G. H. BAILEY.

GAME APPARATUS.

APPLICATION FILED JUNE 27, 1917.

1,257,174.

Patented Feb. 19, 1918.

2 SHEETS—SHEET 1.

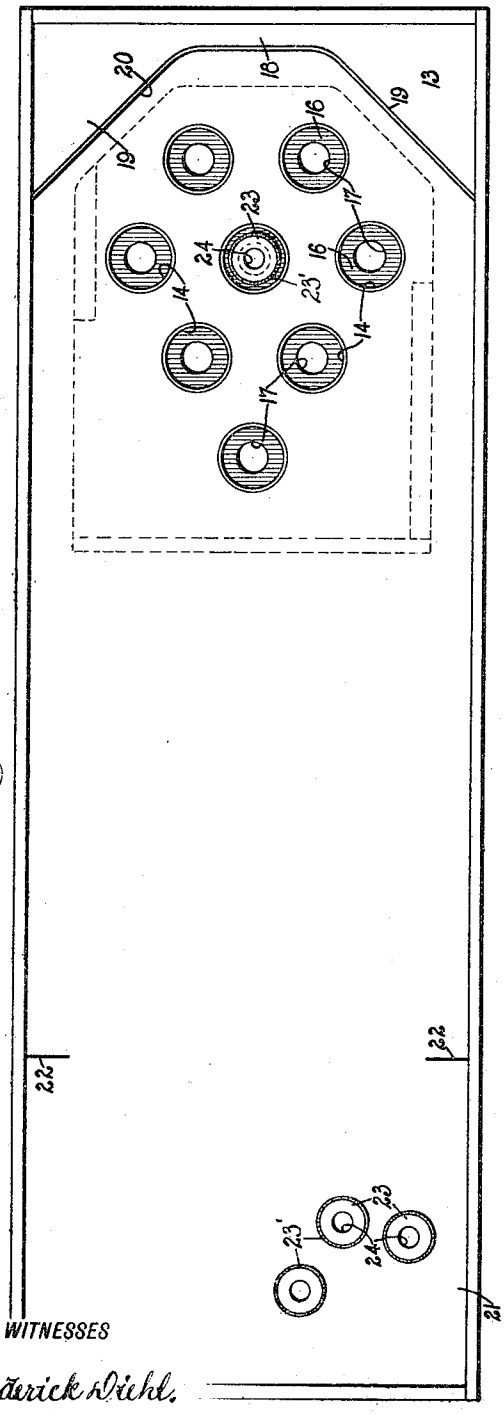


Fig. 1.

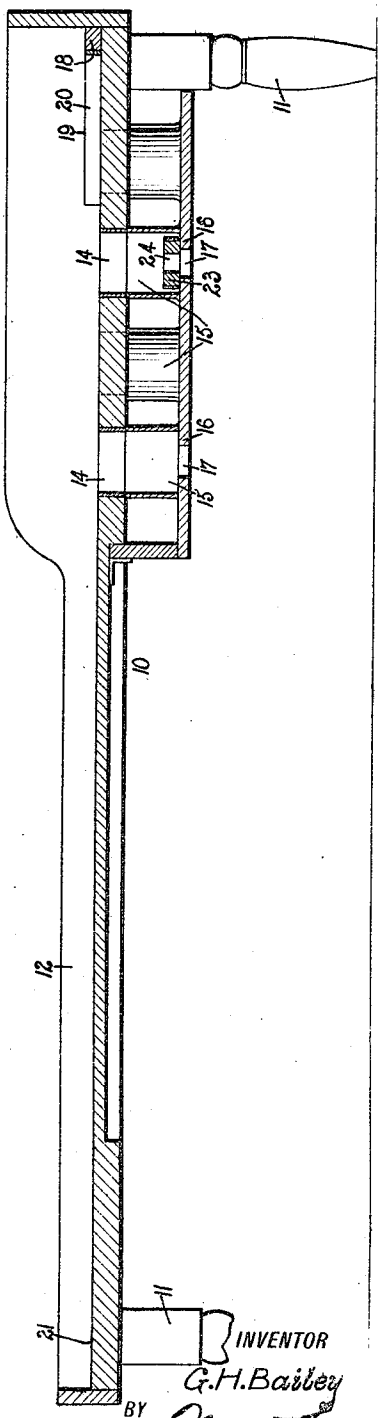


Fig. 2.

WITNESSES

Frederick Diehl.

