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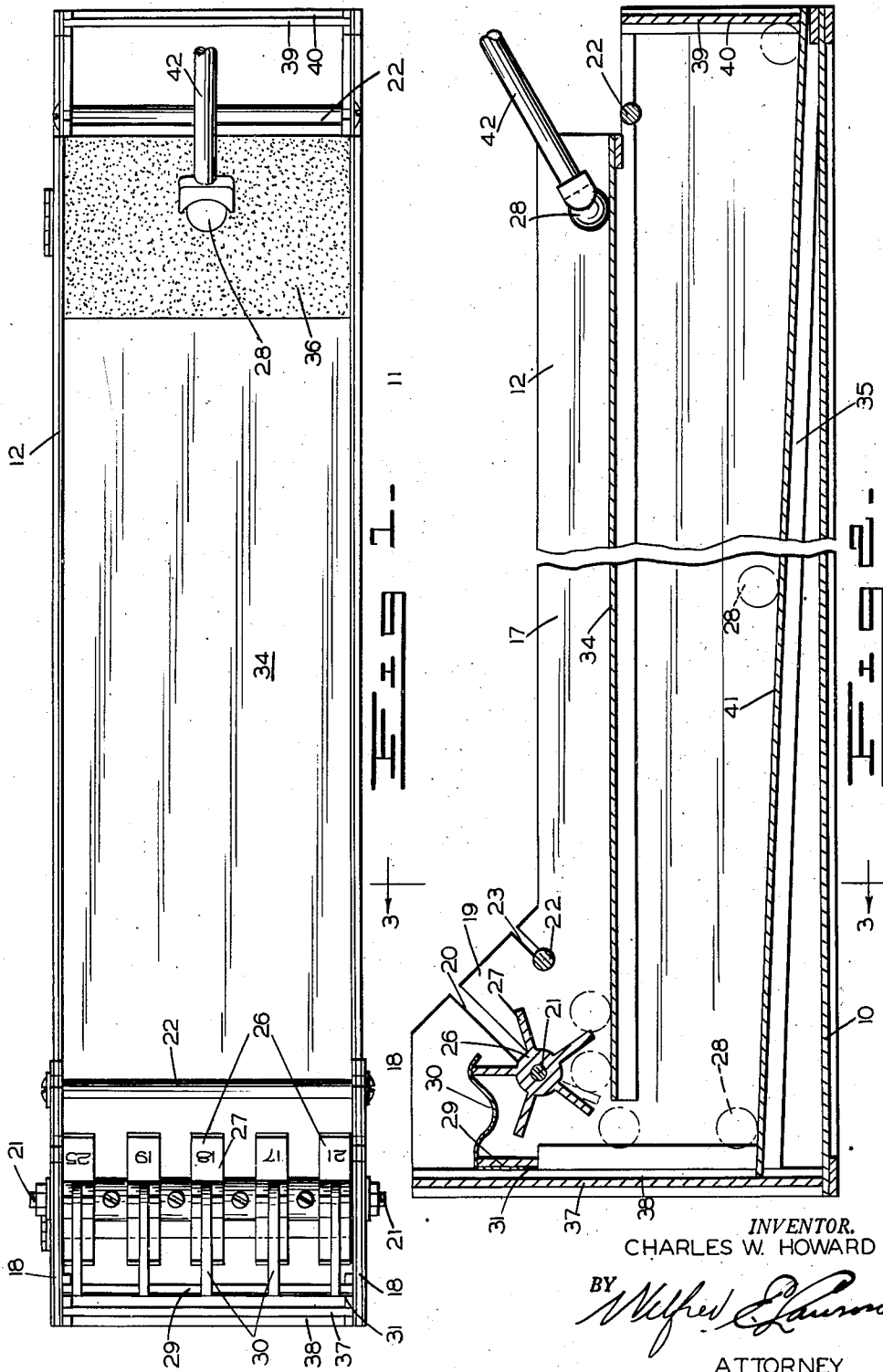
C. W. HOWARD

