July 11, 1950 H. G. FALK 2,514,994

TABLE HORSESHOE PROJECTOR

Filed Nov. 25, 1946 2 Sheets-Sheet 1

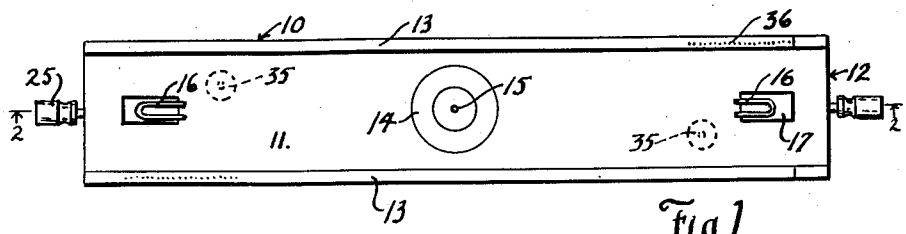


Fig. 1

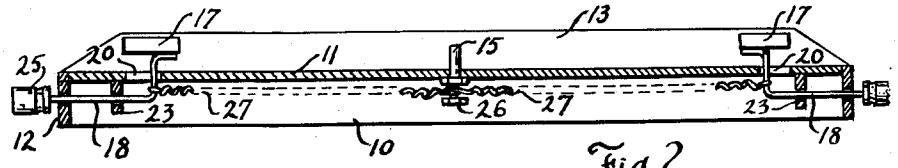


Fig. 2

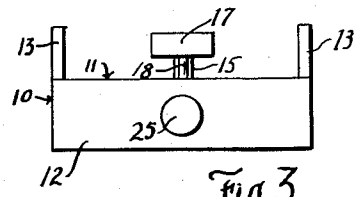


Fig. 3

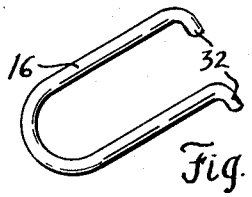


Fig. 6

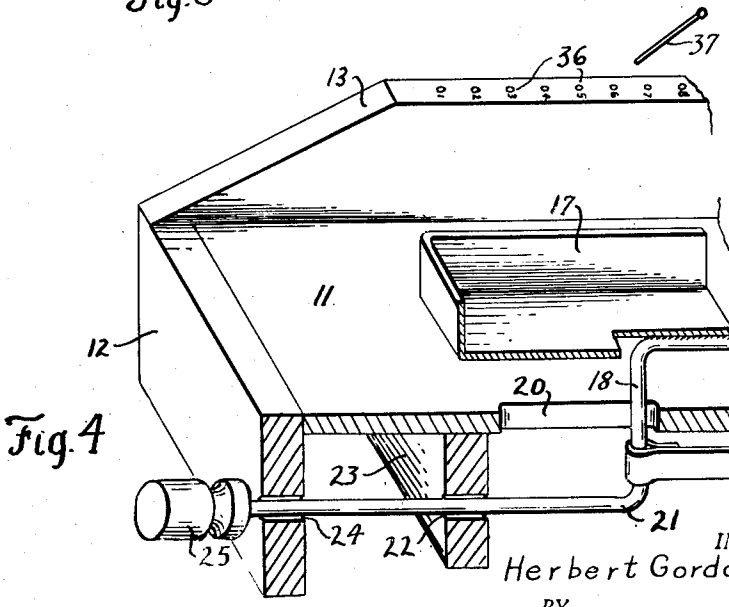


Fig. 4

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TABLE HORSESHOE PROJECTOR

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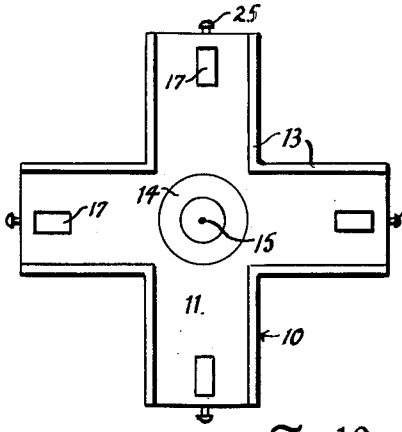


