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(54) **GOLF WITH SIDE GAME AND DIE**

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(57) **ABSTRACT**

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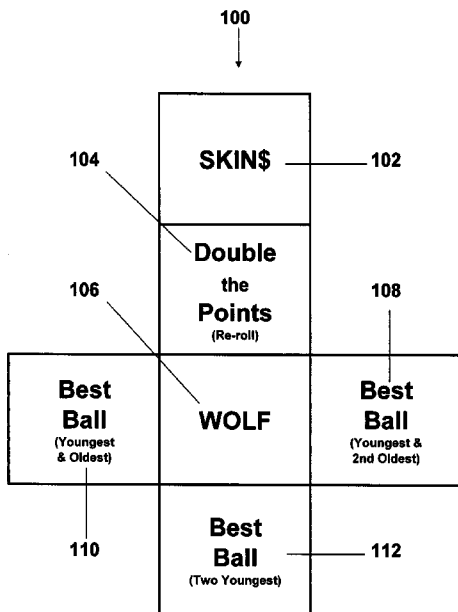
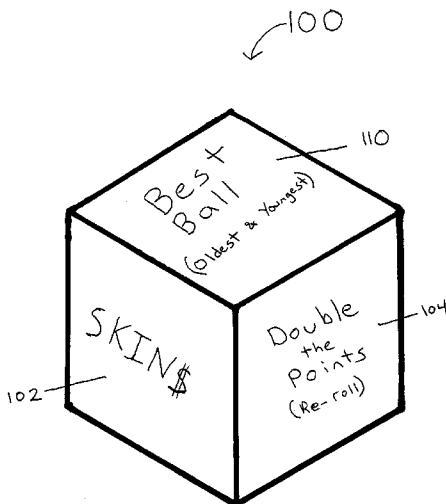
Method and die for playing a golf game and side game with a die. A die preferably six-sided is provided. Each face of the die has a symbol (indicia) representing one of various available golf side games. At each golf hole, the die is rolled to select one of the golf side games to be played. This same die can also select a player grouping rule for grouping players into teams. After the golf side game is selected, the golf side game is used to play the first golf hole to its conclusion. The die is also rolled for each subsequent golf hole that is played to select one of the golf side games. Points accumulated by each player are then determined. A total payout of value items may be determined based on the number of points accumulated by each player.