2,468,979

WHEEL TYPE TARGET MEMBER

Filed Oct. 24, 1947

2 Sheets-Sheet 1



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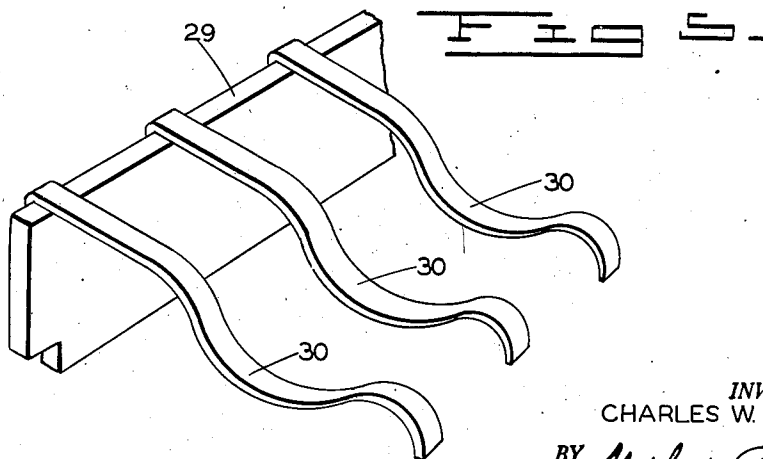
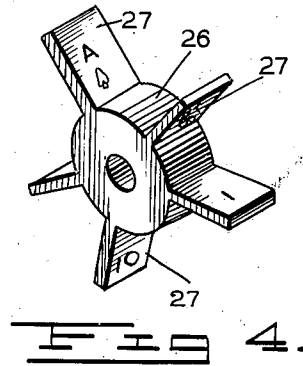
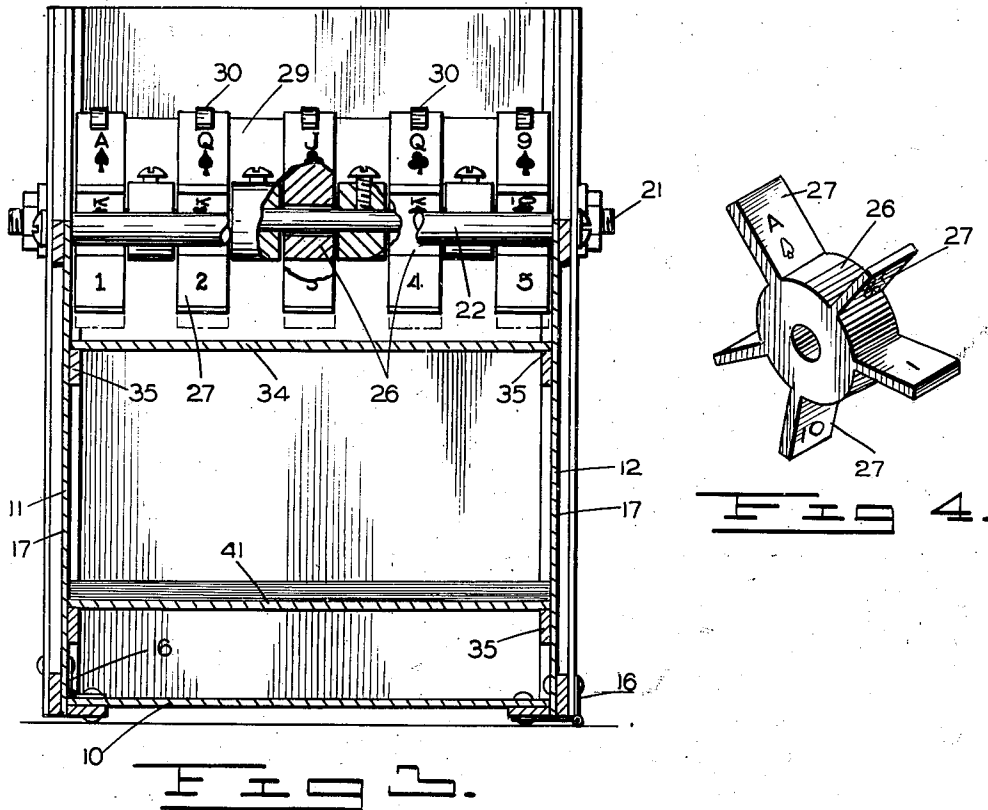
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WHEEL TYPE TARGET MEMBER

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WHEEL TYPE TARGET MEMBER

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3 Claims. (Cl. 273—127)

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This invention relates to a game table upon which different games may be played without resetting or adjustment. The game is played with a ball and a cue against a set of wheels all differently marked. The wheels are star shaped each having five fingers with card markings on one side and number markings on the other side. The five wheels are mounted to turn one at a time upon being struck by a ball when the reading on the finger pointing upward shows a point of the score of a card game and the reading on a finger pointing downward shows one of a series of numbers of a number game.

