

June 19, 1934.

T. REICHARD

1,963,382

SHUFFLE BOARD GAME

Filed April 17, 1933

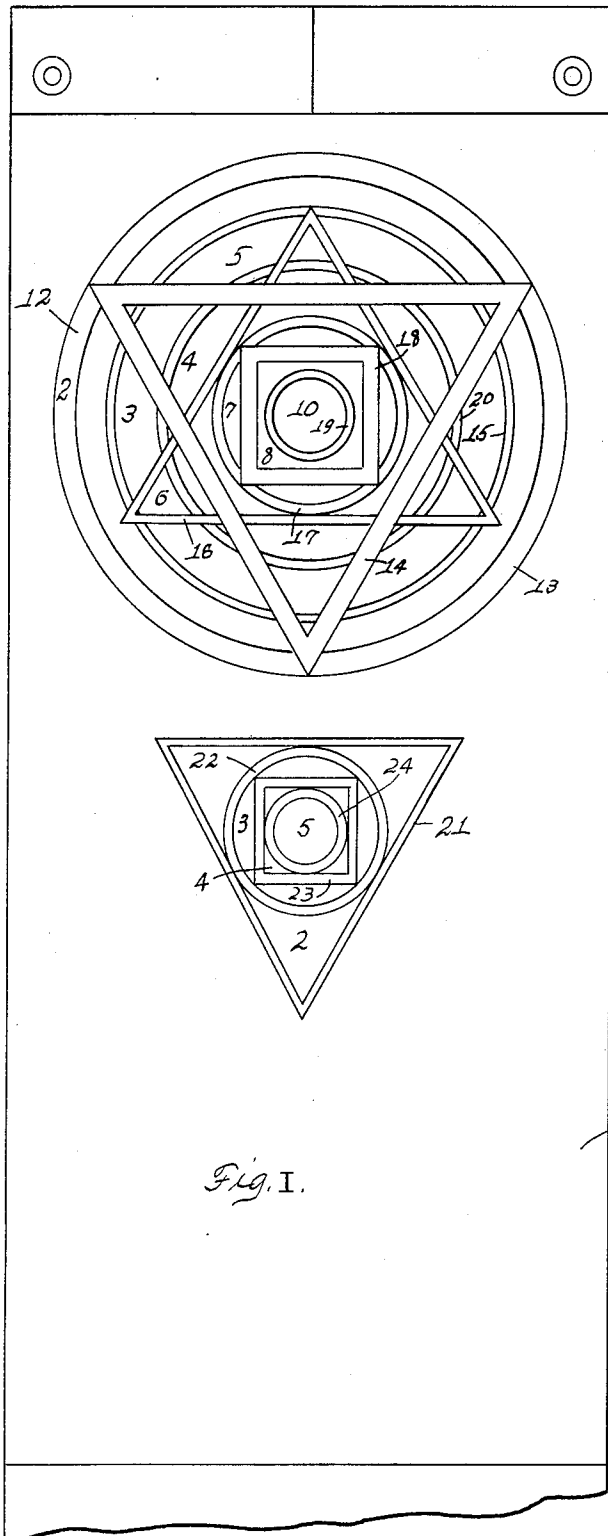


Fig. III.

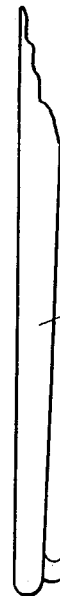


Fig. II.

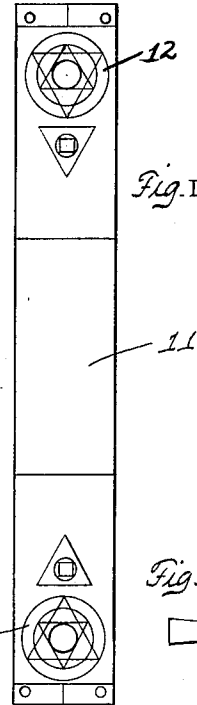


Fig. V.



Fig. IV.

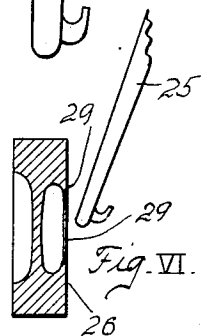


Fig. VII.

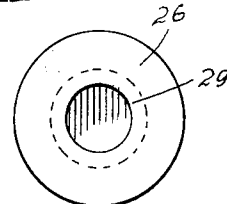


Fig. VII.