Geo. V. Beelen

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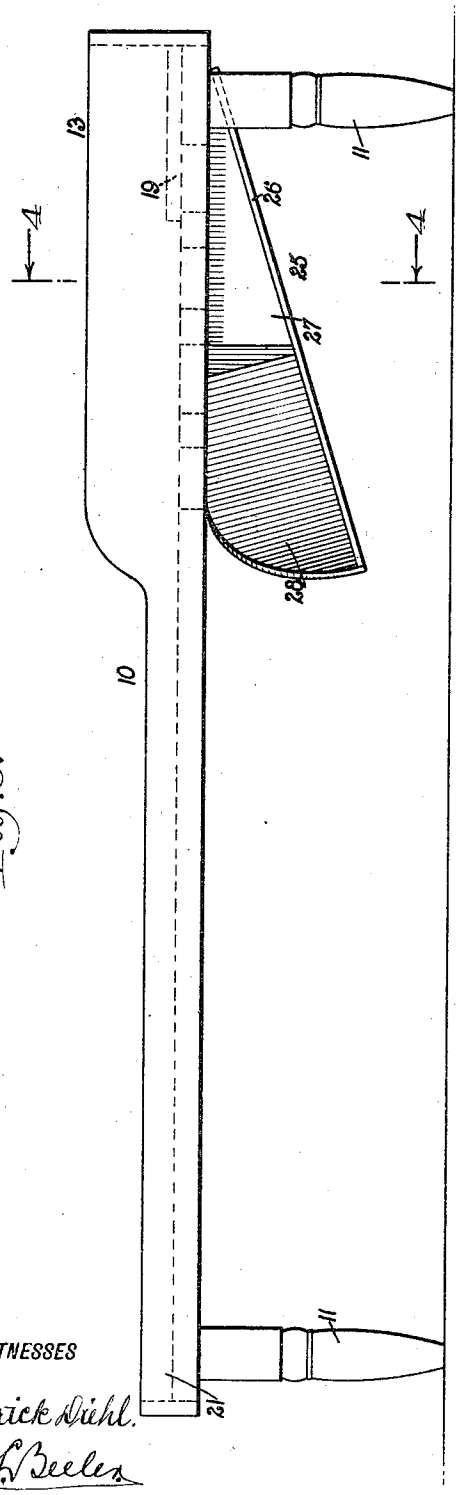


Fig. 3.

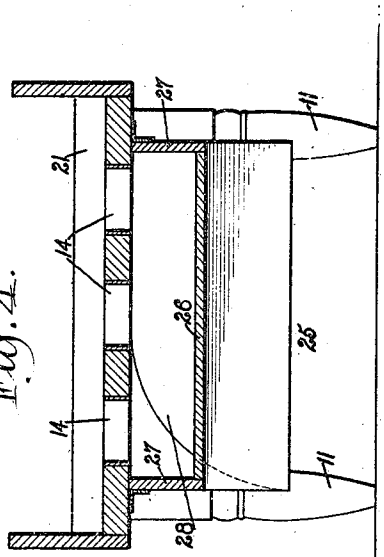


Fig. 4.

WITNESSES

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UNITED STATES PATENT OFFICE.

GEORGE HERBERT BAILEY, OF NEW YORK, N. Y.

GAME APPARATUS.

1,257,174. Specification of Letters Patent. Patented Feb. 19, 1918.

Application filed June 27, 1917. Serial No. 177,232.

To all whom it may concern:

Be it known that I, GEORGE HERBERT BAILEY, a citizen of the United States, and resident of the city of New York, Richmond Hill, borough of Queens, county of Queens, and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

This invention relates to game apparatus in which there is involved an alley or table structure having at one end a plurality of pockets, with which there coöperate one or more movable members such as disks.

Among the objects of the invention is to provide a special type of pit coöperating with each or all of said pockets to receive the movable members.

A further object of the invention is to provide a special form or construction of a movable member or disk for coöperation with the alley or table.

With the foregoing and other objects in view the invention consists in the arrangement and combination of parts hereinafter described and claimed, and while the invention is not restricted to the exact details of construction disclosed or suggested herein, still for the purpose of illustrating a practical embodiment thereof reference is had to the accompanying drawings, in which like reference characters designate the same parts in the several views, and in which—

Figure 1 is a plan view showing one form of my improved table.

Fig. 2 is a vertical longitudinal central section of the same.

Fig. 3 is a side elevation of a modified form of the table; and

Fig. 4 is a vertical transverse section on the line 4—4 of Fig. 3.

Referring now more particularly to the drawings I show in Figs. 1 and 2 what I refer to herein as a table 10 of a relatively long and narrow structure and supported by any suitable legs 11 or analogous supporting devices whereby the alley portion 12 of the table may be supported either in horizontal position or at any desired inclination from one end to the other. Adjacent to the head end 13 of the table I provide a group of depressions or pockets 14 which may be severally identified by numbers indicating relative values in the playing or counting the score. Each pocket 14 communicates with a pit 15 having a bottom 16 provided with a relatively large central hole 17.

