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F. E. ANDERSON

2,050,914

GAME BOARD

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2 Sheets-Sheet 2

Fig. 3.

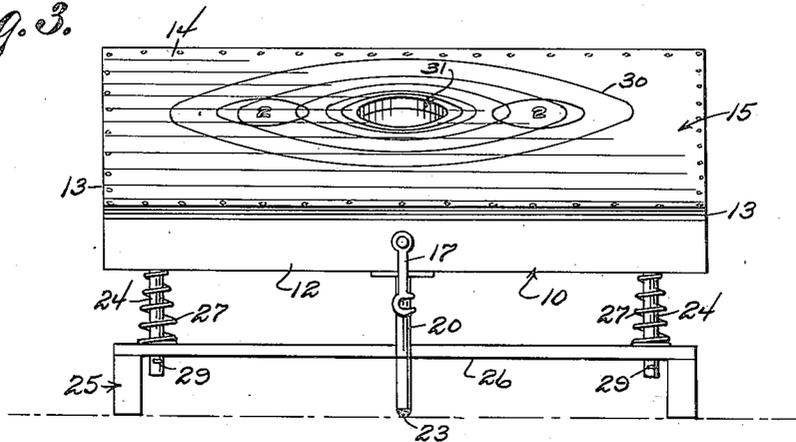


Fig. 4.

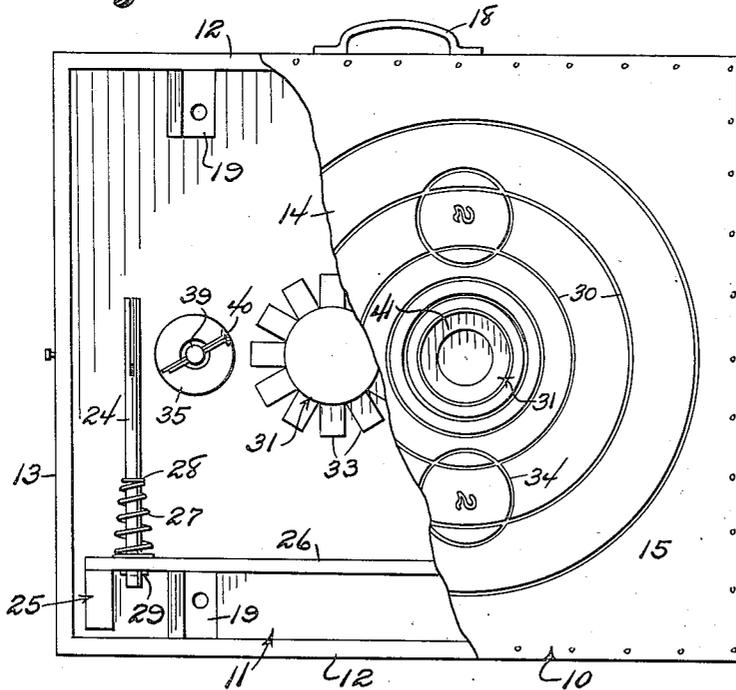
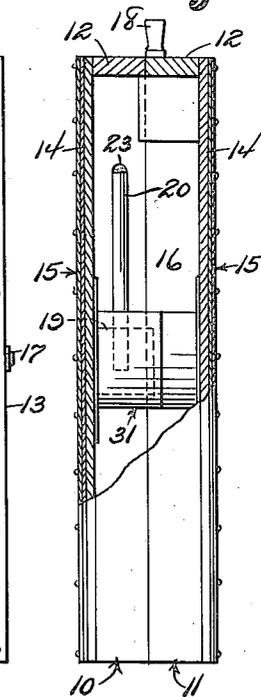


Fig. 5.



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GAME BOARD

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2 Claims. (Cl. 273-102)

The invention relates to a game device and more especially to a game board.

The primary object of the invention is the provision of a device of this character, wherein complementary playing surfaces are arranged so that these may be set up for use in the playing of a game imitative of the game of "Horseshoe" excepting that in lieu of tossing horseshoes disk objects are thrown on to the playing surfaces for the scoring in the playing of the game, the playing surfaces being supported in a novel manner so as to relieve vibration and shock incident to the contact of the playing objects with such surfaces.

