Nov. 29, 1938. F. R. FEHER 2,138,272

BOWLING CARD GAME

Filed June 10, 1937 2 Sheets-Sheet 1

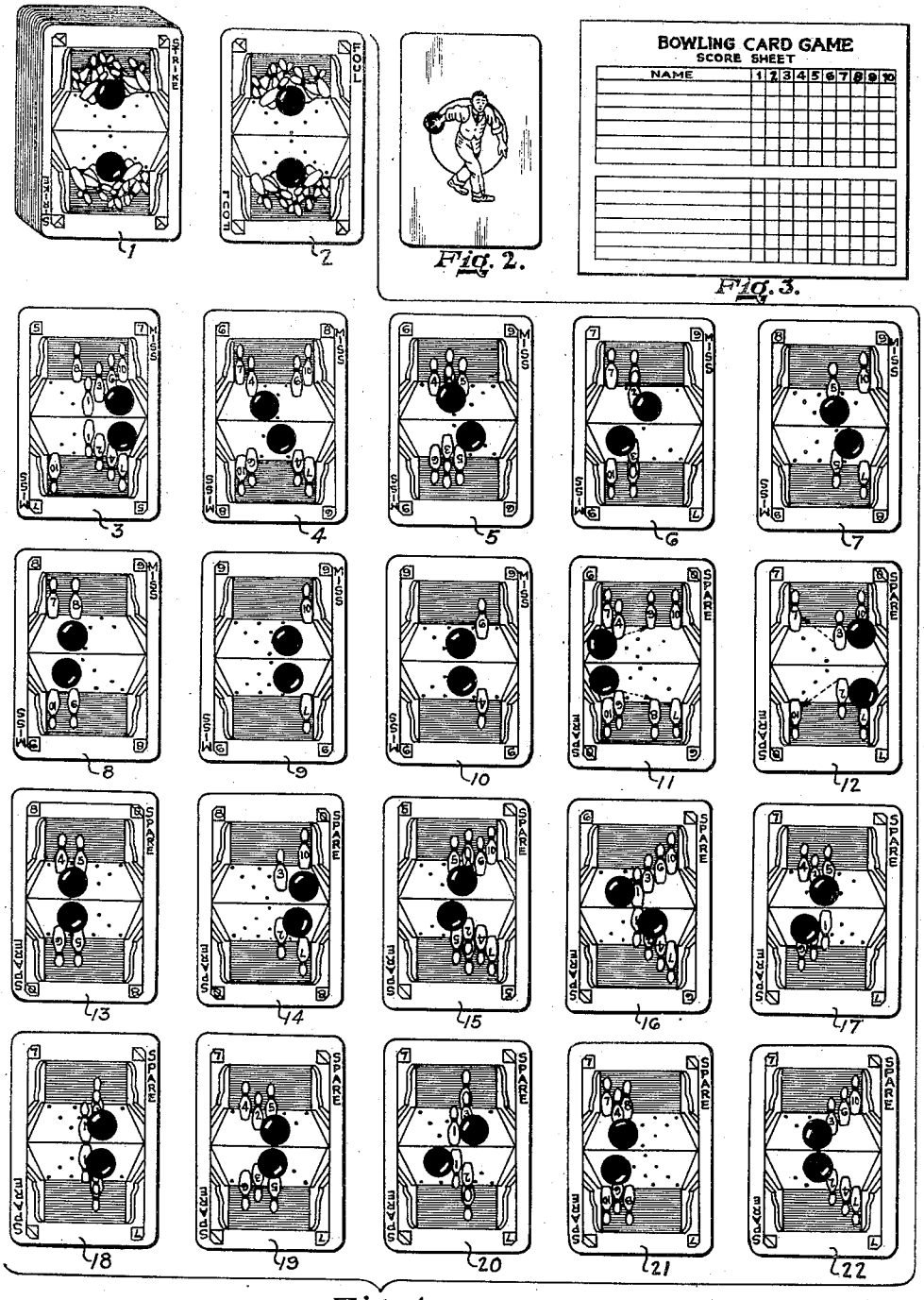

Fig. 1.

Fig. 2.

Fig. 3.

