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CHANCE CONTROLLED TARGET GAME DEVICE

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Fig. 1.

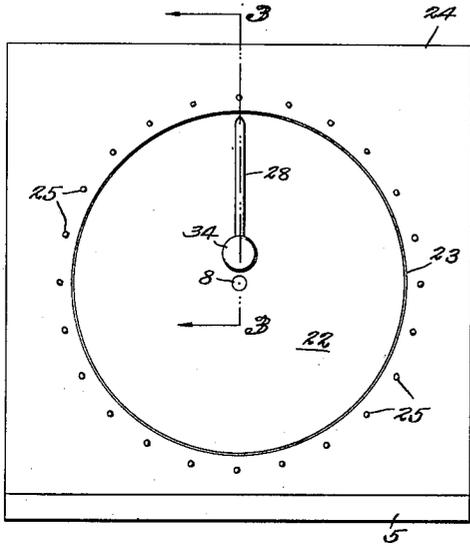


Fig. 2.

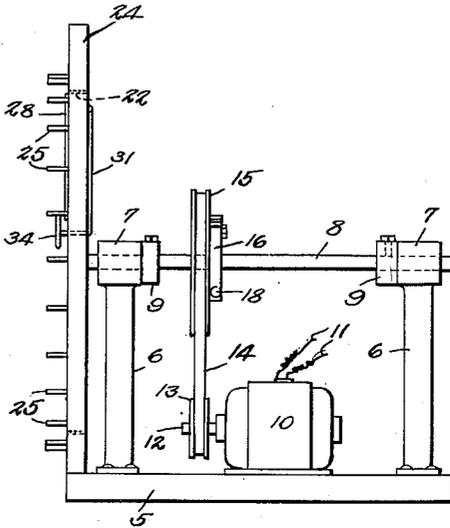


Fig. 3.

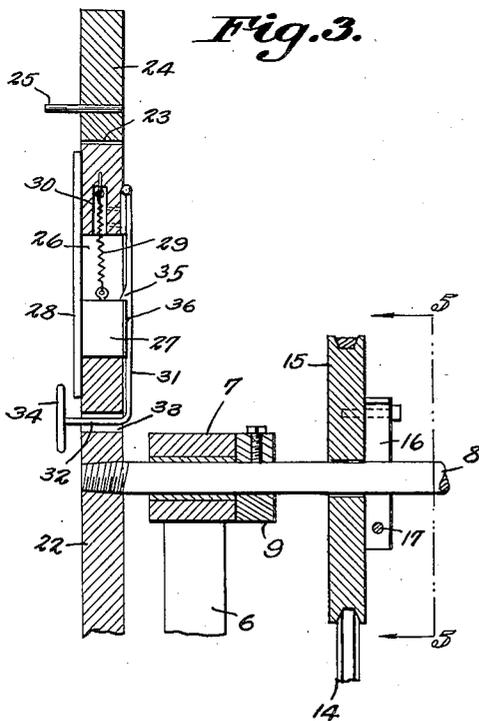


Fig. 4.

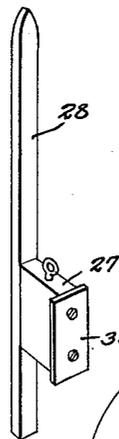
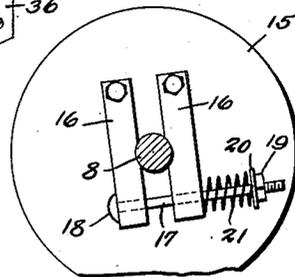


Fig. 5.



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# UNITED STATES PATENT OFFICE

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## CHANCE CONTROLLED TARGET GAME DEVICE

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4 Claims. (Cl. 273-102.1)

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This invention relates to a game and particularly a game of the chance controlled type, wherein a rotary member carrying an indicator hand is constantly rotated, and a trigger is provided on the rotating member for releasing the hand when the trigger is operated by a player, the hand moving against stops of the game board holding the hand in a particular position for indicating a number corresponding to the number identifying a particular prize won by the player.