Another object of the invention is the provision of a device of this character, wherein the same when folded constitutes a carrier for the parts of the device whereby the latter is readily portable for transportation by a possessor or user thereof, the device in its entirety being of novel construction and affords amusement to young and old in the playing of a game therewith.

A further object of the invention is the provision of a device of this character, wherein a combination of amusement, skill and helpful exercise is assured for the young and old and when the device is not in use it is compact as the same closes up similarly to a suitcase and can be carried conveniently, set up with dispatch either on a lawn or in a room or other place serviceable for use.

A still further object of the invention is the provision of a device of this character, which is simple in its construction, thoroughly reliable and efficient in its operation, light in weight, yet strong, durable, entertaining in the use thereof and inexpensive to manufacture.

With these and other objects in view, the invention consists in the features of construction, combination and arrangement of parts as will be hereinafter more fully described, illustrated in the accompanying drawings, which disclose the preferred embodiment of the invention and pointed out in the claims hereunto appended.

In the accompanying drawings:

Figure 1 is a perspective view of one playing section of the device constructed in accordance with the invention set up for use.

Figure 2 is a sectional view on the line 2-2 of Figure 1 looking in the direction of the arrows.

Figure 3 is a front elevation.

Figure 4 is a top plan view of the device closed for transportation.

Figure 5 is a vertical transverse sectional view thereof.

Figures 6, 7 and 8 are plan views of the group of playing objects for a game.

Figure 9 is an edge elevation partly in section of one of the objects.

Similar reference characters indicate corresponding parts throughout the several views in the drawings.

Referring to the drawings in detail, the game device comprises complementary sections 10 and 11, respectively, each of substantially rectangular shape and the body thereof includes sides 12, ends 13 and a cover 14, respectively. This cover 14 is flat and presents a playing bed or surface 15. These sections 10 and 11 match each other at the open confronting portions when brought together to provide a storage space or chamber 16, the sections being detachably joined with each other through fasteners 17. One of the sections, preferably the section 11, carries a strap handle 18 for convenience in the carrying of the device in the hand when not in use and the said sections 10 and 11 detachably fasten with each other.

Fitted within each section 10 and 11 at proper locations are socketed bearings 19, one being positioned at the longitudinal median and at the extreme foremost end of the section while the other bearings are located rearmost and at opposite sides of said median. The bearing 19 at the longitudinal median detachably accommodates a front leg 20, it having the split end 21 with a sandwiched resilient piece 22 fitting the slit so that the split end 21 will frictionally bind within the bearing 19, the outer free end of the leg 20 being fitted with a resilient foot or tip 23 for contact with a supporting surface. The other bearings 19 accommodate the legs 24, these being similar to the leg 20 excepting that they are longer and are yieldably engaged in a rest prop 25, the legs 24 being slidably fitted in a cross bar 26 of the prop 25 and are tensioned by springs 27 coiled about the legs 24 and resting upon the bar 26 and against cross pins 28 fitted in the said legs 24. The legs 24 are separably coupled with the prop 25 by cotter pins 29.

In the setting up of each section 10 and 11 the legs 20 and 24 will yieldably support the said sections at a forward inclination and the yieldable mounting of the legs 24 in the prop 25 takes care of shock and jar incident to the use of the section in the playing of a game.

Provided on the playing surface 15 of each section 10 and 11 are countersunk concentrically arranged circular or ring-like grooves 30, the concentric relation of the said grooves being varied for the demarcation of playing zones having certain play values and these grooves are suitably colored to have the same boldly appear at the playing surface 15 and to avoid obliteration in the use of the device as would be the case if the demarcations were surface design.

Opening through the central ring constituted by the innermost groove 30 is a cup 31, its body 32 having ears 33 riveted or otherwise fastened to the under or inner side of the cover 14 and this cup 31 is adapted to receive a tossed object and on reception is indicative of a play value.

Usable with the sections 10 and 11 are toss objects in the form of disks 35 and are distinguishable from each other through the medium of colored surfaces; such as, "red", "blue" or colorless "white" or "black". The disks 35 may be further distinguished from each other by having one disk provided with opposed single or double rows of depressions 36 and 37, respectively, these rows being radially arranged. The disks are formed with center circular openings 38 so that they can be placed over a hanger post 39 fixed to and depending from the under side of the cover 14 within one section 10 or 11 and are held stacked by a removable cotter pin 40 engaged in said post 39, this being a convenient way of storing and retaining the playing objects when not in use, particularly when the device is folded or closed for the transportation thereof. The legs 20 and 24 are releasable from the bearings 19 and can be stored within the space or chamber 16 constituted by the sections 10 and 11 when matched and fastened together.