Fig. 10

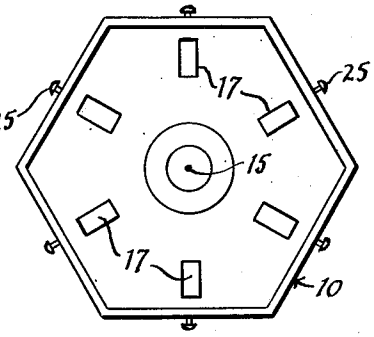


Fig. 11

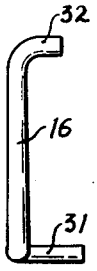


Fig. 7

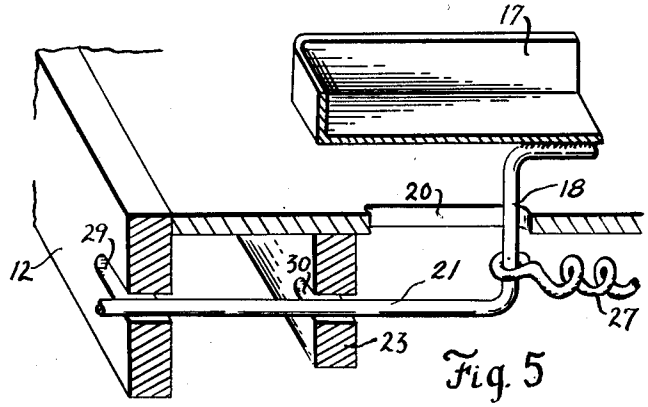


Fig. 5

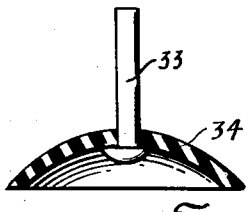


Fig. 8

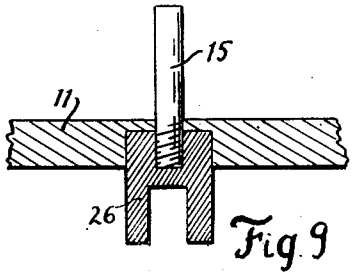


Fig. 9

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TABLE HORSESHOE PROJECTOR

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Application November 25, 1946, Serial No. 712,109
In Canada December 17, 1945

4 Claims. (Cl. 124—17)

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The invention relates to game boards and more particularly to a game playing device which includes a projecting mechanism for firing miniature horseshoes toward a pin to simulate the sport of horseshoes or quoits.

Horseshoes as played out of doors is a game of dexterity and skill, and the enjoyment of the game springs from the close competition of the players. The horseshoes are normally pitched to a common pin and many players become so proficient that their sense of feeling and balance of the shoes is almost uncanny.

It is an object of the present invention to permit of the game of horseshoes to be played indoors on a game board, and while mechanical devices are used to pitch the horseshoes these are manually controlled so that the skill and dexterity of the players contributes to the enjoyment of the game.

Other objects of a more general nature are to provide an inexpensive and attractive playing device which may provide entertainment for a variable number of players in all age groups.

For a full understanding of my invention reference is made to the following drawings:

Figure 1 is a plan view of my invention;

Figure 2 is a sectional view along the line 2—2 of Figure 1;

Figure 3 is an end elevational view thereof;

Figure 4 is a fragmentary perspective view in section showing details of the operating mechanism;

Figure 5 is a similar view to Figure 4 in which a slightly modified embodiment of the operating mechanism is illustrated;

Figure 6 is a perspective view of the horseshoe which is made in two colours to differentiate the shoes of competitors;

Figure 7 is a side elevational view of a modification of the horseshoe;

Figures 8 and 9 illustrate methods of mounting the pins on the playing boards;

Figures 10 and 11 are plan views of modified game boards designed to provide four or more playing positions.

Referring more in detail to the drawings in which similar reference characters designate corresponding parts throughout the several views, it will be seen that the invention consists of a rectangular frame having sides 10, a top or playing surface 11, end members 12 and retaining fences 13 which bound the sides of the playing surface 11.

The playing surface has a central area marked by a plurality of concentric circles in the centre

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of which is a pin 15 which projects from the playing surface. The horseshoes 16 are projected toward the central pin 15 by means of a tray 17 having retaining walls on its sides and back, the front edge being left open for the discharge of the said horseshoes. The tray is secured to a rod 18 by brazing, welding or other means common to the art.

