

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 the 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 now draws card from the Putting deck and it shows "Sunk". This makes four strokes for 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" he draws card from the Driving deck, and it shows "In the Bunker" also telling him that his next play (after B drives) is from Hazard hole. 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 "1½ 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 "One (1) 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 telling him to play (after A's turn) from the Hazard deck. A now draws card from Approach deck and it shows "In and Out" and tells 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 "Joked 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, 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 r-stack 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 — and 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 the table for the next nine hole play.

Pad of 50 score cards 25¢—350 score cards \$1.00. Hold of 100 Golf Tournaments or Play Progressive Golf at parties. Write for information.

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"PAR" (Trade Mark) GOLF CARD GAME

PAT'D AUG. 24, 1926

MANUFACTURED BY

Russell Manufacturing Co.
Leicester, Massachusetts

INVENTED BY
BERT (WHEELER) MOORMAN

Front

HAZARD—A Hazard is an artificial or natural hazard 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 or less of time.

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 when they roll into 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.

FOOLED—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.

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

COILED OUT—A ball played for any distance and lands on the edge of 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 the strokes 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 of choice. After the first play, the player farthest from the hole must play next. After the first hole, the winner of the hole will have the "HONOR" at 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. A now 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 going along without interruption, or having to stop and reshuffle at the end when all the cards have been drawn. In the first round the cards are dealt from the deck by playing a fourth hole. The runner-up then continues playing a first, following which the play continues from hole to hole, the first hole only. After the first hole is left to the opponent who has the lowest score in honor, in accordance with their previous score on the hole, the honor always has been played. After the first hole is played, the player who has the lowest score 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 large, or for something new. There is as a rule something to be learned from each. The group is divided into Golf tournaments. Assuming that the gathering consists of 16 people, they are arranged in pairs and play opposite each other; the losers step out and course are eliminated, and all winners are paired up for the next round. After 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 a unit. You play a game at either Medal play, which counts for strokes, or you play a match hole, or Match play, which counts as to holes won

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BY THIS "PAR" Golf Game is played with cards for the sole purpose of determining who has the lowest score. 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) strokes for the same hole. You can play "PAR" golf at home, or at a party, or on a boat, or on a steamer, at your camp or club; in fact, anywhere that a game can be played. "PAR" will be in demand. The pleasing part of it is that the technique of the game is simplicity itself.

"PAR" Golf Game is played with (30) ninety specially designed cards, consisting of four distinct decks of different colors, with names of each distinct deck backs to tell what they are. The cards are printed matter on face of cards to tell what 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 a Hazard, or Putting. The opposite side, or face of each card shows the result of each play or stroke, with printed matter showing 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) holes. In "PAR" you play (18) holes, but you play out at the (18) eighteenth hole in the fewest number of strokes at the (18) holes. You play the (18) eighteen holes either at Match play or Medal play.

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

by each player. According to the rules, the player having the least number of strokes on a hole, wins it. Arrange to play the hole game each player of a group to keep his, also his opponents score 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 up a hole. If a player is a Medal play, he has a game of 72 holes, the winner will be the one with the lowest score. If a player is a Match play, the runner up receives second prize as the one with the lowest score for the 72 holes. The Boozy prize goes to the player who has the greatest 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. The second prize goes to the player winning the next greatest number of holes from his opponents. The Boozy prize goes to the player who won the least number of holes.

To hold an Indoor Golf Tournament or the Progressive, you must have a general knowledge of the game and rules. "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 the same time get to them to carry on, and at the same time get to the player who won the game and rules. The Goller will of course find this "PAR" game a very easy matter for them to carry on, as it is arranged so that it may be played as easily as arranged as the regular game. Golf rules apply, except that there is no penalty for a hole in one, HOOKING or SLICING out of bounds. Bear in mind while playing "PAR" Golf, to adhere to the following changes. In order that each player may have a fair

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will not draw a card that will take you to these decks without interruption and you will play the nine holes

The Par figures for this course as played with "PAR" Golf cards are: 18 holes, 72 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 make it in 48 strokes, if you have the 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 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 you can play Progressive "PAR" Golf, and you don't think you can't do it well. It has been done and can be done again, so away to your nook and try to make a score of forty-eight (48) on the (18) holes. Make a record of your score. You can 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 how to play it, and keep for left hand. The cards 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.

If you draw a card marked FOOZLED, HOOKED or SLICED out of bounds, you must draw another card immediately. If you draw a card marked DRIVER, if you draw a card from the Driving deck marked TAPPED, 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, and C- drives 150 yards, then C- is farthest from the hole. If A- drives into a Bunker and B- drives 200 yards, B- drives first from the Approach deck. The player that reaches the Green first, the one who is the first, the second, second, the third third, and the fourth fourth. However, no one plays the Putting deck until all the players that reached the Green. The player is allowed consecutive Putts only when his opponents have all finished the hole and he is only one left. In all other things they putt alternately. When a player draws a card marked OVER-DRIVE, GREEN he cannot play from the Approach deck 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 30 yards in diameter) for putting the ball extending 20 yards from the "HOLE".

HOLE—A cup 4½ inches in diameter marked by a white flag. The hole shows in the grass. The number of the players have reached the Green to enable the ball to be Putted into the Hole without interference in now.

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Place the four decks in center of the table and draw as stated in "DIRECTIONS for PLAYING". Each player draws a card from each deck in turn. When 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 same procedure as in "DIRECTIONS for PLAYING". As an added advantage in playing "PAR" 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, place your Driving discards in a pile to your left, at the same time all the other players pass to your 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 the same with your Approach discards. In this way the game progresses, each player taking care of one of the discard decks. As the game progresses, should any of the discards be putted into the Hole without interference to the player 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 — Threesome — 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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Leicester, Massachusetts



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