These and other objects of the game will be explained and understood with the aid of the attached drawing.

One embodiment of the invention is shown on the drawing in which like numerals denote the same details in the different views.

Figure 1 is a view in top plan of a game constructed in accordance with an embodiment of the invention;

Figure 2 is a longitudinal vertical sectional view taken through Figure 1 with parts in elevation;

Figure 3 is a sectional view somewhat enlarged on the line 3—3 of Figure 2;

Figure 4 is a view in perspective of one of the wheels as herein comprised; and

Figure 5 is a fragmentary view in perspective of the spring comb as herein embodied.

The game table consists of a long, trough-like structure with a flat rectangular bottom 10, with a left side wall 11 and a right side wall 12 both alike, standing upright along the edges of the bottom 10, either permanently fixed thereon, or hinged as at 16 to permit inward folding for easy transportation. The main or middle portion of each side wall is rectangular as at 17, while its forward end is higher with a horizontal top edge 18 joining with the rectangular portion by a downwardly slanting edge 19, at about a 45° angle. Midway down on this edge 19 a deep cut 20 is furnished. The bottom of this cut forms the bearing for a transverse spindle 21, which is fixed between the side walls 11, 12 by washers and nuts on the outside. In order to hold the side walls 11, 12 firmly in upright position, a cross bolt 22 is furnished for each end of the rectangular portion 17 engaging in a shallow slot 23, this for the purpose of easy assembling.

On the spindle 21 the five star wheels 26 are mounted side by side to turn freely in the direction arrow X, when one of the fingers 27 has been struck by ball 28. In order to limit the turn-

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ing of the star wheel to one step at a time, a spring comb 29, having a light, curved spring element 30 for each of the star wheels 26. The spring comb 29 is carried for up and down adjustment in a vertical recess furnished oppositely in the left and the right side wall portions 18. Each spring element 30 is shaped with a sag or downward bend between the topmost fingers 27 of the star wheels 26. By fixing the spring comb 29 higher up in the recesses 31, the pressure will be light, while with the spring comb lowered its pressure against the wheel points 27 will be heavier.

The table is provided with two floors, the upper floor 34 being level and placed just below the finger points without touching the fingers 27 and also below the top edge 17 of the side walls, to assure that a ball 28 played on this floor 34 will not jump over the side wall edge 17. The rear-most portion of the upper floor 34 is preferably covered with a piece of billiard cloth 36, to keep the ball 28 from shifting about, when in position to be played. The forward edge of this level floor 34 terminates a little beyond the axis of the wheel spindle 21 in front; and terminates at the rear near the rear cross bolt 22. Both floors are of the full width of the trough and supported on suitable ribs or ledges 35 secured along the side walls 11, 12. The forward end of the table or trough 9 is completely closed by a front wall 37 which is slidably carried in vertical grooves 38 provided in the side wall 11, 12 from top 18 to bottom 10. At the rear end the side walls are stepped down to the height of the rear bolt 22 and the rear end closed by a vertical wall 39, which is also carried in grooves 40 in the side walls 11 and 12.

Extending all the way between said front and rear walls 37 and 39 a lower floor 41 is provided, also supported on side ribs 35 inclined about 8° to 10° with its highest point at the front wall. The function of the slanting floor is to return a ball 28 falling off the front edge of the upper floor, after having passed the wheels 26, back to the rear end of the table, into the open pocket formed between the rear wall 40 and the bolt 22.

Referring now more particularly to figures showing the marking on the star wheels 26. The first wheel from the left has the rear face of its five fingers 27 marked respectively; Ace of hearts, King of clubs, Ace of spades, Jack of diamonds and Nine of hearts. The forward faces of the same five fingers are marked respectively with numerals: "1," "21," "16," "11," and "10."