In the use of the device there has been devised a game adaptable for play therewith and the title of the game is "Toss-A-Ringo" which lends amusement, skill and helpful exercise to the player or players. This particular game requires the setting up of the sections 10 and 11 in the manner as shown in Figures 1, 2 and 3 of the drawings and thereafter each player is assigned three playing objects 35 of a color selectable by the player. After assignment of the objects 35 to the respective players the starting player and those following are required to take a stand a determined distance from the device, that is, either section 10 or 11, it being preferable to have the player stand by placing one foot behind the section of the game board and the other foot to the side thereof, the toe limit being the front end of the board and all following players should remain at least two feet from the board and not to interfere in any way whatsoever with the person playing. In the playing of the objects 35, these are required to be tossed on to the playing surface 15 to come to rest either within the cup 31 or within the playing zones having demarcations by the grooves 30 and 34. The rest position of the tossed object is indicative of a play value. The player registering the highest score under the play values is the winner of the game. It is determined that the winning score point totals thirty-one points. The scoring points are as follows:

The closest tosser to the cup 31 scores one point; two tossers closer than opponent's scores two points; three tossers closer than opponent's scores three points and a tosser scoring the circle 34 on either side of the cup with the playing object lying wholly within that circle scores two points. When the cup 31 is scored, three points will be counted for the scorer, that is, if the playing object of one color falls in the cup. Now, if two objects of the same color enter the cup 31, the three score is doubled and if three objects enter the cup 31, nine points will be scored.

The yieldability of each section 10 and 11 affords absorption of shocks and jars incident to the contact of the objects 35 upon the play-

ing surfaces 15 and assures quick arrest of such objects when falling upon such surfaces.

It is, of course, to be understood that the rules in the nature of the game as controlled thereby form no part of the present invention as such can be varied at the option of the user or possessor of the device.

Within each cup 31 and resting upon the bottom thereof is a fibrous washer 41 which functions as a bumper and is essential in the makeup of the cup in order to permit players to take the tossers out of the same by inserting the index finger in the center hole of the tosser so that they may be removed easily. This washer also helps to take the bumps of the tossers and lessens the noise as the tossers are thrown into the cup.

What is claimed is:

1. A game device of the kind described comprising a substantially rectangular shaped body including sides, ends and a cover, respectively, a cup carried by the cover and opening through the same, playing zones indicated on the upper face of the cover and concentric with respect to said cup, socketed bearings arranged within the section, one being located at the longitudinal median of said section beneath the cover at the front thereof and the others located rearmost beneath the cover at opposite sides of said median, a front leg having a split end received in the socketed bearing at the longitudinal median, a sandwiched resilient piece fitting the split end for frictionally binding it within said bearing, rear legs having split ends fitting the bearings at opposite sides of said longitudinal median, sandwiched resilient pieces fitting the splits in the rear legs for frictionally holding the same engaged in said bearings, said rear legs being of greater length than the front leg, a prop having a cross bar slidably accommodating the rear legs, and compressible coiled springs surrounding the rear legs and each having fixed connection at its upper end with a companion leg and the lower end resting upon the cross bar of said prop.

2. A game device of the kind described comprising a substantially rectangular shaped body including sides, ends and a cover, respectively, a cup carried by the cover and opening through the same, playing zones indicated on the upper face of the cover and concentric with respect to said cup, socketed bearings arranged within the section, one being located at the longitudinal median of said section beneath the cover at the front thereof and the others located rearmost beneath the cover at opposite sides of said median, a front leg having a split end received in the socketed bearing at the longitudinal median, a sandwiched resilient piece fitting the split end for frictionally binding it within said bearing, rear legs having split ends fitting the bearings at opposite sides of said longitudinal median, sandwiched resilient pieces fitting the splits in the rear legs for frictionally holding the same engaged in said bearings, said rear legs being of greater length than the front leg, a prop having a cross bar slidably accommodating the rear legs, compressible coiled springs surrounding the rear legs and each having fixed connection at its upper end with a companion leg and the lower end resting upon the cross bar of said prop, and a resilient foot carried by the front leg.