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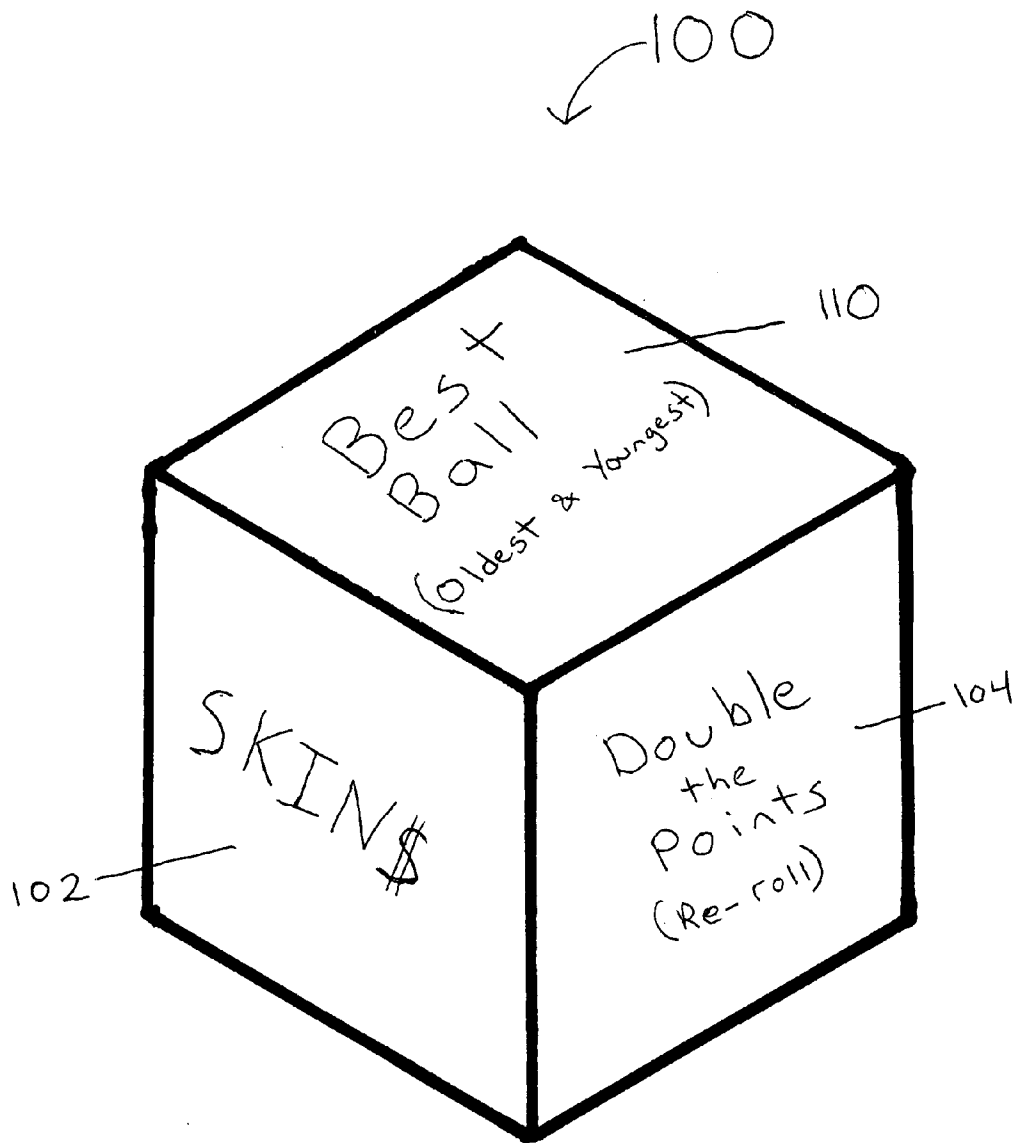


