

The Rules and Play
of
"Kargo"
(Regd. Trade Mark of Gaymes Ltd.
Gt. Britain No. 523,972,
U.S.A. No. 291,363,
Irish Free State No. 20,455)
or "Card-Golf"
.....
(Golf at the Card Table)

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Made in England.

GAYMES Ltd

Introduction
TO THE GAME OF
"Kargo."

THE GAME OF GOLF.

The game of golf consists in striking a ball from a given starting point (the **TEE**) up to and in to a "hole" situated some distance away (usually from 100 to 600 yards) in the fewest possible "strokes." The game is played on a "golf course" or "links" comprising a series of nine or eighteen "holes."

THE COURSE.

THE TEE.

The starting point at each hole is the "**TEE**," at which the player may, for his first stroke, "**tee**" his ball, or raise it clear of the ground on sand or a peg, to facilitate the first stroke or "drive."

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Introduction
to
The Game of
"Kargo"

*Explaining for the
information of non-golfers
the Principles of
and Terms used
in Golf*

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The Rules
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GENERAL.

1. The game consists of a round of golf over any golf-course reproduced hole by hole and stroke by stroke at the card-table. "Singles," "Three-ball," "Four-ball," and "Foursomes" can be played by two, three or four players; but Singles should be played until the principles are understood.

THE GREEN.

The smooth closely-cut portion of the course 20 yards round the hole itself (which is marked by a flag) is the "GREEN"; the hole is always situated on the green, on which are played the final strokes (PUTTS) at each hole.

THE FAIRWAY.

The cut portion of the course between "Tee" and "Green" is the "FAIRWAY," generally from 30 to 100 yards in width.

THE HAZARDS.

On the "fairway" itself between tee and green, and on each side of the "fairway" are the "HAZARDS," or traps for the ball, which consist of "BUNKERS" (holes filled with sand, sand-banks, etc.), "STREAMS," "DITCHES," "ROUGH," (i.e., long grass, gorse, etc.) and so on.

The hazards are generally so placed as to trap a ball which is struck off the true line to the hole, and the player is thereby penalised, for he suffers certain penalties if his ball be lost, goes "out of bounds," or into a stream or ditch; and if the ball goes into a bunker or into the rough, he must perforce play a restricted type of stroke to get the ball out of the

hazard, which stroke does not carry the ball so far towards the hole as would be the case if he were on the fairway.

THE OBJECT OF THE GAME.

The object of the player at each hole is to drive the ball from the tee, along the fairway towards the green, to reach the green, and then to "putt" the ball into the hole, taking in all as few "strokes" as possible.

THE CLUBS.

In order to ensure that the ball may be played to the best advantage under varying circumstances, a range of "clubs" is made, which produce different results when the ball is struck. The chief difference between clubs is the amount of degree of "loft," or slope of the striking-face. A club with little "loft" (i.e., with the face nearly perpendicular) will send the ball further than will a similar club with much "loft" (i.e., with the face inclined at an angle of, say, 45° to the perpendicular); but, on the other hand, the club with little loft will not raise the ball to so high a trajectory as the club with much loft.

Hence in order to send the ball a great distance without raising it far above the

2. The **Tee** is the starting point at each hole.

The **Green** is that portion of the course (excluding hazards) within 20 yards of the hole.

The **length of the hole** is the distance between the Tee and the Hole.

Lengths of holes at seven of the well-known golf courses (to the nearest 10 yards) are printed at the end of this booklet.

3. The pack comprises "Stroke cards" and "Hazards" or Obstructive cards. The object of the player or side at each hole (or hand) is **firstly** to play a succession of stroke cards sufficient to add up to the total length from Tee to Green, and then, by playing "Putt" cards, to hole out before the opponent; and **secondly** to obstruct the opponent by playing hazards, each hazard imposing a particular penalty or requiring a particular type of shot to be played.

THE PLAY.

4. Each hole is one hand, the cards being shuffled, cut, and dealt at each hole. At the first hole players cut for the "Honour" (the right to drive off first), and the player cutting the longest stroke card has the honour. At succeeding holes a player retains the honour until he loses a hole.

