

Fast

Snappy

Sporty

Amusing

golph

- gamiest of games

RULES

Easy to Learn

How to Play

Golph Card Parties

are delightful and amusing entertainments.

Following the plan of golf tournaments, table "foursomes" play four 9 hole *Medal play* games as preliminary elimination rounds, and then the four players who "qualify" with the four lowest net Medal scores play the "final"—a *Match play* game—to decide the contest. (See Rules 16 and 17)

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RULES

1

The object of the game is to make the lowest score.

How to Play, Rank of Cards, Scoring, All Hands, Tricks and Features of the Game are fully explained herein.

Arrange the cards face up in ranking order as you read these rules and you will quickly understand how to play correctly.

Two, three, four or five players may play, as singles or partners. The usual game is a "foursome".

2

Each deal is termed a hole. Nine holes are one game. The favorite styles of play are:

MEDAL PLAY GAME: 9 holes for total scores.

MATCH PLAY GAME: 9 holes for each hole separately. See 16, 17. (Style of game and number of holes to be played should be selected and announced before play begins.)

PAR for 9 holes is 33. **BOGEY** for 9 holes is 42. See 14 and 15.

3

DEAL

Deal each player five cards, turn up the next card. Its flag color is trump color for the hole to be played.

All the cards of the three remaining non-trump suits are termed "**dormies**".

If Buzzard turns up dealer must name the trump color before viewing his hand.

The dealer only may take up or reject the turn-up card, after discarding one. If rejected the color turned up still stands as trump color for the hole.

4

LEADS

Dealer leads first trick and thereafter each trick winner leads. Winner of each **PUTT** trick has "honors" and deals and leads for the next hole. See 11.

5

FOLLOWING SUIT

In all tricks whatever color is led players must follow suit if possible.

If no lead suit card in hand next a trump, if in hand, must be played. If unable to follow suit or play a trump, then any card may be played.

Buzzard lead always calls for trumps.

(NOTE: Stymies are included in the suits and must be played to follow suit when necessary. See 7 and 8.)

6
TRICKS

Five tricks are played for each hole. In the first four tricks trumps control. The fifth trick is the **PUTT** trick in which trumps are "off" and all colors are equal.

The lowest ranking card on any trick takes the trick. See 7.

BOBBIE AND HOLE IN ONE HANDS are not played as show-down ends hole. See 12 and 13.

7
THE CARDS AND THEIR RANK

The golph pack consists of 29 cards, especially and exclusively designed, named and numbered for this game as follows:

One Buzzard, four Stymies, and four each of ball cards Dodo 1, Eagle 2, Birdie 3, Par 4, Bogey 5, and Dub 6, and they rank in the order named from Buzzard low to Dub 6 high.

The Stymies and ball cards belong to four suits in red, green, yellow, and black, seven cards in each suit.

Buzzard is always best card and may be played at any time on any trick. It has no score value except when part of a Bobbie hand. See 13.

Stymies are interference cards, and take rank as shown in Rule 8.

Stymies have no score value except when part of a Bobbie hand. See 13.

Trump ball cards designate the scores. See 11.

8

The winning order of all cards in all tricks is as follows:

Lowest card takes trick

FIRST FOUR TRICKS: (Trumps control. See 6.)

Buzzard.

Trump Stymie.

Last played dormie Stymie.

Lowest trump ball card.

Lowest dormie ball card of led suit.

PUTT TRICK: (5th trick—All colors equal. See 6.)

Buzzard.

Last played Stymie of any color.

Lowest ball card of the led suit.

9

SHOW-DOWN HOLES

BOBBIE hand. **HOLE IN ONE** hands. For details and scores see 12 and 13.

10

HOW TO SCORE

DECISIONS: In all games, Medal or Match or any style of play, cards rank the same and all hands are played and scored in the same manner. See 7, 8 and 9. (Continued—Over)

HOLE SCORES are determined by the trump color ball cards **ONLY**.

When five tricks have been played show your cards. The number of the lowest trump-color ball card you have taken is your score for the hole. If you have not taken any trump-color ball card you "foozle" and your score for the hole is 7.

Winner of each **PUTT** trick deducts a bisque of one point from his score for the hole. See 4 and 6.

12

"HOLE IN ONE": Any five-card sequence consisting of ball cards 1, 2, 3, 4, 5, or 2, 3, 4, 5, 6, of any color, but all of same color, received from dealer. Show-down ends hole. Holder scores 1 and each opponent 15.

13

"BOBBIE" consists of Buzzard and four Stymies, received from dealer. Show-down ends hole. Holder scores zero and each opponent 25.

14

PAR for 9 holes is 33. From all totals which are under Par 33 deduct the number of points they are below 33. Result is net score. (Hole Pars are 3, 4, 3, 4, 5, 4, 3, 4, 3—used only in special styles of play.)

15

BOGEY for 9 holes is 42. To all totals which are higher than Bogey 42 add the number of points they are above 42. Result is net score. (Hole Bogeys are 4, 5, 4, 5, 6, 5, 4, 5, 4—used only in special styles of play.)

16

FINAL SCORES: IN MEDAL PLAY take each player's total for 9 holes; then from all scores which are under **PAR** 33 deduct the number of points they are below 33; then to all scores which are higher than **BOGEY** 42 add the number of points they are above 42. The results are the players' final net scores. The lowest net score wins Medal game, and opponents are down (lose) to the winner the difference between their net scores. See 19.

17

IN MATCH PLAY each hole is decided separately by the lowest score for each hole as played. Winner of the greatest number of holes out of the number of holes played wins Match game. See 19.

18

TIES: To decide tied scores play another hole. Tied equal Hole in One hands each score 1. Hole in One—1, 2, 3, 4, 5, defeats 2, 3, 4, 5, 6. Bobbie hand defeats all others.