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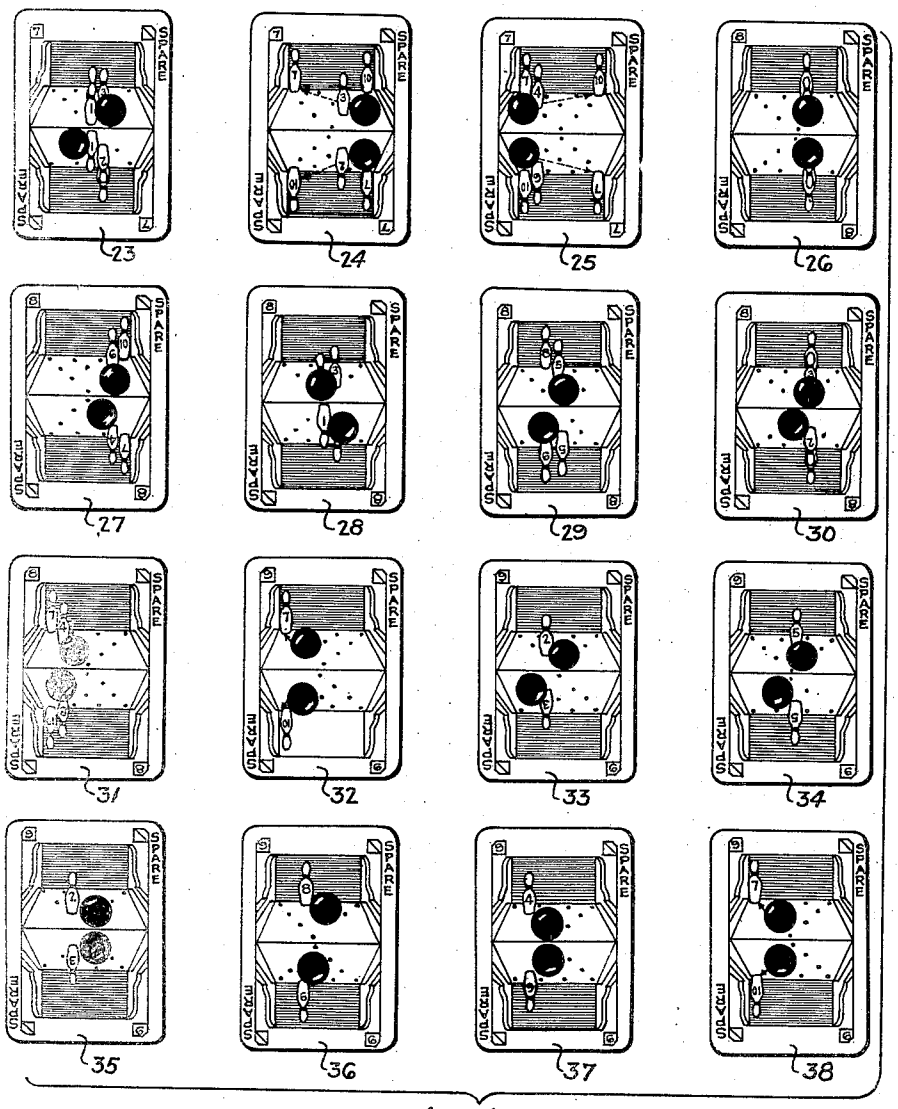

Fig. 1-A.

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BOWLING CARD GAME

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3 Claims. (Cl. 273—152)

It is an object of my invention to incorporate in a deck of playing cards, the various plays occurring in a regular conventional bowling game, so that by following certain rules and regulations, the game of bowling can be played merely by the use of said deck of playing cards with an ordinary bowling score sheet.

It is a further object of my invention to make the game of card bowling one of skill, whereby the players, through manipulation of their cards in accordance with the rules and regulations of the game, may derive the highest possible score in ten frames of the game. Manipulation of the playing cards by the participants in the game, may determine the ultimate winner in a close game.

A further object of the invention is to devise a game which is educational in character. By means of pictorial information printed on the cards, valuable information is imparted to the various participants in the game, on the manner of making difficult shots under different conditions in a regular conventional bowling game.

Furthermore, the game is one which proves highly amusing to participants, especially if the latter are regular bowlers. On the other hand, a person need not know how to bowl in order to play this card game, since by following a few simple rules and regulations, the game can be readily mastered. For purposes of illustration, I show my card game by the attached drawings, in which:

Fig. 1 shows various face cards of my deck, including strikes, a foul card, miss cards and spares.