Directly at the head of the alley and surrounding one side of the group of pockets is an abutment comprising a portion 18 transverse or perpendicular to the longitudinal central axis of the alley and on either side there is provided an inclined or diagonal portion 19 substantially perpendicular to the line joining the corner of the alley with the central pocket of the group. This apparatus being for amusement purposes I wish to point out that the particular form of the abutment structure having the portions 19 arranged at approximately right angles to each other and at oblique angles to the portion 18 is of peculiar and special importance for the reason that the rebounding action of the disks resulting from the impact of the disks against the abutment is of peculiarly uncertain nature. In other words while the disk that may strike against the portion 18 will rebound practically directly toward the player at the oposite end of the board, the rebound of the disk if it should impinge against the rear end of either diagonal portion 19, even though close to the portion 18, would be practically at right angles to the first mentioned rebound. A strip of felt 20 or the like is preferably secured as by glue or the like to the active edge of the abutment portions 18 and 19.

The upper surface of the alley is preferably smooth and highly polished. The foot end portion 21 of the alley is preferably marked off at 22 to indicate to the player the bound beyond which he is not permitted to pass when making a play. Soapstone powder or the like is used to reduce friction.

As a preferred form of movable members to be used in the playing of the game I provide a plurality of heavy disks 23 each having a central hole 24 which is materially smaller than the hole 17 in the bottom of each pit. The diameter of each disk is less than that of the pocket and registering pit so that the disk may pass freely into a pit through a pocket. The depth of the pits is so arranged that an operator or attendant may easily withdraw the disks from the pits by reaching a finger through the holes 24 of the disks, an operation facilitated by the fact that the holes 17 are larger than the

holes 24. Instead of using his fingers the operator or attendant may employ a suitable hook for a similar purpose.

In the playing of the game the player stands at the foot end of the alley and slides the disks one at a time toward the pockets 14, either directly or indirectly through contact with the abutment at the head of the alley from which the disks may be caused to rebound into the pockets. The precise method of playing the game may obviously be varied as to the rules or details or according to the relative values of the several pockets to be striven for.

A series of pits 15 may have a common bottom and this structure as a whole may be slidably or otherwise removed bodily from the table leaving the pockets 14 bottomless so that the disks may drop unobstructedly therethrough into a basket, upon the floor, or into any other suitable receptacle.

In Figs. 3 and 4 I indicate accordingly a substitute form of pit structure 25 comprising an inclined bottom 26, parallel vertical side walls 27 and a transversely diagonally arranged baffle board 28 whose function it is to deflect the disks laterally at the bottom of the inclined bottom 26 into any suitable receptacle provided to receive them. The pockets 14 may be the same in both forms of the invention, and likewise the method or rules for playing may be substantially the same.

Each disk 23 is preferably provided with a peripheral cushion of felt 23′, or its equivalent, adapting it for better coöperation with other disks and parts of the apparatus and whereby a quantity of the powdered soapstone may be so impregnated that a small quantity thereof may be delivered automatically during the playing of the game.

I claim:

1. The herein described game apparatus comprising a relatively long and narrow table having a smooth alley surface, said table having at its head an abutment device comprising three straight portions, one of which is transverse and perpendicular to the longitudinal center of the table, while the other portions meet or intersect the transverse portion in oblique angles, and substantially at right angles to each other.

2. In a game apparatus, the combination of a table having adjacent to one end a group of independent pockets adapted to possess different relative values in the counting of the score, and the head of the table being provided with an abutment structure partially surrounding the group of pockets, said abutment structure comprising three straight portions, one of which is at the center of the end of the table and perpendicular to the longitudinal central axis thereof, while the other two portions are arranged perpendicular to the line joining the corners of the table with the central pocket of the group.

3. In a game apparatus, the combination with a flat smooth topped table structure, of a movable member for coöperation with the table top, said member comprising a disk having a peripheral member adapted to carry a charge of material to be dispensed therefrom as the member is moved over the table top to facilitate such movement.

4. The herein described movable member for game apparatus, the same comprising an annular device having a flat bottom, and a peripheral band of fibrous material adapted to carry a quantity of powder which will automatically be delivered therefrom while the member is being moved.

5. In a game apparatus, the combination with a flat smooth topped table having a pocket formed therein, said pocket having a bottom with a central hole therethrough, of a flat bottom member movable over the table adapted to enter said pocket, said member having a central hole therethrough smaller than the hole in the bottom of the pocket.

GEORGE HERBERT BAILEY.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents Washington, D. C."