FIG 1A

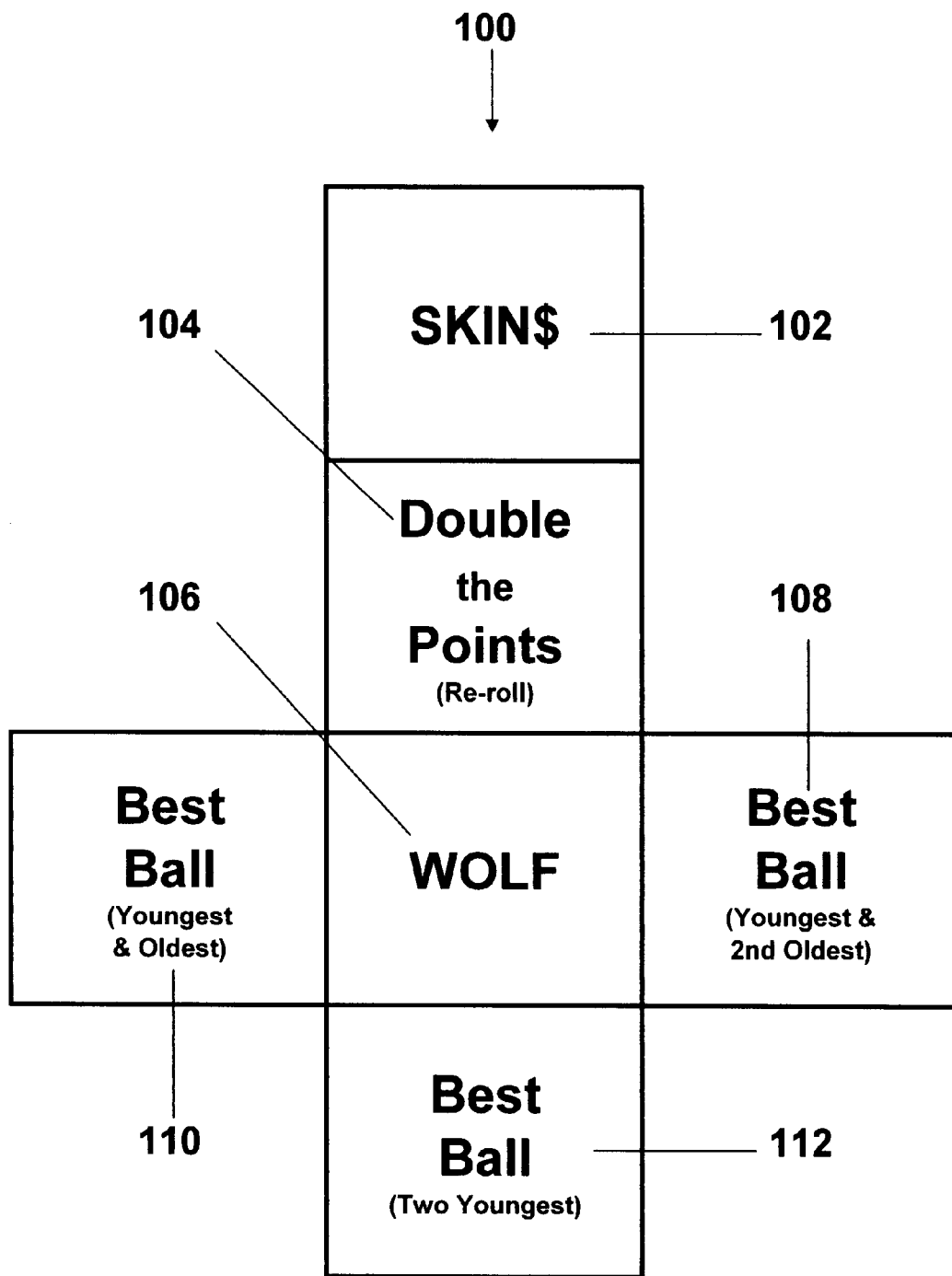


FIG. 1B

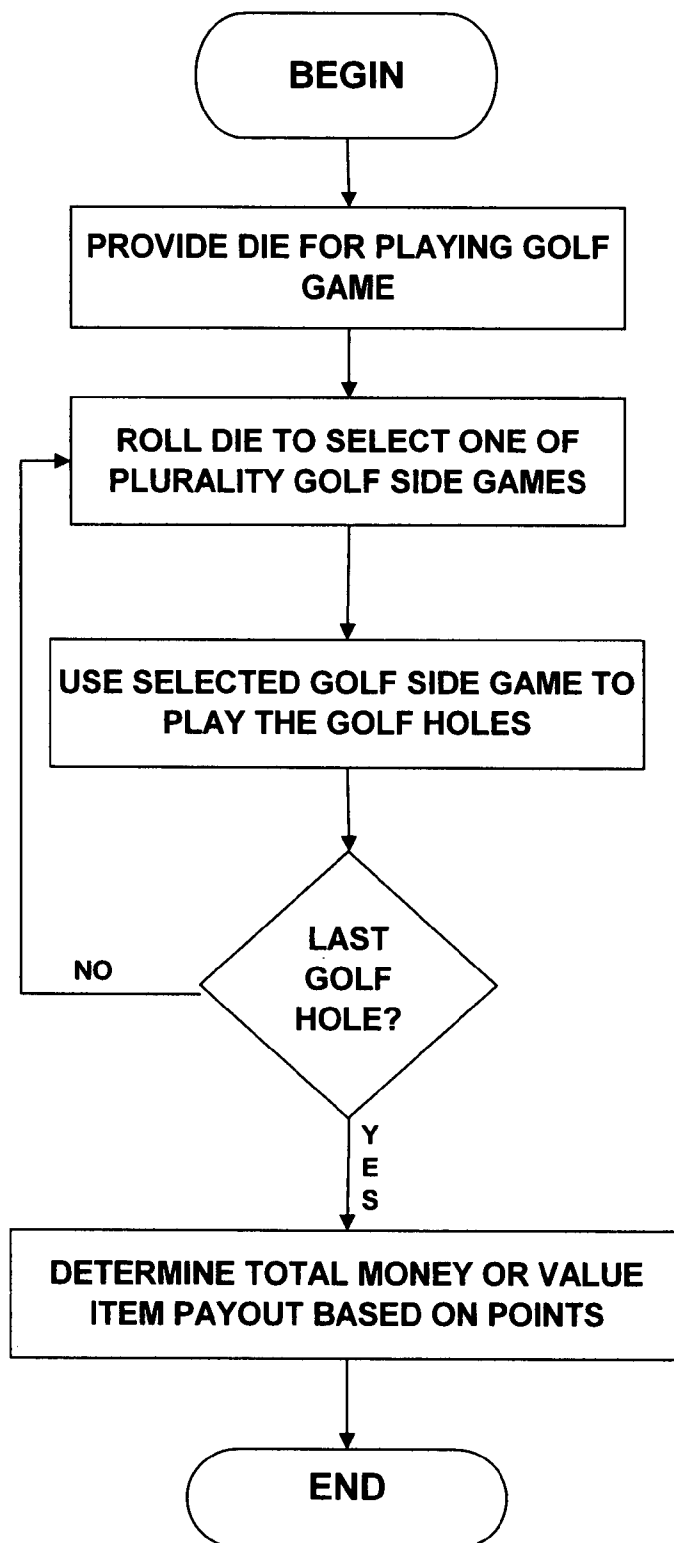


FIG. 2

GOLF WITH SIDE GAME AND DIE

BACKGROUND OF THE INVENTION

[0001] This invention relates generally to golf games and more specifically to a golf game having selectable side games.

[0002] Demand for golf continues to increase worldwide. In the U.S. alone, there were over 38 million golf participants and over 17,000 regulation courses in the year 2000. Other countries such as Canada, Japan and other Asia Pacific countries continue to experience increased golf popularity as well.

[0003] A conventional golf course can have either nine or 18 golf holes. After all nine or 18 holes are played in sequence, the typical golf round is completed. Each golf round begins by teeing a golf ball from a tee-off site toward the first golf hole many yards away. Between the tee-off site and this first golf hole are fairways which frequently have obstacles that must be overcome by golfers. In general, the player with the least number of strokes after the last golf hole is the winner. Golf side games or side bets can be played as well. They are often played by three or more players along with the main golf game. These side games can make the golf game more appealing for players.

[0004] Assume that a golf side game is to be played by four golfers. One player then suggests a particular golf side game for the first hole. Another player desiring a different side game then objects to the suggested side game. After much debate, these players finally reach consensus about which side game to play. They then decide to group themselves into separate teams. Again, after much debate, they decide that the youngest player and the oldest player must team up. Following this, the rules associated with the selected side game are then determined. The players go back and forth until acceptable rules are established. The players can now proceed to the tee-off site to initiate and enjoy their golf game.