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5. Cards are dealt face downwards by the player to the right of him who has the honour, 8 to each hand in singles, three-ball, or four-ball, and 6 to each hand in foursomes.

6. The hole to be played is selected in succession from the score-card, and its length to the nearest 10 yards declared by the dealer. **Lengths of holes are always adjusted to the nearest 10 yards.**

7. The Player to the left of the dealer, having the Honour, leads (or "Drives off") by placing a stroke card from his hand face upwards in front of him on the table. The second player then plays his first card, which may be either a stroke card or a hazard, but not both.

8. Stroke cards are placed on the player's own line to show the progress of player's "ball" towards the hole; but hazards are placed on the opponent's line.

9. Play continues in rotation to the left subject to passes and penalties, players endeavouring to reach the green and hole out before the opponent.

10. With the exception of "**HOLED APPROACH**," and "**STYMIE**," only one card may be played at a time.

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ground, a club with little loft is selected; but to send a ball a short distance, raising it well above the ground (for example, to recover from long grass, or to clear an obstacle) a club with much loft must be used.

Clubs are of two main types of construction, "**WOODS**" (that is, with wooden heads), and "**IRONS**" (with iron or steel heads).

THE WOODEN CLUBS.

(a) DRIVER.

The least-lofted, or most perpendicular-faced wooden club is the "**DRIVER**"; this club is used in driving off the tee, where the ball is "**tee-d up**," to send the ball a great distance along the fairway towards the green. A good drive may take the ball as much as 300 yards towards the hole; but an average drive for an ordinary player is from 180 to 240 yards.

(b) BRASSIE.

Next to the Driver in order of "loft" comes the "**BRASSIE**," built like the driver, but with a brass sole to the club, and with a little more loft to the face, thereby enabling the ball to be "picked up" off the fairway, where it cannot be tee-d up. By reason of the loft, a shot

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with a Brassie is generally shorter than one with the Driver, and for an ordinary player averages from 180 to 200 yards.

(c) SPOON.

This is a wooden club with even more loft than a Brassie; hence it is useful to "pick the ball up" from an awkward lie. It raises the ball higher in the air, but does not send it quite so far. An average spoon shot for an ordinary player is from 170 to 190 yards.

IRONS.

All the iron clubs are known as "**IRONS**," but the term "**IRON**" is also used for the straightest (or most perpendicular) faced iron clubs; the irons, like the woods, vary in the degree of loft and the consequent effect upon the ball.

(a) THE IRON.

The **IRON** itself is the straightest faced of the "Irons"; its face is almost perpendicular, and will drive a ball in a low trajectory up to 180 or 190 yards.

(b) THE MASHIE.

The **MASHIE** has a face inclined at an angle of just over 60°, and this club will lift and pitch a ball a distance up to about

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11. A player may pass at any time (even on the Tee when it is his honour) and draw one card from the top of the pack of undealt cards, adding it to his hand; a player cannot draw on a penalty miss imposed by a hazard.

12. The hole is won by the player or side first holing out, subject to the following:—

THE DEALER (in foursomes the dealer or his partner) **ALWAYS HAS THE LAST SHOT**; thus dealer always has an opportunity of "halving the hole" after opponent has holed out.

THE SIDE WHICH HAS THE HONOUR NEVER HAS "THIS FOR A HALF"; the most it can do is to "keep the game alive" by playing "Missed putt" if opponent has holed out with an ordinary putt (see Rule 24).

13. A player who has played a succession of stroke cards sufficient to add up to within 20 yards of the length of the hole (over or under) is **"ON THE GREEN"** and can "Putt for the Hole," that is, play "Putt" cards.

14. A player who has played stroke cards sufficient to add up to the exact length of the Hole is **"PIN-HIGH."**

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STROKE CARDS

15. **DRIVE** can only be played off the Tee; **PUTT**, and **SUNK PUTT** can only be played on the green. The other stroke cards can be played anywhere except on the green or from hazards which require a particular type of stroke to continue.

16. **SUNK PUTT** holes out irrevocably from anywhere on the green, but cannot be played when stymied.