Similarly the other four wheels are marked in

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the same manner for cards of other values and different numerals. Since however only twenty-five spaces for marking are available on each side of the fingers, the highest cards, from ace to nine can be marked including the joker; and on the other hand only numbers 1 to 25 are marked on the reverse side of the fingers, used for the number game. The markings are all so arranged that the reading for a card game is done from the fingers pointing upward, while the readings for a number game are all made from the fingers pointing downward. These readings are all made by the player standing behind the table.

When commencing to play any of the several games possible, the player stands with the cue 42 in his hands and places the ball 28 on the cloth 36 of the upper floor. Then with the cue he gives the ball 28 a sharp blow sending it forward against one of the wheels 26, which then makes a fifth turn, as the spring element 30 permits no more. Directly the ball has passed the wheel, it drops down to the lower floor 36, which by its slanting causes the ball to return to the rear pocket as stopped by the wall 39. The ball is then again placed on the mat ready for the next stroke by the same or another player.

Some of the games that may be played on this table are the following:

1. *Poker*.—This can be played to get any poker hand from "royal flush" down. Each player is permitted to shoot five times in succession. A score card should be used by each player to mark each hand as it is played.

2. *Pitch*, which consists of high, low, jack, joker and game. Each player shoots five times in succession marking his points until someone gets fifteen points. The first shot of each player determines his suit.

3. *High score number game*.—Two or more players, taking turns can play this game, shooting five times each, continuing until one of the players has an added score of four hundred. In this case the reading is made on the fingers standing below the wheel axle.

4. *Seven hand rummy*.—Each player shoots five times in succession and if any player gets three of a kind, a run of three or four, he marks it on his score card. Each player in turn does the same; and when all have played the first gets another five shots, and then all the other players follow. The game is continued until one player "rummies," that is, having a run of seven cards. The reading in this game is made from the up-standing fingers with the card markings which face the players.

5. *Crazy tango*.—There are 25 tango cards and no two alike. There are 25 numbers on the five wheels so every number called is on each card but in different places. As many as 25 people can play at once. One person can shoot the numbers and call them and the players can place the chips on the numbers called. The first one getting five numbers in a row, up and down or across the card or diagonal wins the game.

Using the lower number readings many other games not here mentioned may also be played on

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this table. Number and size of wheels may also be modified for different purposes.

It is to be understood that the invention as herein disclosed may be varied from the details described and shown without departure from the spirit of the subjoined claims.

I claim:

1. A movably mounted game target device designed to be actuated by a projected game piece, comprising a shaft, a wheel rotatable thereon and including a plurality of flat, radial blades having wide front and back faces disposed in planes paralleling the turning axis of the shaft, and yieldable holding means for the wheel adapted to release the wheel for turning when a blade is struck by a game piece comprising a long spring arm secured at one end to extend over the top of the wheel and formed to provide a downwardly bowed portion merging into an upwardly bowed arched terminal portion in which latter portion is releasably engaged the top edge of an upwardly projecting blade.

2. A movably mounted game target device of the character stated in claim 1, in which the arm securing means comprises a panel to which the arm is attached and means slidably receiving opposite ends of the panel for holding the panel in a position of vertical adjustment.

3. A movably mounted game target device designed to be actuated by a projected game piece, comprising a shaft adapted to be disposed horizontally over a playing surface, a plurality of wheels rotatably mounted upon the shaft in spaced relation and each wheel including a plurality of flat, radial blades having wide front and back faces disposed in planes paralleling the turning axis of the shaft, and yieldable holding means for the wheels adapted to release the wheels for turning when a blade is struck by a game piece, comprising a relatively long panel disposed parallel with the shaft upon the side thereof opposite from the direction of approach of the game piece, means supporting the panel at its ends for vertical adjustment, and a plurality of relatively long spring arms carried by the panel in a spacial relation corresponding to the spacial arrangement of the wheels and each arm extending forwardly over the top of a wheel and formed to provide a downwardly bowed portion merging into an upwardly bowed arched terminal portion in which latter portion is releasably engaged the top edge of an upwardly projecting blade of the adjacent wheel.

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