play another approach shot.

HOLED OUT—A ball played from any distance and landing on the green and rolling into the hole.

SUNK—A ball after being hit with a Putter or any other Club, rolling into the hole.

MEDAL PLAY—Playing the Eighteen (18) holes and counting each stroke to get the ball into the hole. The player with the least number of strokes for the

MATCH PLAY—Playing the Eighteen (18) holes and counting the most number of holes won by the player with the least number of strokes to each hole.

HONOR—It is considered an "Honor" to lead at the "TEE". The player having the "Honor" has the first "Drive" at the "TEE".

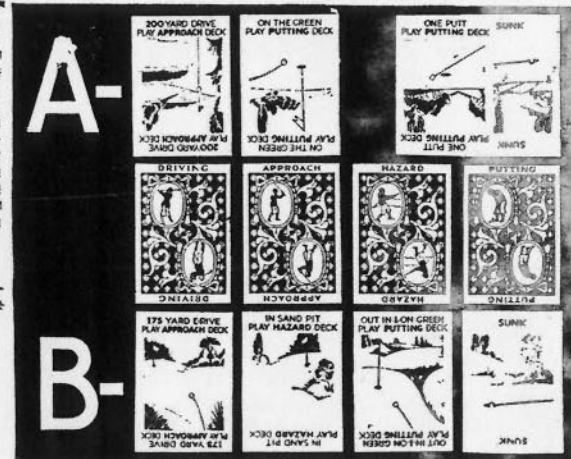
THE HONOR—In starting off at the first "TEE" the "HONOR" (that is who drives first), can be decided by the toss of a coin, or other manner agreeable. After the first play, the player farthest from the hole must play next. After the first hole, the winner of the first will have the "HONOR" for the next hole. In case of a tie for the "HONOR", it remains with the player having it at the first hole or preceding hole.

DIRECTIONS FOR PLAYING

Take the decks separately and shuffle them thoroughly, then place them before you in four stacks as follows:—



NOTE—The following example as to how the play may run, is given as an illustration simply to aid in getting started. Of course, the cards drawn will probably show different results than what is shown in diagram of the A and B plays on first hole as



Assuming that A has the honor, he plays first by drawing card from Driving deck and placing it face up in front of him, showing result of his stroke. The card shows A drove 200 yards. Now B draws a card from Driving deck and places it face up in front of him showing result of his stroke. The card shows B drove 175 yards, so B is the farthest from the hole, therefore it is his next shot or play. As his card

that suit to shuffle them up and place them under the few cards that are left in that suit in center of table.

Shuffling the discards and replenishing the decks as they become low keeps the game moving along without interruption, or having to stop and reshuffle at the end when all the cards have been drawn. In playing a foursome the one who has the honor should play first, following which the play continues from right to left for the first hole only. After the first hole has been played the players take their turn, or honor, in accordance with their previous score on the hole that has just been played. After the first hole, the honor always goes to the player who made the low score. Try and keep as near to Golf rules as possible.

INDOOR GOLF TOURNAMENTS

18 Holes—36 Holes or 72 Hole "PAR" Golf tournaments can be held at parties where the group is looking for something new. There is as a rule someone at a party who understands how to arrange a Golf tournament. Assuming that the gathering consists of 16 people; these are arranged in pairs and play opposite each other; the losers step out and of course are eliminated, and all winners are paired up for the next round. Again the losers step out, winners are paired up and so continue the play until the last two unbeaten players play the final round. The winner of this last round wins first prize, and the runner up, or the one that was eliminated in the last round is entitled to second prize.

PROGRESSIVE "PAR" GOLF

Arrange your tables the same as for a Bridge or Progressive Euchre party, with couples or fours as you wish. You can have the game at either Medal play, which counts for strokes taken to get into a hole, or Match play, which counts as to holes won

by each player. According to the rules, the player having the least number of strokes on a hole, wins it. Arrange to play a 72 hole game, each player of a group to keep his, also his opponents score for each nine (9) or eighteen (18) holes played. The losers change partners and move up from table to table as the game progresses. Each player must add up his score and that of his opponent before turning in his score card. If the Game is a Medal play game of 72 holes, the winner will be the one with the least number of strokes for the 72 holes. The runner up receives second prize as he has the next lowest score for the 72 holes. The Booby prize goes to the player with the largest number of strokes for the 72 holes. If the game is 72 holes Match play, the winner will be the player who has won the greatest number of holes from his opponents, and the second prize goes to the player winning the next greatest number of holes from his opponents. The Booby prize goes to the player who won the least number of holes.