[0005] There is a need to address one or more of the foregoing disadvantages associated with conventional golf games and the present invention meets this need.

BRIEF SUMMARY OF THE INVENTION

[0006] Various exemplary embodiments can be found in the golf with side game and die of the present invention. In a first embodiment, a method for playing a golf game is disclosed. This golf game can include one or more golf holes for playing the main golf game as well as various side games. As indicated by its name, a side game is a secondary game played in conjunction with the main golf game.

[0007] The method of the present invention comprises providing a die preferably having six faces (sides) for playing the golf game. Each face of the die has a symbol (indicia) corresponding to each one of the various available side games. As an example, a die face can have a Skin\$ symbol corresponding to a skins golf side game. Herein lies an advantage of the present invention. Unlike conventional methods, the present invention provides a standardized format for golf side games played along with the main golf game.

[0008] One or more die faces can also have indicia corresponding to a player grouping rule. A player grouping rule, when selected, is used for grouping players into teams. For example, a player grouping rule may mandate that the youngest players be grouped into a team. In this manner and unlike conventional methods, the present invention allows players to utilize a single die for selecting both a golf side game and the

player grouping structure without much debate and time wasting associated with conventional methods. The disadvantage and inconvenience associated with employing multiple dice for selecting golf side games and for grouping players is also avoided.