TWO ordinary **PUTTS** (played separately) hole out from anywhere on the green; and **ONE** ordinary **PUTT** holes out from pin-high; but any ordinary putt (whether it holes out or not) may be negatived (or rendered ineffective) by opponent immediately playing "Missed Putt" (Rule 24).

17. **HOLED APPROACH** (signifying that an approach shot from off the green has holed out) can only be played in conjunction with an appropriate stroke card of the exact length to reach pin-high. It can be used to hole out in one shot from the Tee (played with a stroke card of the proper length). It cannot be used with a putt.

18. A stroke card may always be played to take the ball past the hole.

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150 yards. It is extremely useful in approaching the green from distances under 150 yards, and in recovering from "rough" which is not too thick and long.

(c) THE MASHIE-NIBLICK.

This club has a face inclined more than the mashie, and is used for short pitch-approaches to the green, for lifting the ball out of rough, and out of shallow bunkers.

(d) THE NIBLICK.

The **NIBLICK** is the most inclined of all clubs, and has a face sloping at 45° to the perpendicular or even more; it is generally a heavy club, and is used for lifting the ball out of heavy rough, or deep bunkers; and also for pitching short distances up to the hole from off the green, particularly where there is an obstacle (e.g., bushes) to be carried.

GENERAL REMARKS ON CLUBS.

Whereas the player on the tee has a choice of three wooden clubs, and can "tee up" his ball, it does not necessarily follow that he will use or select his Driver. His ultimate choice will depend on the distance he desires (or hopes) to

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send the ball. If the hole is only 180 yards from the tee, a driver or brassie might send his ball over the green, where he will be in as bad a position as if he had not reached the green, for in both cases he would have to play a second stroke to reach the green. In such case he would probably elect to play his first stroke with a spoon, that club being the most likely to send the ball on to the green at the first stroke.

With regard to all clubs, there is a **maximum** distance for which a particular club can be used, but with regard to the iron clubs, there is no **minimum**; it is no use taking a mashie for a shot of 180 yards, for the club will not do the work; but, on the other hand, for a short approach to the green of, say, 40 yards, the player may use an "iron" or a "mashie" to "run the ball up," or a "mashie-niblick" or a "niblick" to "pitch" the ball; thus for a short distance the player has the choice of four clubs.

THE PUTTER.

Once the ball is "on the green," that is, on the cut portion within 20 yards of the hole, great accuracy is required to send the ball down the hole, and for this purpose a **"PUTTER"** is used. The

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HAZARDS.

19. **BAD BUNKER** requires opponent to play **NIBLICK** to continue; a Mashie-niblick will not recover from a **BAD** bunker.

20. **BUNKER** requires play of a **MASHIE-NIBLICK** or **NIBLICK**.

21. **SLICED TO ROUGH, PULLED TO ROUGH** require play of **MASHIE, MASHIE-NIBLICK** or **NIBLICK**.

22. **STREAM** imposes penalty of loss of a stroke; the opponent penalised misses **TWO** turns.

23. **LOST BALL** and **OUT OF BOUNDS** entail a penalty of loss of both stroke and distance; the last stroke of the player penalised is negatived by covering the card completely (or turning it face downwards), and he misses **TWO** turns.

24. **MISSED PUTT** means that opponent's putt is ineffective, and the putt negatived is covered completely (or turned face downwards). "Missed putt" does not negative **SUNK PUTT** or **STYMIE**, though it negatives an ordinary putt which otherwise would have holed out.

25. **STYMIE** can only be played in conjunction with an ordinary putt which

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does not hole out. It requires opponent to play an ordinary putt to negotiate the stymie before he can hole out with another ordinary putt or a sunk putt. **SUNK PUTT** will not negotiate a stymie.

26. No hazard except **MISSED PUTT** and **STYMIE** can be played after opponent has reached the green (subject to optional Rules 29 and 30).

27. A hazard may not be played whilst opponent is still obstructed by a previous card; with the exception of **STYMIE** a hazard cannot be played following a "pass" by opponent.

28. The length of a shot played with the appropriate club to recover from a hazard counts towards the hole.

OPTIONAL RULES.

(Players may, by agreement, adopt any or all of the following Rules).