To hold an indoor Golf Tournament or the Progressive "PAR" Golf game it is of course necessary to have several games of "PAR" to play with.

TAKING PROPER TURNS, ETC.

For those who are not familiar with the game of Golf, the following simplified instructions will make it a very easy matter for them to carry on, and at the same time get a general knowledge of the game and rules. The Golfer will of course find this "PAR" Golf game a very simple one to master, as it is arranged so that it may be played using the same sequence as the regular game. Golf rules apply, excepting that there are no penalties for lost ball, HOOKING or SLICING out of bounds. Bear in mind while playing "PAR" Golf, to adhere to the following rules in order that each player may have a fair chance.

If you draw a card marked FOOZLED, HOOKED or SLICED out of bounds, you must draw another card immediately before another player draws. But if you draw a card from the Driving deck marked TOPPED, you must allow all of the other players to draw from the Driving deck before you draw again from the same deck. Every card drawn counts as one stroke. If A- drives 200 yards, and B- drives 175 yards, B- plays next as he is farthest from the hole. If A- drives into a Bunker and B- drives 200 yards, B- plays first from the Approach deck. The player that reaches the Green first is the one that Putts first, the second second, the third third, and the fourth fourth. However, no one plays the Putting deck until all the players have reached the Green. The player is allowed consecutive Putts only when his opponents have all finished the hole and he is the only one left. In all other cases they Putt alternately. When a player draws a card marked OVER-RUN GREEN, he cannot play from the Approach deck again until all of the other players are on the green.

GOLF TERMS

TEE—The starting point for playing each hole. The ball is usually placed on a small mound of sand or clay called TEE, then sent by a "Driver" or other appropriate club on its way to the "Hole" on the Putting Green.

FAIRWAY—That part of the course lying between the "TEE" and the Putting Green marked out as the course.

PUTTING GREEN—The short grass circle (generally square for convenience in cutting grass) extending 20 yards from the "HOLE".

HOLE—A cup 4½ inches in diameter marked by a flag to show its number. The flag is removed when the players have reached the Green to enable the ball to be Putted into the Hole without interference in completing the score for that particular Hole.

(4)

(5)

(6)

(1)

(2)

(3)

THIS "PAR" Golf Game is played with cards for the sole purpose of entertainment and pastime.

It is not put together as a scientific game but merely for fun. The duffer can play this game as well as any professional. He can make a hole in two strokes, while the professional might take (15) fifteen strokes for the same hole. You can play "PAR" at home with the family, or on the train or steamer, at your camp or club; in fact, anywhere that card games can be played "PAR" will be in demand. The pleasing part of it is that the technique of the game is simplicity itself.

The "PAR" Golf Game is played with (90) ninety specially designed cards, consisting of four distinct decks of different colors, with names of each deck on backs to tell what to play, and photographs and printed matter on face of cards to tell what the stroke or play was, and what deck next to play from.

The four decks consist of the Driving Deck, Approach Deck, Hazard Deck, and Putting Deck. The top, or back of each card has a picture of a golfer Driving, Approaching, playing from Hazard, or Putting. The opposite side, or face of each card shows the result of each play or stroke, with printed matter giving the outcome of the play or stroke, and telling you what deck to draw from on your next play.

A game of golf ordinarily consists of playing (18) eighteen holes, starting at the first tee and holing out at the (18) eighteenth hole in the fewest number of strokes at the ball. You can play the (18) eighteen holes either at Match play or Medal play.

The "PAR" Golf Card Game has been worked out mathematically so that it is impossible when two people are playing to run out of necessary cards before the nine hole play has been finished. In case you should run out of all cards in the Approach or Hazard decks before you have finished the nine holes of play, do not worry but continue playing, as you

will not draw a card that will take you to these decks again; just keep on and you will play the nine holes out without interruption.

The Par figures for this course as played with "PAR" Golf cards are (70) seventy strokes for the eighteen (18) holes. A score of forty-eight (48) can be made but it is some figure to shoot at. You can take the Par figures of your home course and play it in place of our Par of seventy (70).