[0009] Next, the method of the present invention comprises rolling the die to select one of various golf side games to be played. Specifically, the symbol displayed face up upon rolling the die determines which golf side game is selected, after which the selected the golf side game is used to play the first golf hole. The grouping rule die face can also be selected, in which case the grouping rule is used to group players into teams.

[0010] After the first golf hole is concluded, the die is rolled to select a golf side game for each subsequent golf hole that is played. In this manner and unlike conventional methods, a different golf side game can be played for each hole of the golf game. After all golf holes are played, points accumulated by each player are then tallied. Optionally, a total payout of value items for each player can then be determined based on points accumulated by that player.

[0011] In a further embodiment of the present invention, a die for playing a golf round is disclosed. The die preferably includes one or more die faces, each die face having a symbol corresponding to a golf side game. The die can be rolled to select a golf side game for play on one or more golf holes.

[0012] In yet another embodiment, a multi-faced die for playing a round of golf is disclosed. This multi-faced die includes a first face having a "Skins" symbol indicating a skins golf side game. It also includes a second face having a "best ball" indicia indicating a best ball golf side game, and a third face having a "wolf" symbol indicating a wolf side game. The die can be rolled to select the skins, the best ball or the wolf side game.

[0013] An understanding of the nature and advantages of the present invention herein may be realized by reference to the remaining portions of the specification and the attached drawings. Further features and advantages of the present invention, as well as the structure and operation of various embodiments of the present invention, are described in detail below with respect to the accompanying drawings. In the drawings, the same reference numbers indicate identical or functionally similar elements.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] FIG. 1A is a perspective view of a die according to an exemplary embodiment of the present invention.

[0015] FIG. 1B illustrates a layout of the faces of die 100 of FIG. 1A according to an exemplary embodiment of the present invention.

[0016] FIG. 2 is a flow chart illustrating a method for playing a golf game according to an exemplary embodiment of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0017] Reference will now be made in detail to the embodiments of the invention, examples of which are illustrated in the accompanying drawings. While the invention will be described in conjunction with the preferred embodiments, it will be understood that they are not intended to limit the invention to these embodiments. On the contrary, the invention is intended to cover alternatives, modifications and equivalents, which may be included within the spirit and

scope of the invention as defined by the appended claims. Furthermore, in the following detailed description of the present invention, numerous specific details are set forth in order to provide a thorough understanding of the present invention. However, it will be obvious to one of ordinary skill in the art that the present invention may be practiced without these specific details. In other instances, well known methods, procedures, components, and circuits have not been described in detail as not to unnecessarily obscure aspects of the present invention.

[0018] FIG. 1A is a perspective view of die 100 according to an exemplary embodiment of the present invention.

[0019] In FIG. 1A, die 100 can be employed to select one of a plurality of golf side games for playing a round of golf. Die 100 preferably comprises six faces. Face 102, face 104 and face 110 are shown. Each golf side game that can be selected for play corresponds to an indicia (indication or identifying mark) shown on each die face. Indicia may also correspond to points multiplier that increases the point value for the hole being played. Note that indicia are the plural form of indicum but as used herein, indicia refer to both the plural form and the singular form.

[0020] Face 102 comprise a “Skin\$” indicia, which when displayed selects the skins golf side game for game play. Face 104 shows a “Double the Points” indicia; when displayed, the value of the golf hole being played is doubled. Note that double the points may be considered a side game for purposes of this invention. Another indicia displayed by Face 104 is the “Re-roll” indicia. When the “Re-roll” indicia is displayed, die 100 is re-rolled to select another golf side game for game play. Face 110 has dual functionality. It displays both a “Best Ball” indicia and an “Oldest and Youngest” indicia. When face 110 is displayed, the selected side game is best ball and the selected player grouping rule is oldest and youngest. Specifically, the oldest and youngest player grouping rule groups the oldest and youngest players into the same team. Although not shown, die 100 may comprise additional (or less faces) consistent with purposes and objectives of the present invention.