29. *A player who reaches the Green in one stroke from the Tee can be obstructed by Bunker or Bad Bunker, signifying that his ball is in a bunker guarding the green. In this case the appropriate Niblick or Mashie-Niblick shot of any length will place the ball on the green, or one of 20 yards will place the ball pin-high.*

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putter is straight-faced like an iron, and sometimes the head is shaped like that of a driver, being made either of steel or aluminium. The face is not lofted, because the ball does not require to be lifted on the green; and as great distance is not required, the head is usually small and the shaft, or handle, short.

BOGEY.

A hole measuring under 200 yards from the tee to the hole itself is known as a "short hole" or "3 bogey." This means that a good player making no mistakes should reach the green with his shot from the tee, and taking normally two putts on the green, he should "hole out" in three strokes altogether: hence "3 bogey." As only one shot should be necessary to reach the green, such a hole is sometimes known as a "one shot" hole.

The "one shot" hole, or 3 bogey, may be from 100 to 120 yards in length, requiring play of a mashie-niblick or mashie from the tee; from 120 to 160 yards requiring a mashie; from 160 to 180 yards necessitating play of an iron or a spoon; or 180 to 200 yards requiring an iron, spoon, brassie, or even driver. Thus every short hole requires to be played in a different way.

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A hole measuring from 200 yards to about 420 yards is generally a "two shot," or "4 bogey"; for it takes a good player, making no mistakes, two strokes to reach the green, and two putts to hole out.

A hole measuring over 420 yards (and sometimes under that distance) is usually a "3 shot" or "5 bogey"; such holes are called "long holes."

Of course, a player frequently plays his approach shot to the green so near to the hole, or putts so well, that he only takes two strokes to hole out at a 3 bogey, three to hole out at a 4 bogey, or four to hole out at a 5 bogey; these are popularly called "Birdies."

Thus, every hole, short, medium, or long, requires a different combination of strokes with a different succession of clubs, without taking into account all the effect of bunkers or other hazards.

THE EFFECT OF HAZARDS.

At a long hole of 520 yards, a player might drive 240 yards from the tee; then 190 yards with his Brassie for his second shot; leaving himself 90 yards from the hole to be on the green in three strokes. If he places the ball on to the green with a mashie or mashie-niblick

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30. A player playing a card which takes him on to the green must declare "ON THE GREEN," failing which opponent may obstruct with a bunker or bad bunker as in Rule 29.

31. A player playing a stroke which takes him Pin-high must declare "PIN-HIGH" before his opponent plays again; in default of such declaration the ball is treated as being "On the Green" only.

32. Penalty for Out of Bounds—loss of distance only. Stroke negated, but no turn missed.

THREE-BALL.

With three players a three-ball match is played "all-against-all," each player being dealt 8 cards, and each playing his own hand.

Six points are divided at each hole; the player winning takes 4 points, the second 2 points, and the loser none. If two players halve the hole, both beating the third, they take three each. If one wins the hole, beating the other two who tie for second place, the first takes 4 points, the other two one each. If all three are equal, they score two points each.

A player can only be obstructed by the player who immediately follows him, but any penalty imposed enures for the benefit of both opponents.

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FOUR-BALL.

In a four-ball match each of the four players plays one ball or hand, and 8 cards are dealt to each; opposite players are partners, and the best ball of the side counts for the side at each hole, that is, the player first holing out (subject to Rule 12) wins for his side, irrespectively of the position of his partner.

When a penalty is imposed, the partner is not affected adversely by the penalty.

FOURSOMES.

Foursomes can be played by 4 players (opposite players being partners), or by 2 players playing "double-dummy."

Each hand is dealt 6 cards.

Partners drive off at alternate holes.

Partners play only one ball between them; if No. 1 drives off, his partner No. 3 plays the second shot with the same ball, No. 1 plays the third shot, and so on.

The hole is won by the side first holing out (subject to rule 12).

When one partner is penalised it affects his partner also, whose miss counts as one of the penalty misses.

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with his third shot and holes out in two putts, he will have obtained a Bogey score of 5.

