

COAST PRO IS INVENTOR OF NEW MINIATURE COURSE

HAROLD SAMPSON, ingenious young Pacific Coast professional, has invented a miniature golf course which is getting a fine play at its initial installation. Other installations now are being made.

The Sampson game has six holes, the layouts being enclosed in wire nettings. The six holes, due to facilities for driving, iron, and chip shots and putting, will accommodate as many people as an 18-hole miniature course, so Harold says. Installation cost is no more than that of a fairly good miniature course, is another one of Sampson's statements.

The player starts off by shooting at a canvas backstop in which there are slots corresponding to the number of shots the player would have to make in reaching the distance of a perfect drive or iron shot. Banging the ball through the center slot means the player passes on to the next compartment for his putt and puts down 1 blow on his score card. Knocking the ball to the right or left of the center slot calls for adding three or two strokes, respectively, to the score.

If the player misses all of the slots he passes along and plays his shot to the green from a sandtrap in the next compartment.

Sampson says that the idea is appealing to the rank outsiders as well as to the

golfers. He says that his idea enables the beginner to pick up the rudiments of the game without embarrassment. He cites the case of one player who learned golf in the San Francisco installation of the Samp-

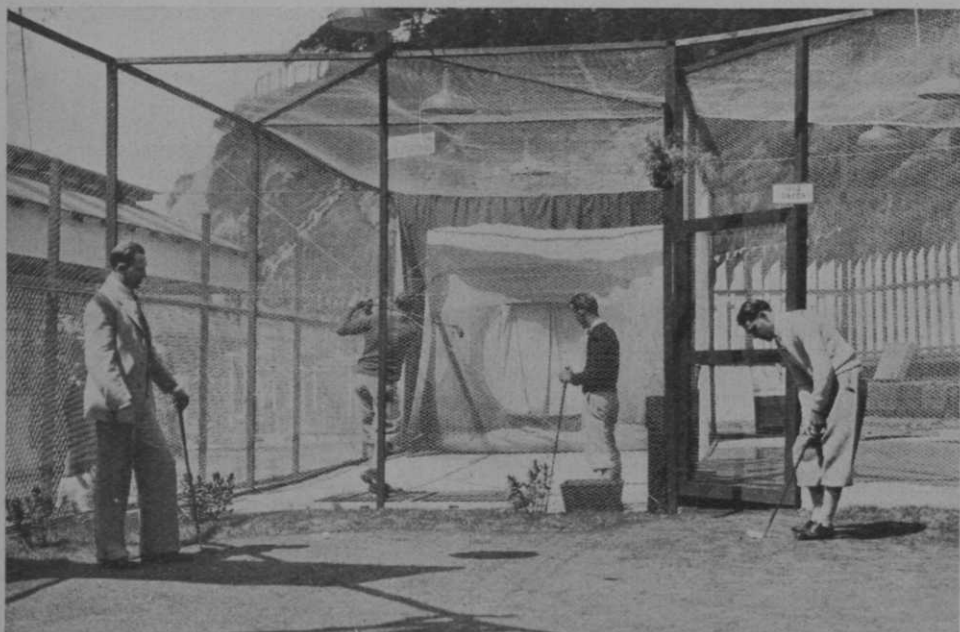


The sand-trap feature of the Sampson course.

son course and broke 100 the first time he ever played on a full length course.

Championship events held on the Sampson course have approximated the scores the same players make on regulation golf courses.

Harold has made arrangements with W. C. Poertner, 1819 Broadway, New York City, to handle central and eastern installations.



Showing the driving and putting features of Sampson's miniature course.