An important object of the invention is to provide a chance controlled game of this character wherein the power shaft is constantly rotating, there being provided a friction clutch mechanism between the power device and main shaft of the game, for permitting of slipping of the operating means on the shaft when the indicator hand is stopped.

With the foregoing and other objects in view which will appear as the description proceeds, the invention consists of certain novel details of construction and combinations of parts hereinafter more fully described and pointed out in the claims, it being understood that changes may be made in the construction and arrangement of parts without departing from the spirit of the invention as claimed.

Referring to the drawing:

Figure 1 is a front elevational view of a chance controlled game, constructed in accordance with the invention.

Fig. 2 is a side elevational view thereof.

Fig. 3 is a sectional view taken on line 3-3 of Fig. 1.

Fig. 4 is a perspective view of the movable hand, forming a part of the game.

Fig. 5 is a sectional view taken on line 5-5 of Fig. 3.

Referring to the drawing in detail, the game comprises a base 5 to which the bearing arms 6 are connected, the bearing arms being provided with bearings 7 at their upper ends in which the horizontal shaft 8 operates, the shaft being provided with stop collars 9 that bear against the inner ends of the bearing 7, holding the shaft in proper position within the bearings 7.

The base 5 provides a support for the electric motor 10 which is in circuit with the usual house supply current, through the wires 11 for supplying electric energy to the motor to operate the motor.

Mounted on the motor shaft 12 is the pulley 13 over which the belt 14 operates, the belt 14 also operating over the pulley 15 which is loosely mounted on the shaft 8.

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Secured to one side of the pulley 15, are pivoted bars 16 that have curved surfaces bearing against opposite sides of the shaft 8, the free ends of the bars 16 being provided with aligning openings through which the bolt 17 extends, the bolt 17 having a head on one end, the head being indicated by the reference character 18. The opposite end of the bolt 17 is threaded to accommodate the nut 19 that bears against the washer 20 which in turn engages the outer end of the coiled spring 21 which has its inner end resting against the outer surface of one of the bars 16, so that the action of the spring is to urge the bars 16 into engagement with the shaft 8 and frictionally securing the pulley 15 on the shaft 8.

As shown, the forward end of the shaft 8 is threaded in an opening formed centrally of the disc 22 so that the disc 22 will rotate with the shaft.

The disc 22 operates in the circular opening 23 formed in the game board 24 which is disposed in an upright position at the front end of the base 5. A line of spaced pins 25 is arranged adjacent to the edge of the opening 23, the spaces between these pins being provided with suitable indicia or indicating characters to correspond with indicating characters or indicia on the prizes to be awarded in playing the game.

As clearly shown by Fig. 3 of the drawing, the disc 22 is provided with a slot 26 radiating from a point adjacent to the center thereof, the slot 26 being of a width to accommodate the block 27 to which the indicator hand is secured, the indicator hand being of a length to extend to a point adjacent to the periphery of the disc 22, when the indicator hand is in its inactive position.

The slot 26 is substantially longer than the block 27 permitting ample room for the block to move from one end of the slot to the other. Secured to the block 27 is the coiled spring 29 that has its opposite end anchored in the bore 30, the spring being placed under tension, when the indicator hand is moved to its set position, or the position shown by Fig. 3 of the drawing.

The reference character 31 indicates the trigger which is hingedly connected to the rear surface of the disc 22, the trigger 31 having a forwardly extended right angled end 32 extending through the opening 33 in the disc 22, the forward end of the trigger being supplied with a head 34 secured to the right angled end, the head extending beyond the front surface of the disc 22. Extending forwardly from the trigger, is the lug 35 which bears against the outer edge of the

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block 27 when the indicator hand is moved to its set position.

A plate 36 is secured to one edge of the block 27, the plate 36 being of a width so that portions thereof extend beyond the side edges of the block to bear against the inner surface of the disc 22, and hold the indicator hand within the slot.

It might be further stated that the head 34, because it is mounted eccentrically, will present a target which is constantly moving so that it will be difficult for a person to strike the head to operate the device.

