(No Model.)

A. W. WHITNEY.

GAME APPARATUS.

No. 593,343. Patented Nov. 9, 1897.

Fig. 1.

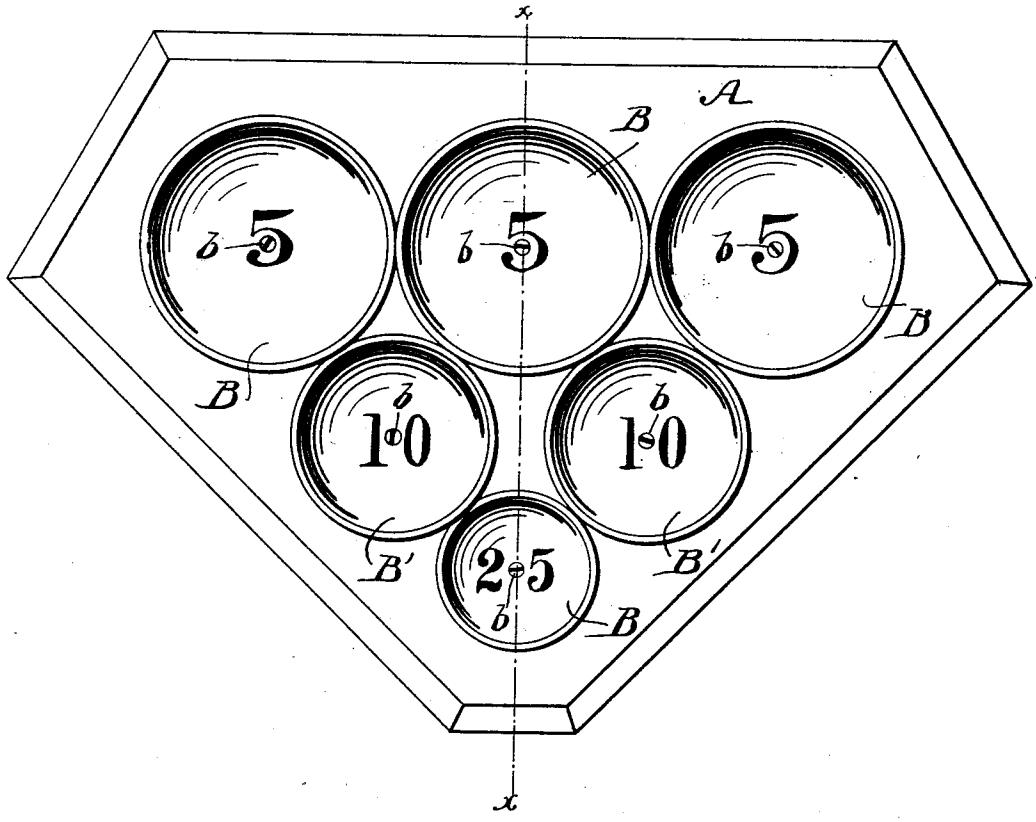


Fig. 2.

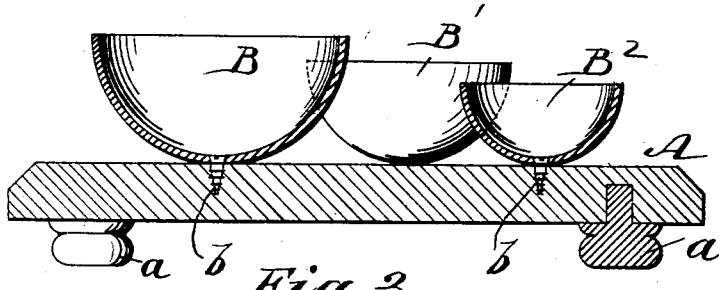


Fig. 3.



WITNESSES:

O. C. Hinge

Emily Stadler

INVENTOR

Arthur W. Whitney

BY

Church Deemer & Co

ATTORNEYS

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

ARTHUR WILLSON WHITNEY, OF LOWELL, MASSACHUSETTS.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 593,343, dated November 9, 1897.

Application filed November 10, 1896. Serial No. 611,606. (No model.)