Supposing however, that when he drove (his first shot) his ball ended up in a bunker 200 yards from the tee, he would then be 320 yards from the hole, but being in the bunker could not play his brassie. He might get out of the bunker and possibly 80 to 100 yards towards the green with a mashie-niblick, or 40 or 50 yards towards the green with a niblick; but under the best of circumstances he would still be 220 yards from the hole when he came to play his third shot. He cannot reach the hole with a brassie, and may have to be content to reach the green in four strokes, and if he then takes two putts, he will have taken six strokes for the hole.

Similarly in the rough, a player must generally use a mashie to get out, and, if the rough be thick, a mashie-niblick or niblick.

PENALTIES.

Certain hazards entail special penalties; thus if a player strike his ball "out of bounds," he loses "stroke and distance," this means that he must play another ball from the same place (thereby losing

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the distance he gained with the ball which went out of bounds) and also add one penalty stroke to his score. Thus if a player drive out of bounds from the tee, he must drive again from the tee, and count 3.

If a ball goes into a stream, pond, or ditch, the player loses "stroke only" (not distance as well). He picks the ball out, drops it over his shoulder behind the hazard, and adds one stroke to his score before he plays again.

TYPES OF MATCHES.

A game in which two players compete one against the other is known as a "single."

Where three players compete each against the others, it is called a "three-ball," or "three-ball three-some." A "four ball" is a match in which two play against two, each of the four players playing his own ball, but only the better score of the side counting at each hole; thus if A and B play in a "four-ball" match against X and Y, and at a given hole A takes 4 strokes to hole out, his partner B takes 7, the opponents X and Y taking 5 and 6 respectively, A and B win the hole, for their "best ball" (A's 4) beats the opponents' best ball (X's 5).

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LENGTHS
(to nearest
at well-known

HOLE No.	ST. ANDREWS	PRESTWICK	HOYLAKE	SANDWICH
1	370	330	410	440
2	400	120	370	370
3	360	490	480	240
4	430	380	160	460
5	530	200	420	430
6	370	360	380	190
7	350	430	200	490
8	150	440	480	180
9	310	480	390	400
10	310	510	410	380
11	160	190	190	380
12	310	500	400	340
13	410	440	160	440
14	530	360	510	520
15	410	320	440	450
16	350	230	530	160
17	470	380	390	420
18	360	280	400	440

OF HOLES
10 yards)
Courses.

MUIRFIELD	DEAL	WESTWARD HO	OWN COURSE
450	330	430	
350	380	420	
380	480	470	
180	150	360	
510	470	140	
450	280	420	
150	380	370	
450	140	190	
480	480	460	
460	370	360	
360	440	370	
380	470	440	
130	430	410	
450	190	190	
390	420	420	
190	480	140	
500	370	540	
410	410	410	

A "Foursome" is a game for four players, each side of two using only one ball. Thus if A and B play in a foursome against X and Y, A will drive at the first tee for his side, and X for his; B and Y play the second and fourth shots, A and X play the third and fifth, and so on. At the second hole B and Y drive off, and the third hole A and X.

SCORING.

In a "Medal" round the player adds up his total score for the eighteen holes; but in "Match Play" only the holes won are counted, irrespectively of the number of strokes taken. A player is said to be "one up" or "two up" when he has won one or two holes more than his opponent; they are "all square" when both have won the same number; and a player is "dormey" when he is "up" the same number as there remain holes to be played. Thus if after the 16th hole A is "two up," he is "dormey," for there are only two holes left to play, and if B wins both, he can do no more than square the match. A player wins the match when he is one more "up" than there remain holes to play; thus if after the 15th hole A is four up, he wins, and the match is over, for if B wins the last three holes, he cannot even square the match. Under these

circumstances A is said to win by "four up and three to play," or "four and three."

MISCELLANEOUS TERMS.

When a player approaching the green sends his ball into the hole from off the green, he is said to "hole his approach."

When both players are on the green, and the line to the hole is obstructed by opponent's ball, it is called a "stymie"; the player whose turn it is to putt, if he be "stymied," obviously cannot putt straight for the hole; but if he strikes his ball so as to miss his opponent's and yet go into the hole, he is said to "negotiate the stymie."

The player whose turn it is to drive off first from the tee (by virtue of his being the last to have won a hole) is said to "have the honour"; a player "keeps the honour" until he loses a hole.