[0021] FIG. 1B illustrates die 100 of FIG. 1A with its faces laid out according to an exemplary embodiment of the present invention.

[0022] In FIG. 1B, all faces of die 100 can be observed. Faces 106, 108 and 112 not previously shown in FIG. 1A are observable. Face 106 comprises a “Wolf” indicia, which when displayed allows the wolf side game to be selected. Face 108 also serves dual functionality. It comprises the “Best Ball” and the “Youngest and 2nd Oldest” indicia. When face 108 is displayed, the selected side game is best ball. In addition, the youngest and 2nd oldest players are teamed up (as required by player grouping rule symbolized by “Youngest and 2nd Oldest indicia”). Another dual functionality die face is face 112. It comprises a “Best Ball” indicia and a “Two Youngest” indicia. When face 112 is displayed, the selected side game is best ball and the player grouping rule is two youngest, i.e., the two youngest players are grouped into a team. Faces 102, 104 and 110 are as described with reference to FIG. 1A.

[0023] FIG. 2 is a flow chart of method 200 for playing a golf game according to an exemplary embodiment of the present invention.

[0024] Briefly, three or more players can utilize method 200 of the present invention to play a round of golf, preferably, the standard nine or 18 holes. The golf round is initiated by teeing off a tee-off site. Before tee-off, however, die 100 (FIG. 1B) is

rolled to select one of a plurality of golf side games for the first golf hole. Die 100 can also be used to group players into teams that can compete against each other. Note that herein, an individual player (e.g. in skins game) can be considered a team for purposes of the present invention. After the golf side game is selected, the players then employ the selected golf side game to play the first golf hole. Points are then assigned to players (or teams) for that hole. Upon conclusion of the first hole, players proceed to the subsequent golf hole where play is again initiated by rolling die 100 to select another side game for game play. This process continues for subsequent golf holes until completion, after which points accumulated by each player for each hole are determined. The payout to each player is then determined based on the value assigned to a single point.

[0025] In more detail, three or more players can employ method 200 of the present invention to play one or more golf holes, preferably, the standard nine or 18 holes. Each golf hole is played with one of a plurality of golf side games. As indicated by its name, a side game is a side or secondary game played in conjunction with the main golf game.

[0026] At block 202, method 200 comprises providing die 100 for playing the golf game. Preferably, die 100 is a six-faced die. However, any comparable die with more (or less faces) consistent with the objective and scope of the present invention can be used. Each face of die 100 has an indicia corresponding to each one of the plurality of golf side games. For example, face 102 has the indicia “Skin\$” corresponding to the golf side game skins. Herein lies an advantage of the present invention. Unlike conventional methods, the present invention provides a standardized format for golf side games played along with the main golf game. All faces of die 100 have been described with reference to FIGS. 1A and 1B, above. Although not shown, additional or alternative indicia for other type side games (e.g. Nassau, rabbit, etc.) can be employed.

[0027] At block 204, die 100 is rolled to select a golf side game for the first hole. Specifically, this golf side game is selected by viewing which side game indicia is displayed after die 100 is rolled. On this first hole, any of the players can roll die 100. On subsequent holes, the prior golf hole winner is designated to roll die 100 and tee off first. In this manner, uncertainty regarding which player should roll die 100 is eliminated; and prior golf hole winners are also rewarded. This also keeps in line with a common golf tradition termed “Honors” whereby the prior golf hole winner tees off first.

[0028] At block 206, after die 100 is rolled, the selected golf side game is used to play the first golf hole. As previously noted, various faces of die 100 also comprise indicia corresponding to a player grouping rule. For example, face 112 has the “Two Youngest” indicia, which corresponds to the player grouping rule mandating that two youngest players be grouped into a team. Thus, when a die face with a player grouping indicia is selected, the corresponding player grouping rule is used to group players into teams. In this manner and unlike conventional methods, the present invention allows golf players to utilize a single die for selecting a golf side game as well as for selecting a player grouping rule without much debate and time wasting associated with conventional methods. The selected golf side games may be skins, best ball, wolf or double the points. The following rules apply.