Fig. 1A shows the remaining face cards of my deck, which in this particular instance, happen to be all spares.

Fig. 2 illustrates the pictorial representation on the reverse side of each of the playing cards.

Fig. 3 illustrates a scoring sheet used during the course of play, of the game.

The deck of cards comprising my game, total 60 cards in a complete deck. It is understood, of course, that the number of cards might be varied more or less without defeating the purpose and intent of the game. In my own particular case, 23 of the cards are strike cards, as illustrated by the numeral 1, in Fig. 1. As indicated in the upper left and right hand corners of these strike cards, a strike insignia is shown. Also along the upper right hand edge of the card, the word Strike is printed. The picture on the strike cards show all 10 pins being knocked down by the bowling ball. Included in the deck also, is a single foul card characterized in Fig. 1 by the numeral 2. In the upper left hand corner of the card is a Strike mark, but in the upper right hand corner of the card, is the customary Spare mark. Also printed along the upper right hand edge of the card is the word Foul. The significance of the foul card, is that on the first ball the player has committed a foul, such as by over-stepping the playing line. Though he may have actually disposed of all the pins on the foul play nevertheless, he does not get a strike score. On the second ball the player again disposes of all 10 pins. However, since his first ball was fouled, the second ball merely results in a spare.

Included in my deck there are 8 miss cards. These cards are designated in Fig. 1, by numerals 3 to 10 inclusive. Thus for the card indicated by numeral 3, the numeral 5 in the upper left corner indicates that the player has disposed of 5 pins on the first ball. The numeral 7 in the upper right hand corner indicates that the number of pins disposed of by two balls, totals 7. In other words, of the remaining 5 pins standing, the player has disposed of but 2 of said pins with his second ball. Along the upper right hand edge of the card is printed the word Miss. The same interpretation is given to the other cards designated by the numerals 4 to 10 inclusive, and the total score for that card will always be indicated in the upper right hand corner. Examination of the various miss cards will show that the cards contain different scores. It will also be noted that the various pictorial representations show the relative position of the bowling ball with respect to the pins, which will result in the score indicated on the card.

The remaining cards in the deck comprise spare cards, of which there are 28, and which are designated by numerals 11 to 22 inclusive in Fig. 1, and numerals 23 to 38 inclusive in Fig. 1A. Taking the card indicated by character 20, in Fig. 1, it will be noted that character 7 in the upper left corner of the card indicates that 7 pins were disposed of with the first ball. The conventional spare mark in the upper right hand corner indicates that the remaining 3 pins were disposed of with the second ball, thus resulting in a spare. Along the upper right hand edge of the card is printed the word Spare. The pictorial representations on the various spare cards varies, but in all cases, the second ball bowled, is shown disposing of the remaining pins standing. It is apparent that the various pictorial representations of the pins might be varied or even eliminated, insofar as the important data

on the playing cards is the information contained in the upper left and right hand corners of the cards.

In Fig. 2 is shown a pictorial representation of a bowler which is a common print on the reverse side of each of my playing cards.

Fig. 3 illustrates a conventional score sheet, wherein provision is made for the name of the players or participants, and also 10 frames are provided for marking the score of the players.

Directions for playing

Any number of players up to five can play at one time. The dealer deals out one card at a time until each player has three cards in his hand. The remaining cards are placed in the center of the table, preferably in a pile, face down. The player on the left of the dealer starts the playing by drawing a card from the top of the pile. This will give the starting player four cards in his hand. He must now select one of these four cards, which will be his score in the first frame on the score sheet. This selected card he discards, and thus has remaining in his hand three cards. The second player in the game then takes the top card from the center pile, which will give him four cards in his hand from which he must discard a single card in order to get his score for that frame. This procedure is repeated with each player and for the ten frames of the game.