To all whom it may concern:

Be it known that I, ARTHUR WILLSON WHITNEY, a citizen of the United States, and a resident of Lowell, county of Middlesex, and State of Massachusetts, have invented certain new and useful Improvements in Parlor Bell-Quoits, of which the following is a specification, reference being had to the accompanying drawings, forming a part thereof, in which similar letters of reference indicate corresponding parts.

This invention relates to that class of games which embody "quoits" or disks adapted to be thrown with relation to the fixed object or receptacle; and the object of my invention is to provide a simple and improved game device of this character which I denominate "parlor bell-quoits," adapted for convenient and effective use indoors.

In the drawings, Figure 1 is a top or plan view of my improved game-board. Fig. 2 is a transverse vertical sectional view taken on the line *x x*, Fig. 1. Fig. 3 is a perspective view of one of the quoits or disks.

Referring to the drawings, A designates a base-board or platform which is preferably of triangular shape and supported upon knobs or legs *a*. Upon the top surface of the base-board are concaved or dish-shaped bells or receptacles, preferably of hemispherical contour, said bells being secured in position by means of screws *b* passing through their bottoms and into the base, or in any other suitable manner. The bells are arranged in relative series and are respectively of different diameters or sizes. The first series may consist of three bells B, arranged in transverse series at the widest part of the base-board and of relatively large diameter. The next series may consist of two bells B′, arranged transversely with relation to the base-board and immediately in front of and parallel with the series of bells B, the bells B′ being of less diameter than the bells B. Immediately in front of the series of bells B′, in relative position at the narrowest point of the base-board, may be arranged a bell B^2 of less diameter than the bells B′.

Preferably in the relative arrangement of the respective series of different-sized bells or receptacles they are arranged closely together, so that they relatively project within the spaces between the respective pairs of bells, as shown in Fig. 1. The bells or receptacles, besides being of different diameter, are preferably of varying heights, (see Fig. 2,) the series B of largest diameter being higher than the adjoining series B′ of less diameter, and the front bell B^2 of least diameter being of less height than the adjoining series B′.

The bells of varying size or diameter or of the respective series may be of different tones, the bells being adapted to ring when they are struck by the quoits or disks.

I prefer to relatively number the respective series of bells. For instance, the bells B of the largest series will be each numbered with the numeral "5" and the bells B′ of the next smaller series may be each numbered with the numerals "10," while the smallest front bell B^2 may be marked with the numerals "25."

In connection with the above-described base-board and its diversely-arranged series of bells or receptacles I employ disks or quoits C, as shown in Fig. 3, which are adapted to be thrown into the different bells or receptacles and to sound the same by their impact therewith.

In playing the improved game for which the devices herein shown and described are adapted the disks or quoits C are divided equally between the players, and each player in turn tries to throw or pitch them into the bells from a predetermined distance—say eight feet. The game consists of predetermined points—say seventy-five—and if the disk or quoit should be thrown into one of the smaller bells B′ it would count ten upon the score, or if it should be thrown into the smallest bell B^2 it would count twenty-five, or if it should be received by one of the larger bells B it would count five. If in computing the score a throw will carry the player beyond the predetermined number of points constituting the game, he will be "set back" and forfeit his then existing score. For example, if a player has seventy to his credit and makes ten on the next throw, which would make his total score eighty, he would then forfeit his entire score and would be compelled to begin again from zero.

Having thus described my invention, what

I claim as new, and desire to secure by Letters Patent, is—

1. An improved parlor game of the class described, comprising the base-board or platform carrying upon its top surface a triple set of bells or concave receptacles arranged in different relative series, the bells of each series being of corresponding diameter or size and tone, and the bells of the different series being of different diameter or size, substantially as and for the purpose set forth.

2. An improved parlor game of the class described, comprising a base-board or platform having supports therefor carrying upon its top surface transverse relatively-arranged series of concave bells, the bells of each respective transverse series being of corresponding diameter or size and tone, the bells of each series bearing the same number, and the bells of the different series being of different size and tone, substantially as and for the purpose set forth.

In testimony that I claim the foregoing as my invention I have signed my name, in presence of two witnesses, this 31st day of October, 1896.

ARTHUR WILLSON WHITNEY.

Witnesses:

JOHN JAMES PICKMAN,

CHARLES HERBERT MCINTIRE.