[0029] Skins: This is an individual golf side game. The player with the best individual score wins the golf hole. Essentially, this winning player must have the least number of

strokes for the golf hole. For example, the player shooting a two (birdie) on a par three course is the winning player if three other players shoot a three, a four (bogey) and a five (double bogey). If two or more players have the best score, then the points carry over to the next hole.

[0030] Skins points: are earned by winning the golf hole. Three points are assigned to the winning player; and one point is deducted from each losing player.

[0031] Best Ball: This a team golf side game. The team with the winning player wins the hole. As an example, the team with the player that shoots a two is the winning team if other team players shoot a three or higher. If a tie for best individual score occurs, the second best score serves as a tie breaker. If a tie occurs, points carry over to next golf hole. Best ball points: one point is assigned to each winning player, minus one point is deducted from each losing player.

[0032] Wolf: This is an individual or team golf side game. The "Wolf" player is first selected. Essentially, this player determines how players are grouped. The Wolf must tee off first, and then decide whether to either (1): play alone or; (2) team up with another player. If Wolf decides to team up with another player, Wolf must do so immediately following that player's drive. Otherwise, the opportunity to team up with that player is forfeited.

[0033] For example, assume that Wolf tees off, followed by Players A, B and C. Wolf can partner with Player A immediately after Player A tees off. This partnership must occur before Player B tees off. After Players A and B tee off, Wolf has no partnership options other than to select Player C or to play alone. If player is not selected, Wolf must play alone. If Wolf plays alone, Wolf must have the best score to win. If the Wolf plays alone and ties the best score, points are carried over to the next golf hole.

[0034] Wolf Points: If Wolf chooses a teammate, one point is assigned to each winning player and one point is deducted from each losing player. If the Wolf plays alone and wins, three points are assigned to Wolf and one point is deducted from each losing player. If Wolf plays alone and loses, three points are deducted from Wolf and one point is assigned to each winning player. If the value of a golf hole is two points (due to a carry over or double the points), the points above are doubled. If the golf hole is worth three points, the points are tripled, etc., etc.

[0035] Double the Points: Points attributable to the golf hole being played are doubled by this symbol. For example, a one point value for the golf hole being played becomes two points when double the points is selected. When double the points is selected, die 100 is rolled again to select another game to play. Note that carry over points are not doubled. For example, if three points are carried over from the previous golf hole and double the points is rolled, the current golf hole is worth five points, that is: $2*(1)+3$, where 3 is the carryover value, 1 is the original hole value and 2 doubles the original hole value.

[0036] When double the points is selected four consecutive times (likelihood of occurrence is once every 72 rounds), the golf hole is worth $((1)\times 2\times 2\times 2\times 2)=16$ points. Players can establish a maximum number of points per golf hole to prevent excessive points for any one single golf hole. If a tie occurs, points carry over and die 100 is re-rolled on the next golf hole. Although not shown, it should be noted that golf hole points can be multiplied by other values as well, i.e., tripled, quadrupled, etc., and is not limited to double the points.

[0037] At decision block 208, it is determined whether additional golf holes are to be played after the first golf hole is completed. Preferably, the last golf hole is the ninth or 18th hole as per many standard golf courses. If additional holes exist, method 200 returns to block 204 and block 206, wherein die 100 is again rolled to select a side game for the additional golf hole that is played. This is an advantage of the present invention as players can roll a die to select and play distinct golf side games in a single golf round. At decision block 208, if there are no additional golf holes to be played for the round, method 200 proceeds to block 210.

[0038] At block 210 (optional), method 200 comprises determining the total money or value item payout for each player. This payout is determined by multiplying total points accumulated by each player on all golf holes by a single point value. A single point value is determined by assigning a percentage of either money or value item to one point. For example, \$0.50 (50% of \$1) or \$10 (1000% of \$1), etc. can be assigned as the value of a single point. Thus if total points accumulated by Player A is 20 and the \$0.50 is the value of a single point, then the winning player receives \$10.00.

