No. 769,286. PATENTED SEPT. 6, 1904.

H. ZEIP.

GAME APPARATUS.

APPLICATION FILED APR. 15, 1904.

NO MODEL.

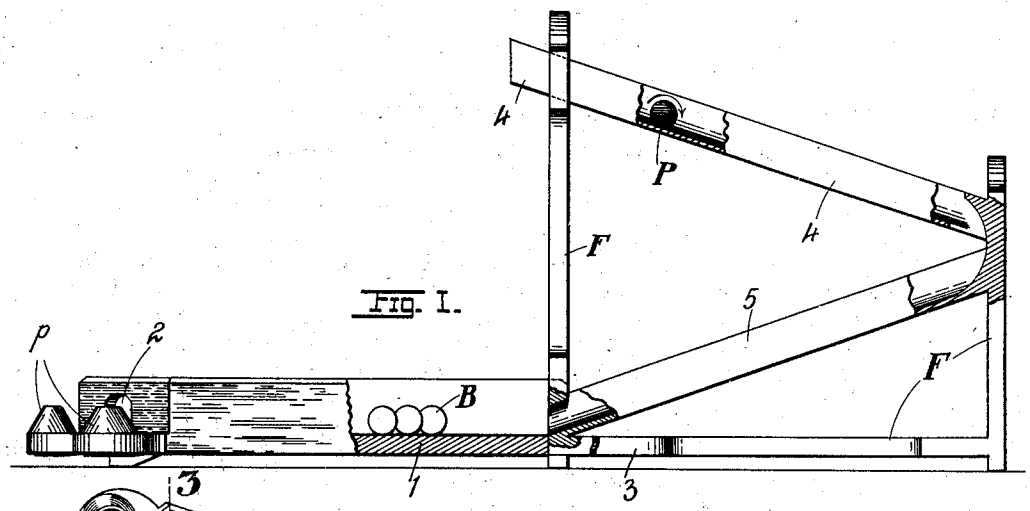


Fig. 1.

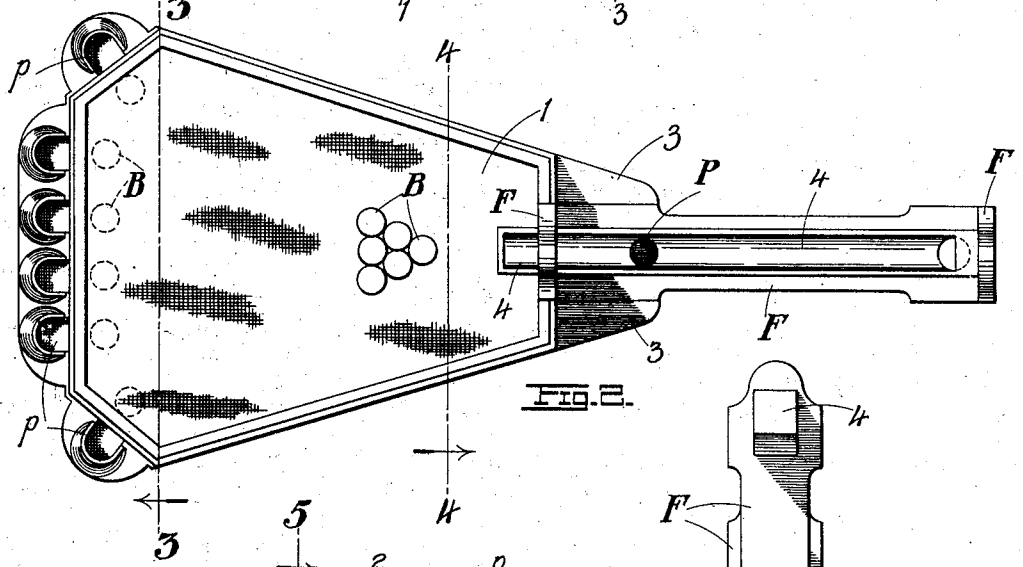


Fig. 2.

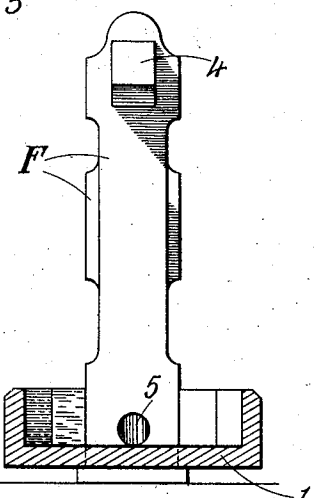


Fig. 4.