However, it should be noted that a player should have three cards in his hand, but must dispose of these cards toward the end of the game, so that he will have discarded all of his cards to complete the tenth frame. Under any circumstances, a player must draw from the center of the pile, through at least the seventh frame. After the seventh frame, drawing from the center pile becomes optional and dependent upon the character of the cards remaining in the player's hand. The player must maneuver his play to complete the game in the tenth frame. If at the end of the tenth frame, he has one or more cards remaining in his hand, he loses the game. For example, if a player holds one Spare and two Strike cards after completing the eighth frame, he then starts to play his last three cards left in the ninth frame. Thus he plays the Spare card in the ninth frame, his two Strike cards in the tenth frame, and then draws another card from the center pile to add to the strike card of his tenth frame to complete the game. If a player holds only three Miss cards going into the eighth frame, he must not draw from the center pile; for in order to complete the game, he must discard a Miss card for the eighth, ninth and tenth frames. If a player holds a Miss, a Spare and a Strike card after playing in the eighth frame, he will thus discard the Miss card in the ninth frame, his Spare card in the tenth frame, and also the Strike in the tenth frame, to be counted to his Spare card, which will complete that player's game. Bear in mind that it is desirable for a player to hold three Strike cards for his tenth frame, if this is possible. This will enable him to strike out in the last frame, giving the maximum score of 30 in this frame, which might be necessary to win out over his competitors, if the game is close. If you have three Strike cards as suggested above, your last draw from the center pile is made in the ninth frame, since the player is striking out in the tenth frame with the remaining cards in his hand. If a player has a Miss and two Spare cards after discarding in the eighth frame, he must start discarding in the ninth frame these last three cards, in order to complete his play in the tenth frame which is the final count.

Directions for scoring

Keeping score, in reality, is a part of the game which makes it educational. The manner of keeping score conforms with the conventional practice as followed in a regular bowling game. A game consists of ten frames, as indicated on the score sheet of Fig. 3. As the game progresses from the frame "one" to frame "ten", the score is additive, so that the score in frame "ten" is the final total score. In keeping score, a few simple fundamental rules should be borne in mind.

If 10 pins are not made with the discarding card, in other words, a Miss card, count only the actual number of pins in the upper right hand corner of the card for your score in that frame.

If a spare is made, count 10 plus the number of pins knocked down in the left corner of the next card discarded.

Simply bear in mind that a strike means 10 pins, plus the pinnage on the next two balls. A spare means 10 pins plus the pinnage on the next first ball. First ball means the total in the upper left hand corner of the bowling card. Second ball means the total in the upper right hand corner of the bowling card. Continue to add the result of each complete frame until ten frames have been played, at which time, the player's total score for the game will be had.

It is apparent that there might be variation in the game so far as changing the value of cards is concerned, and the various insignia placed thereon. These changes might be made without diverting from the essence of my invention, which is covered by the scope of the following claims.

I claim:

1. A bowling card game comprising a deck of cards divided into four groups, the cards of each group being provided with respective classifying indicia denoting strikes, spares, misses and fouls, and additional indicia on said cards, with the exception of those belonging to the strike group, denoting in the opposite corners thereof the number of points acquired by two successive balls, said designated cards bearing a definite value relationship to each other during the course of play in accordance with specific rules and regulations as herein set forth in the attached specification.

2. A bowling card game comprising a deck of cards divided into four groups, the cards of each group being provided with respective classifying indicia denoting strikes, spares, misses and fouls, additional indicia on said cards, with the exception of those belonging to the strike group, denoting in the opposite corners thereof the number of points acquired by two successive balls, and further indicia on said cards indicating the position of the pins remaining after the first ball, said designated cards bearing a definite value relationship to each other during the course of play in accordance with specific rules and regulations as herein set forth in the attached specification.

3. A bowling card game comprising a total of sixty cards divided into four groups, the cards of each of said groups being provided with respective classifying indicia to denote strikes, spares, misses and fouls, said strike group consisting of twenty-three cards each provided in

the opposite corners thereof with a conventional strike mark, said spare group consisting of twenty-eight cards each of which is provided in one corner with indicia denoting the number of pins disposed of by the first ball and the conventional spare mark in the directly opposite corners, said missed group consisting of eight cards each having marked in directly opposite corners thereof the number of pins disposed of by two successive balls, said foul group consisting of a single card having the conventional strike and spare marks in the directly opposite corners, and indicia on all of said cards indicating the position of the pins remaining after the first ball, said cards of the various groups bearing a definite value relationship to each other during the course of play in accordance with specific rules and regulations as herein set forth in the attached specification.

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