June 28, 1960 J. B. KIRK 2,942,887

CHANCE SELECTOR DEVICE FOR DETERMINING RELATIVE POSITIONS

Filed May 21, 1958

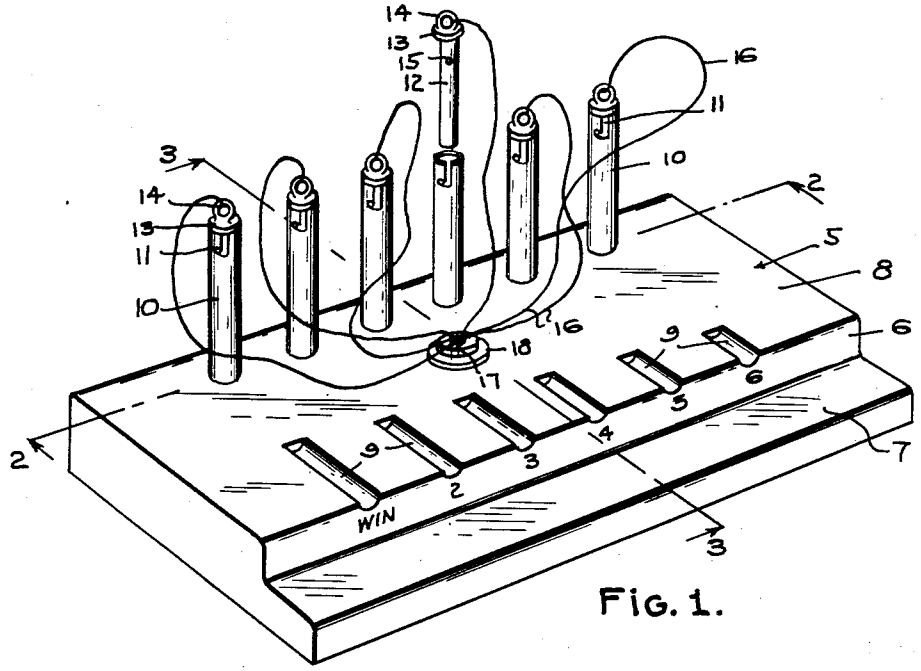


Fig. 1.

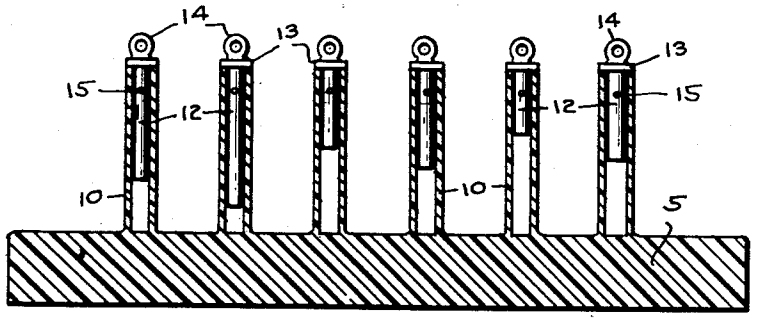


Fig. 2.

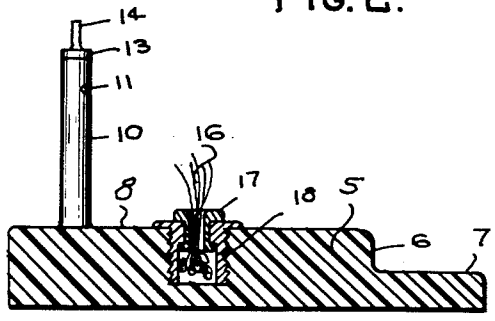


Fig. 3.

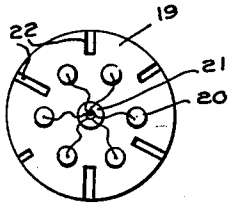


Fig. 4.

INVENTOR.
JAMES B. KIRK,
BY James H. Ryles
ATTORNEY

United States Patent Office

2,942,887

Patented June 28, 1960

2,942,887

CHANCE SELECTOR DEVICE FOR DETERMINING RELATIVE POSITIONS

James B. Kirk, 1240 NE. 25th Ave., Pompano Beach, Fla.

Filed May 21, 1958, Ser. No. 736,877

6 Claims. (Cl. 273—139)

This invention relates to a selector device whereby to determine relative positions for individuals in playing games and other selections to determine the relative positions of persons to be selected in a particular order to determine the winner or first position and subsequent positions in accordance with the value of selector units.

The device of the present invention has been designed to avoid arguments as to who shall be first for a particular game or other activity and lends itself to many ideas for a definite determination of the relative order of playing a game, performing various functions and the selections are done entirely by chance and it is understood of course individuals attempting to make a selection for a relative position must originally agree to abide by the units selected that determine his particular position.

The device contemplates a base having a plurality of vertically arranged tubes that receive removable pins or pegs and with the pegs all being identical as to their head portions but with the pegs having shank portions of varying lengths and with the pegs being individually selected or withdrawn by the persons involved in determining their positions.

Novel features of construction and operation of the device will be more clearly apparent during the course of the following description, reference being had to the accompanying drawings wherein has been illustrated the preferred forms of the device and wherein like characters of reference are employed to denote like parts throughout the several figures.

In the drawings:

Figure 1 is a perspective view of a device constructed in accordance with the invention,

Figure 2 is a longitudinal vertical section taken substantially on line 2—2 of Figure 1,

Figure 3 is a transverse vertical section taken substantially on line 3—3 of Figure 1 and,

Figure 4 is a top plan view of a modified form of the device.