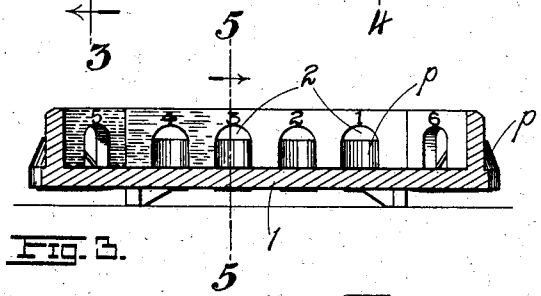


Fig. 3.

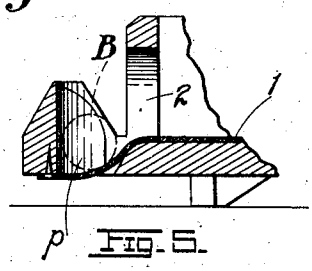


Fig. 5.

WITNESSES:

Paul J. Dawn

G. L. Belfry.

INVENTOR.

Henry Zeip

BY

Emil Stucki

ATTORNEY.

No. 769,286. Patented September 6, 1904.

UNITED STATES PATENT OFFICE.

HENRY ZEIP, OF ST. LOUIS, MISSOURI.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 769,286, dated September 6, 1904.

Application filed April 15, 1904. Serial No. 203,337. (No model.)

To all whom it may concern:

Be it known that I, HENRY ZEIP, a citizen of the United States, residing at St. Louis, State of Missouri, have invented certain new and useful Improvements in Game Apparatus, of which the following is a full, clear, and exact description, reference being had to the accompanying drawings, forming a part hereof.

My invention has relation to improvements in game apparatus; and it consists in the novel construction of apparatus more fully set forth in the specification and pointed out in the claim.

In the drawings, Figure 1 is a side elevation of the device with parts broken away. Fig. 2 is a top plan view thereof. Fig. 3 is a vertical transverse section on line 3 3 of Fig. 2. Fig. 4 is a vertical transverse section on line 4 4 of Fig. 2, and Fig. 5 is a vertical sectional detail on line 5 5 of Fig. 3.

The object of my invention is to construct a pool-game apparatus in which the balls initially racked in the table may be driven into the pockets thereof by the impact of the play-ball receiving its velocity or momentum by rolling down a series of inclined planes or chutes.

In detail the invention may be described as follows:

Referring to the drawings, 1 represents a preferably hexagonal table with converging sides and parallel end walls and two diagonal or truncated corners, Fig. 2, the outer end wall and adjacent diagonal walls having disposed along the same a series of pockets *p*, numbered, respectively, "1, 2, 3, 4" (along the end wall) and "5" and "6," (along the diagonal corner-walls,) as shown in Fig. 3. Communication between the pockets and the surface of the table is established through the arched openings 2. The narrow end of the table terminates in a fork 3, which snugly receives the adjacent lower end of the detachable frame F, the latter being preferably constructed as shown and serving to support the inclined chutes 4 5, respectively, the latter chute communicating at its discharge end directly with the surface of the table 1. The balls B (six in number) are initially racked at a convenient point directly opposite the discharge end of the chute 5, the play-ball P by its momentum, which it acquires in rolling down the chutes 4 and 5, breaking the balls so racked and in the majority of instances driving one or more of them into the pockets. In the event that no balls or one or more balls are thus initially deposited in any of the pockets the player sets the balls still remaining on the table directly in front of the openings 2 leading to the pockets not filled and placing a separate cue-ball at a convenient point on the table beyond the discharge end of the chute 5 continues with the game. The cue-ball is first impinged on by the play-ball P, and the player depends on the subsequent impact of the cue-ball against the pool-balls B to drive the latter into the pockets. When he misses, the next player proceeds in the same way until all the balls are deposited in the pockets. The score is indicated or registered by the numbers "1, 2, 3, 4, 5, 6" placed opposite the respective pockets, it being apparent that the maximum number of points possible is twenty-one, that being the sum-total of the numerals "1, 2, 3, 4, 5, 6." Of course the corner shots are the most difficult, and the cue-ball must be placed in such a position that after impact with the play-ball P it will be directed against the ball B stationed in front of the opening 2 leading to the corner pocket.

I may of course depart in a measure from the details here shown without in any wise affecting the nature or spirit of my invention.

Having described my invention, what I claim is—

In a game apparatus, a table having converging sides and truncated outer corners, a series of pockets disposed along the wide end of the table and at the truncated corners formed between said converging sides and said end, a fork disposed at the narrow end of the table, and a ball-impelling chute received by said fork, substantially as set forth.

In testimony whereof I affix my signature in presence of two witnesses.

HENRY ZEIP.

Witnesses:
EMIL STAREK,
G. L. BELFRY.