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UNITED STATES PATENT OFFICE

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SHUFFLE BOARD GAME

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3 Claims. (Cl. 273-128)

My invention relates to improvements in games and the object of my improvement is to provide new markings for a shuffle board. Further objects are to provide improved discs for the game, and a hooked cue which may be used to draw off the discs as well as to drive them.

The ordinary method of marking off shuffle boards upon the decks of ships and other places of amusement is unattractive both in design and color. These defects are overcome in my board which is usually made about 52 feet in length and colored green to relieve eye strain and give the pleasing appearance of grass.

My method of marking the board makes possible a great number of variations in the play, and provides for rules requiring more dexterity. As the player gains in skill, he may play according to more difficult rules and so continue to find amusement in the game. The geometric markings of the board have some educational value as well as being attractive, and will give it an appeal to schools and colleges, for recreational purposes.

The discs being hollowed on both sides produce an agreeable sound in sliding and also in striking each other. Hollowing the under side of the discs also decreases the area of friction and makes them slide more easily.

In the drawing:

Figure I is a top view of one end of the board with its markings,

Fig. II is a diminutive view of the entire board, Fig. III is a side view of the hooked end of the cue,

Fig. IV is a side view of the entire cue,

Fig. V is an end view of the cue handle,

Fig. VI is a sectional view of a disc and a side view of the lower or driving end of the cue, and

Fig. VII is top view of a disc.

The general field of the board may be of wood, concrete, or other suitable material, and is preferably colored green. Upon each end of the field 11 targets 12 are marked. These consist of a circle 13, an equilateral triangle 14 inscribed within it, a smaller circle 15 concentric to the first, a second triangle 16 inscribed within it, a circle 17 inscribed within the second triangle, a square 18 inscribed within this circle, an inner circle 19, and a still further circle 20. Numerals 2, 3, 4, 5, 6, 7, 8, and 10 are marked upon the board to indicate the score of the shot, and are in colors corresponding to the color of the bands they indicate.

A little nearer to the center of the field 11 than the circular design described above is a tri-

angle 21, a circle 22 inscribed within it, a square 23 inscribed within this circle, and an inner circle 24 inscribed within the square. Scoring numerals 2, 3, 4, and 5 are marked upon these figures to indicate the score.

The geometric figures are in wide bands to give an attractive color effect and to be more easily discernible from the playing end of the game in which the six fundamental colors are made use of, the three primaries, yellow, red, and blue, and the three secondaries, orange, purple, and green. Only the outer edges of the bands are considered in counting the score.

The disc shown in Fig. VII and in Fig. VI is hollowed out both on the upper and lower sides—on the lower side to produce sound and to reduce friction, on the upper side to receive the end of the cue 25. The circular depression hollowed out in the upper surface 26 of the disc has an opening less in diameter than it has deeper in the disc, whereby is provided an annular overhang 29 engageable by the lower or driving end of the cue for preventing the same from slipping out of the depression in the disc during the manipulation of the cue for moving the disc while playing the game.

The cue 25 has a trapezoidal cross section, and in driving the cue is held with the wide portion down. At the handle the cue does not taper, but below the handle it tapers to make it light to handle. At the end of the cue is a hook 27 for use in drawing the discs off the field, or into position for making a shot.

For playing, the discs are placed in the rectangles 28, and by means of the cues driven toward the opposite end of the field. The nearer the player can place his disc to the center of the colored design at the end of the board, the higher his score, as indicated by the numerals marked upon the different bands of color. Players, at option, may elect to shoot at the triangular design alone or at the large circular one or choose to play only the circles or triangles or play for a certain color alone.

Miniature golf lost its popularity because of the simplicity of the game. My aim is to make shuffle board permanently attractive by providing for the constant development of skill, by doing away with clumsy cues with shoes for shoving the discs, by making a pleasing field upon which to play, and by giving greater variety to the game.

I claim:

1. In a disc for the purpose set forth having a dished depression in each face side thereof, the

depression in one of said sides having an annular inwardly extending overhang, said overhang being flush with the outer surface of said last mentioned side.

- 5 2. In a disc for the purpose set forth having a dished depression in both face sides thereof whereby is formed a web portion between said depressions, said web portion forming the bottom of said depressions, the outer margin of one
10 of said depressions having an annular inwardly extending overhang spaced from said bottom.

3. In combination, a disc having a dished depression in both face sides thereof whereby a mid portion of said disc forms the common bottom of said depressions, the outer rim of one of said depressions having an annular inwardly extending overhang, and a cooperating cue having a hook at one end engageable with said overhang whereby said disc may be engaged by said cue for operatively controlling certain movements thereof.

THEOPHILE REICHARD.

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