The more you play "PAR" Golf, the more you will become interested, as you will learn you can play a game of Solitaire with an imaginary opponent, you can play a Twosome, a Threesome, or a Foursome. You can play Progressive "PAR" Golf or stage an indoor "PAR" Golf tournament that will bring real enjoyment to both young and old.

SOLITAIRE "PAR" GOLF

Place the cards before you as described for a twosome and have an imaginary opponent opposite you. Play the game by drawing the cards alternately for both, keeping strictly to the rules. Keep your score and try to make the lowest possible score for the eighteen (18) holes, which is forty-eight (48). Now don't think you can't do it,—it has been done and can be done again, so away to your nook and try to beat the game. Make a forty-eight (48) on the eighteen (18) holes and let us hear from you as we keep a record of all who can make the lowest possible score.

TWO PEOPLE

Or Twosome as it is called in a game of Golf. See following pages for illustrations of play by A-and-B, which gives you a correct idea how to draw the cards and also how to place them before the decks from which they are drawn.

THREE PEOPLE

Or Threesome, as it is called in a game of Golf.

Place the four decks in center of the table and draw as stated in "DIRECTIONS for PLAYING". Each player keeps his drawn cards in front of him until the hole is played out, then counts his strokes and discards to the respective piles being kept by one of the players.

FOUR PEOPLE

Or Foursome, as it is called in a game of Golf. Place the four decks in the center of table forming a square or cross. Place the cards you draw face up in front of each player until the hole has been played and follow the rules as designated in "DIRECTIONS for PLAYING". As an added advantage in playing a foursome it will be found very helpful if each of the four players selects one of the discard decks and places that discard to his left in a pile. One will take care of the Driving deck discards, one the Approach deck discards, one the Hazard deck discards, and one the Putting deck discards. Now if YOU are taking care of the Driving deck discards, place your Driving discards in a pile to your left, at the same time all the other players pass to you their Driving discards for your pile. YOU in return pass your Hazard discards to the player who is taking care of the Hazard discard pile, also your Putting discards to the player who has the Putting discards, and do the same with your Approach discards. In this way each deck is kept in shape for shuffling, and as the game progresses, when any one deck being played from becomes low (say the Approach deck has at one time only three cards left) then the player who is taking care of the Approach discards, shuffles them up and places them under the remaining Approach cards left in the center of the table which then constitutes the Approach deck that is being played from. As the game progresses, should any of the different decks become low in number, it is an easy matter for the player who has the discard deck to

BACK

The Par Score for this game is 70 strokes for the 18 holes. Remember that every card drawn counts one stroke. Mark down on score sheet the number of strokes for each hole and see if you can beat 70.

"PAR"

is on sale at your dealers

However, should your dealer not be able to supply you with additional games, send One Dollar (check or money order) to this office and "PAR" will be sent postpaid.

Russell Manufacturing Co.
Leicester, Massachusetts



front



Everything that happens in
the regular golf game
happens in
"PAR"

Play it Solitaire — Twosome — Three-
some — Foursome — Tournament or
Progressive. Either Medal Play or
Match Play.

BACK

Parties and Tournaments

INVITE your friends in some evening and give them the surprise of their lives. Hold an Indoor "Par" Golf Tournament or Progressive "Par" Golf Party.

Suspense and uncertainty up to the last minute. Everybody has a chance for the prizes - anyone can win. Tournament score sheets can be purchased at Sporting Goods stores.

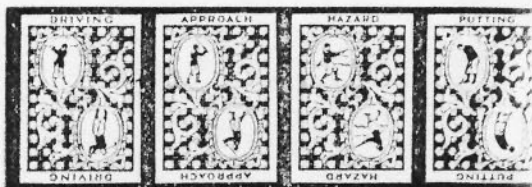
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front

How to Start the Game

Separate the cards into four decks according to colors - Brown, Blue, Red, and Green. Then shuffle each deck separately and lay them face down on the table as shown here



A and B play. A draws card from Driving deck, placing it face up in front of him. It shows what his play is, also which deck to draw from next. B now draws card from Driving deck, places it face up in front of him; the reading on the card will show what his stroke or play is and also determines his next play - and so the play continues. For full directions see book of rules