When the head is moved inwardly, it is obvious that the lug 35 will be moved to disengage the block 27 whereupon the spring 29 will snap the block 27 and indicator hand 28 towards the edge of the disc 22, the indicator hand passing between pins of the game board 24. The pin engaged by the indicator hand will hold the hand against further rotation, thus indicating a number corresponding to a prize to be awarded. During the stopping of the disc 22 and indicator hand 28, the slippage between the bars 16 of the clutch, and shaft 8, will permit of continuous operation of the motor and pulley 15, until the indicator hand has been moved to disengage the pin against which it is lodged.

In resetting the game for another play, it is only necessary to slide the indicator hand 28 inwardly towards the center of the disc, whereupon the lug 35 will snap over the block 27, holding the indicator hand in its set position.

Having thus described the invention, what is claimed is:

1. In a chance controlled game, a base, bearing arms rising from the base, bearings at the upper ends of the bearing arms, a horizontal rotatable shaft mounted in the bearings, a vertical game board having a central opening secured to the base, a circular line of spaced pins extending forwardly from the game board adjacent to said central opening, a disc secured to one end of the shaft for rotation within said opening of the game board, said disc having a radially disposed slot, an indicator hand, a block secured to the rear of the indicator hand operating in said slot, holding the indicator hand within the slot, a spring connected between the block and disc normally biasing the indicator hand towards said pins, a trigger, a lug on said trigger adapted to engage said block, normally holding said indicator hand retracted, one end of the trigger providing a target whereby said trigger is operated, disengaging the lug and block, releasing said indicator hand, and said indicator hand adapted to contact with a pin, stopping rotation of the disc when said target is forced inwardly.

2. In a chance controlled game, a base, bearings mounted on the base, a shaft operating in the bearings, a disc secured to one end of the shaft, rotatable therewith, a motor mounted on the base, a power pulley loosely mounted on the shaft, a friction clutch mounted on the pulley clutching said power pulley to the shaft, a radially movable indicator hand mounted on the disc, said disc having a radially disposed slot, a block mounted on the indicator hand slidable in said slot, securing the indicator hand on the disc, a

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spring connected between the disc and block, normally biasing the indicator hand towards the periphery of said disc, a game board having an opening in which the disc operates, pins extending from the game board adjacent to said opening, a trigger pivotally connected to the rear surface of said disc directly over the slot, one end of said trigger extending through the disc providing a target, a lug on said trigger engaging said block normally holding the indicator hand in a set position, and said trigger adapted to release said indicator hand, said indicator hand engaging a pin for stopping rotation of said disc, independently of the motor.

3. In a chance controlled game, a base, a horizontal rotatable shaft mounted on the base, a disc mounted on the forward end of the shaft, a game board having an opening in which the disc rotates, a circular line of spaced pins on the game board, adjacent to the opening thereof, said disc having a slot, an indicator hand, a block secured to the indicator hand and moving in said slot, a spring normally urging the indicator hand outwardly beyond one edge of the disc, a trigger mounted on the disc engaging the block normally holding the indicator hand within the confines of said disc, said indicator hand moving into engagement with a pin upon movement of the trigger to release the hand, power means including a friction clutch normally rotating the shaft and disc, and said friction clutch operating to disconnect the power means and shaft when rotation of the shaft is stopped.

4. In a chance controlled game, a base, a horizontal shaft mounted on the base, a game board rising from the base at one end of the shaft, said game board having an opening, a disc secured to one end of the shaft, operating in said opening of the game board, a circular line of pins projecting from the game board surrounding the opening, a radially movable indicator hand mounted on the disc normally held within the confines of said disc, a block on said indicator hand, a spring connected between said disc and block, normally biasing the indicator hand outwardly, a trigger mounted on said disc engaging the block normally holding the indicator hand in a set position, said trigger operating to release said block and indicator hand to the action of said spring, moving the indicator hand into contact with a pin on the game board for stopping said disc and shaft, said trigger being eccentrically mounted on the disc, one end of the trigger extending through the disc, a head on the trigger providing a target to effect movement of the trigger when the target is pressed inwardly, and power means for rotating the shaft.

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