Referring specifically to the drawings, the numeral 5 designates a base, generally rectangular in top plan view and having upper and lower flat sides as indicated. One edge of the base is reduced in thickness to form a shoulder 6, terminating in a shelf portion 7. The upper surface 8 of the base 5 is transversely grooved at 9, and with the grooves being of progressively decreasing length and with the grooves being formed semi-cylindrical and opening through the shoulder 6. The shoulder 6, adjacent each of the grooves 9 is provided with indicia, indicating a "win" groove and with the other grooves being designated progressively 2 to 6 inclusive indicating the order in which the contestants will play a game or indulge in other activities.

The base 5 is preferably molded from plastic or other relatively cheap materials and the upper face 8, adjacent the rear edge of the base is provided with a plurality of upstanding and equidistantly spaced tubes 10, and with the tubes being open at their upper ends.

When the device is formed of plastic in molded form, it is desirable that the tubes be formed integral with the base 5, as indicated in Figure 2. However, the base may be formed of light weight metal or other materials and in such instance, the tubes 10 may be inserted into suitable openings in the top 8 of the base. The base 5, when formed of aluminum for instance, can be readily extruded in relatively long lengths and subsequently cut transversely to the required length and then suitably grooved and recessed for the reception of the tubes 10. Each tube 10 is provided at its upper end with a bayonet slot 11. Insertable into the tubes 10 are a plurality of pegs or pins 12, having a head portion 13, carrying a loop or eye 14. As clearly shown in Figure 2, the pegs 12 are formed of varying lengths, and the several pegs correspond in length to the grooves 9. Each of the pegs 12 carry pins 15 that engage within the bayonet slots 11, whereby to lock the pins in engagement with the tubes to prevent accidental displacement. Each of the eyes 14 have connection with flexible cords 16, and with all of the cords being of substantially identical lengths. The opposite ends of all of the cords are engaged through a rotatable or swiveled member 17, fixed within the base 5, through the medium of a threaded thimble 18. The purpose in making the cords of identical length, is to prevent the players from attempting to determine the next selection by the length of a particular cord. The pegs obviously will be shifted about and engage within the tubes in a manner to confuse the persons doing the selecting.

In the use of the device, with the several pins engaged within the tubes by a non-player, the players are then required to select a pin from the group to determine his relative position for play. The pin selected, is first rotated with respect to the bayonet slot and lifted outwardly and, is engaged with one of the grooves 9 to determine its mating groove. The mating groove is of an identical length with respect to the length of the pin and, when laid within the groove readily avoids any argument as to the particular selection. The person selecting the longest pin or peg, must then lay it within the longest groove 9 and, if it fits the groove precisely, then that particular player has a (Win) position or a starting position, depending on the use of the device. Since all of the pins are connected to the swivel 17, the pins may be shifted back and forth at will and also, the cords prevent the pins from becoming lost or misplaced. The device may be formed in various sizes and color combinations and readily adapts itself to many uses as a game device or a selector for selecting relative positions of play in games or the like.

In Figure 4, an identical structure has been illustrated, but being in circular form, rather than rectangular. In this form of the invention, there has been provided a base 19, having the tube and peg combinations 20 in circular form. The several pegs are connected to a centrally disposed swivel coupling 21 carried by the base 19. The upper surface of the base 19 is radially grooved at 22, corresponding to the grooves 9. The tubes and the pin 20, correspond to the tubes 10, the pegs 12, having the heads 13 and the eyes 14. This form of the invention is played in an identical manner to that shown in the preferred form.

It will be apparent from the foregoing that a very novel form of selector has been provided whereby to determine relative positions of players in games or other activities where it becomes desirable that the order of play or other activity may be determined by chance and with each player being bound by his selection as to the order in which he will participate. The device is cheap to manufacture, is strong, durable and extremely amus-

ing and satisfactory as a determining factor for any activity.

It is to be understood that the invention is not limited to the precise construction shown, but that changes are contemplated as readily fall within the spirit of the invention as shall be determined by the scope of the subjoined claims.

Having described my invention, what I claim as new and desire to secure by Letters Patent is:

1. A selector device for determining relative positions of game players or the like, comprising a base having a plurality of receptacles, pegs detachably engageable in the receptacles, said pegs having identical head portions, the pegs having shank portions that have telescopic engagement into the receptacles, said shank portions of the several pegs being of different lengths and means formed on the base whereby to compare the lengths of the several pegs when they are removed from the receptacles and to determine the relative order of the players.

2. A selector device according to claim 1, wherein the several pegs are tethered with respect to the base and with the tethering means for each peg being of identical length, the tethering means being connected to a swivel carried by the base.

3. A selector device for determining relative positions of game players, comprising a rectangular base, a plurality of upstanding parallel and tubular receptacles carried by the base, the several receptacles being open at their tops, selector pegs that have telescopic engagement into the receptacles, each of the pegs having an identical head, means to lock the pegs into the receptacles, the several pegs being of different lengths, a swivel device carried by the base, flexible tie devices connected at one end to the heads of the pegs and at their opposite ends connected to the swivel, the several tie devices being of identical length, the base being grooved at spaced apart points and with the grooves having different lengths in accordance with the lengths of the pegs and whereby the pegs may be compared to the lengths of the grooves as they are removed from the receptacles, the several grooves having adjacent indicia indicating the relative positions of play.

4. The device according to claim 3, wherein the several tubular receptacles are provided with bayonet slots and with the several pegs having pins that engage the slots to hold the pegs against accidental displacement.

5. The device according to claim 3, wherein the base and the several tubular receptacles are formed integral.

6. The device according to claim 1, wherein the base is of circular form, the several receptacles being upstanding from the base and arranged in a circle that is concentric to the base, the said comparing means being radially arranged grooves that open upon the peripheral edge of the base.

References Cited in the file of this patent

UNITED STATES PATENTS

1,309,349	Brewer	July 8, 1919
2,801,108	Peterson	July 30, 1957