[0039] While the above is a complete description of exemplary specific embodiments of the invention, additional embodiments are also possible. Thus, the above description should not be taken as limiting the scope of the invention, which is defined by the appended claims along with their full scope of equivalents.

I claim:

1. A method for playing a round of golf, wherein said round of golf includes one or more golf holes played with a plurality of golf side games, the method comprising:

providing a die for playing the round of golf, wherein said die has one or more die faces including a first die face and a second die face, wherein the first die face has indicia corresponding to a golf side game, wherein the second die face has indicia corresponding to a player grouping rule; and rolling the die at a first golf hole to select a die face in order to initiate the round of golf, and whereupon the first die face being selected, using the golf side game to play the round of golf, whereupon the second die face being selected, using the player grouping rule to group players into teams.

2. The method of claim 1 wherein further comprising rolling said die to select a die face corresponding to one of the plurality of golf side games for each subsequent golf hole that is played.

3. The method of claim 1 wherein the step of whereupon the first die face being selected, using the golf side game to play the round of golf comprises

determining a winner, wherein said winner is a player with a least number of strokes after the first golf hole is played; increasing the winner's standing by assigning more points to said winner; and reducing a loser's standing by assigning less points to each losing player.

4. The method of claim 3 further comprising determining a total payout of money or value item for each player by multiplying total points accumulated by each player on all golf holes by a single point value.

5. The method of claim 4 wherein said single point value is determined by assigning a percentage of either money or value item to a single point.

6. The method of claim 1 wherein the step of using the golf side game to play the first golf hole comprises multiplying points attributable to the first golf hole by a predetermined value.

7. The method of claim 1 wherein second die face further has indicia corresponding to a second golf side game.

8. A die for playing a round of golf, wherein said round of golf includes one or more golf holes played with a plurality of golf side games, the die comprising:

a plurality of die faces including,
one or more game type die faces, each having indicia corresponding one of the plurality of golf side games;
and

one or more player grouping die faces, each having indicia corresponding to a player grouping rule,

wherein the die is roll-able at the one or more golf holes to select one of the plurality of golf side games for play or to select a player grouping rule for allocating players into teams.

9. The die of claim 8 wherein the die comprises six die faces wherein three of said six die faces are grouping die faces, each having indicia corresponding to a player grouping rule.

10. The die of claim 8 wherein the die comprises at least three game type die faces, each face having an indicia corresponding to a golf side game.

11. The die of claim 8 wherein at least one die face comprises both an indicia corresponding to a player grouping rule and an indicia corresponding to a golf side game.

12. The die of claim 8 wherein at least one game type die face has a "double the points" indicia, wherein upon selection of said "double the points" indicia, points attributable to a golf hole are doubled.

13. The die of claim 12 wherein die face with the "double the points" indicia also has a "re-roll" indicia, wherein upon selection of said "re-roll" indicia, the die is re-rolled by a player.

14. The die of claim 8 wherein one game type die face corresponds to a game that selects a player with a minimum number of strokes for the first golf hole as the winner.

15. The die of claim 8 wherein one game type die face corresponds to game that selects a team with a player having a minimum number of strokes as a winning team.

16. The die of claim 8 wherein one game type face corresponds to a game that provides a player that tees off with an option to either play alone or choose a player to team up with.

17. A multi-sided die for playing a round of golf, wherein said round of golf includes a plurality of golf side games, the multi-faced die comprising:

a first face having a "skins" symbol indicating a skins golf side game;

a second face having a "best ball" indicia indicating a best ball golf side game; and

a third face having a "wolf" symbol indicating a wolf side game,

wherein the die can be rolled to select any one of the skins, the best ball or the wolf golf side games, wherein the skins golf side game involves selecting an individual player with a minimum number of strokes for a golf hole as the winner, wherein the best balls side game involves selecting a team having a player with a minimum number of strokes as a winning team and wherein the wolf golf side game involves providing a player that tees off with an option to either play alone or choose a player to team up with.

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