The said rod is bent angularly from the tray and passes through the slot 20 in the surface of the game board. It is then bent back at 21 in a plane substantially parallel with and beneath the surface of the said board and through the end members 12. The rod is supported in an orifice 22 in the guide 23 and in an orifice 24 in the end of 12 thereby being securely retained in sliding arrangement on the game board.

A suitable handle 25 is located on the outer extremity of the said rod. In Figures 2 and 9 the pin or an associated part thereof is depended at 26 from the bottom of the playing surface thus providing an anchor for the attachment of resilient members.

The said resilient members may consist of a coil spring 27 (Figures 2 and 5) or elastic band 28 (Figure 4), anchored, an hereinbefore stated, to the dependent portion 26 of the pin 15 and connected at the opposite end to the sliding rods 18.

In the modification of Figure 5, I have shown elongated apertures 29 and 30 in the end 12 and guide 23 respectively, which apertures permit lateral direction to be attained at the discretion of the player and facilitate shots to the side or carom play.

The modified horseshoe illustrated in Figure 7 has a calk 31 at the medial or circular portion of the horseshoe in addition to the calks 32 at each extremity.

The game is played by locating the horseshoes 16 in the tray 17 so that the calks 32 are engaged by the front end of the tray. The tray is then pulled rearward by the player a predetermined distance according to the condition of play against the tension of the spring. Upon release the action of the resilient member is to draw the rod forward, and hence the tray, quickly to the limit of slot 20, the impetus being such as to project the horseshoe forward to the pin 15, the player endeavouring to obtain a ringer or lesser score such as a leaner, an inner or outer according to the final position of the horseshoe on, near or around the said pin.

In Figure 9, I have shown a detachable pin which may be removed from the centre of the

board and replaced by pins **33** (Figure 8). These are supported by suction cups **34** and may be detachably secured to the board at **35**. In this method of play a longer shot is provided for each player, but no opportunity to deflect an opponent's horseshoe is possible. Scoring is had however by counting the difference in the points secured by the contending players.

As illustrated in Figures 10 and 11, I may provide a board of different shapes to accommodate four or more players simultaneously. As seen in Figure 1 two scoring registers **36** are provided so that each player may register his score as the play is completed. The registers are located in the surface of the retaining fences **13** and consist of twenty-one holes which are numbered in sequence (i. e. 1—2—3 . . . 21 etc.) for which a counting peg **37** is provided. Thus a visual record of the score as the game proceeds is kept throughout the progress of the game the winner after each series of play placing his counting peg **37** in the numbered aperture of the register which equals the total score achieved.

It will be appreciated that playing board possessing the essential characteristics defined may be constructed readily from heavy cardboard, wood, plastic or other suitable material.

While the preferred embodiment of the invention has been illustrated and described, it is understood that minor changes in the construction and arrangement of the cooperating parts may be resorted to within the scope of what is claimed without departing from the spirit of the invention.

I claim:

1. Apparatus of the character described comprising a game board having an elongated slot formed therein, a rod movable longitudinally beneath said game board having an upturned vertical end portion extending through the slot of the board, said rod being mounted for pivotal movement about the axis of the vertical end portion, an open ended tray supported by the upturned end of said rod, and tension means for moving said rod longitudinally in one direction.

2. Apparatus of the character described comprising a game board having an elongated slot formed therein, a rod movable longitudinally beneath said board having an upturned end portion extending through the slot of said board, said rod being mounted for pivotal movement about the axis of the vertical end portion, a tray attached to the upturned end of said rod, and manual means for reciprocating said rod and swinging the rod to rotate the upturned end portion.

3. Apparatus of the character described comprising a game board having an elongated slot formed therein, a rod movable longitudinally beneath said board having an upturned end extending through the slot of said board, said rod being mounted for pivotal movement about the axis of the upturned end to rotate the upturned end in said slot, a tray attached to the upturned end of said rod, manual means for moving said rod longitudinally in one direction, and spring means for moving said rod in the opposite direction.

4. Apparatus of the character described comprising a game board having an elongated slot formed therein, a rod beneath said board having an upturned end extending through the slot of said board, guide bars beneath said board having elongated slots through which said rod extends, the slots of said guide bars being in a plane parallel to the plane of the board to permit swinging movement of said rod about the axis of the upturned end to rotate the upturned end, a tray attached to the upturned end of said rod, manual means for swinging said rod and moving the same longitudinally in one direction, and spring means for moving said rod longitudinally in the opposite direction.

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