Oct. 21, 1952 B. JOSEPH 2,614,841

PEG GAME BOARD

Filed March 16, 1951

Fig. 1.

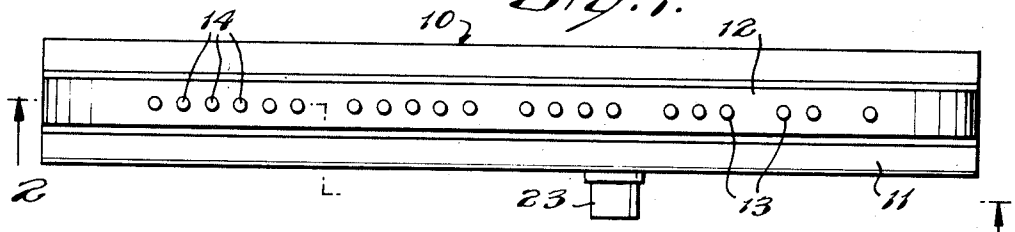


Fig. 2.

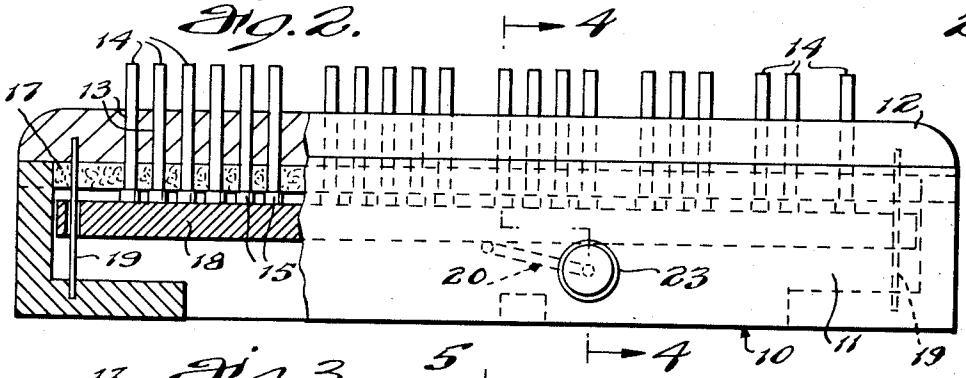
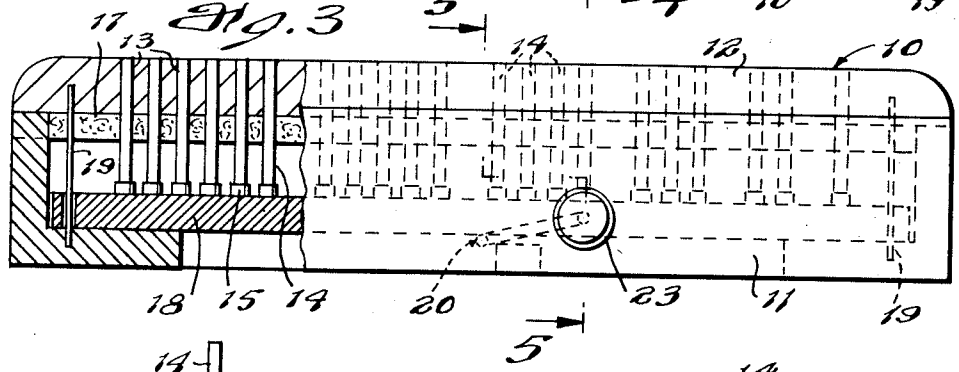


Fig. 3



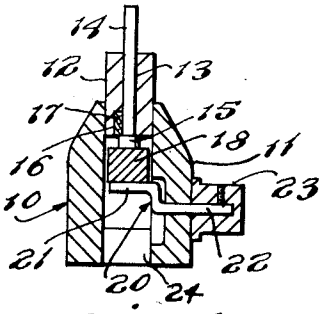
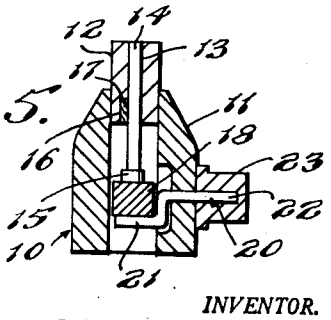


Fig. 4.

Fig. 5.



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PEG GAME BOARD

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2 Claims. (Cl. 273—130)

1

This invention relates to a peg game board for use in playing a game of skill.

The game comprises a board housing a plurality of depressible pegs arranged in groups in successive progression, starting with one peg and ending with a group of six or more. The game is usually played by two persons, each of whom in turn depresses one or more of the pegs in any group. If any peg of a group is depressed in any play then the remaining pegs of that group are considered as separate groups in the subsequent play or plays. For example, should the middle peg of the group of five be depressed then in following plays the remaining pegs of that group are treated as two independent groups until one or more of the pegs of such newly formed groups are depressed. While each player may depress at each turn as many pegs of a single group as he desires, he may not during that turn depress any peg or pegs of any other group or groups. The game may be played so that the person who depresses the last upstanding peg is considered either the loser or the winner, as determined by the players before starting the game. Generally the person who depresses the last peg is considered the loser.

Other variations of the game are possible, for instance, at each turn a player may depress as many pegs of any original group as he chooses regardless of whether they are consecutive or not. A further variation is that at each turn each player may depress one, two, or three pegs, as he desires, without reference to their location on the board, and the game proceeds until all of the pegs are depressed.

While the game is best adapted to be played by two persons, it may be played by three in which case each contestant in his turn has the option of depressing either one or two pegs.

One object of the invention is to provide a board of novel compact, and simple construction, housing a plurality of depressible pegs arranged in groups, for use in playing the game.

A further object is to provide a board with means for simultaneously elevating all of the pegs to their initial raised position after they have been depressed.

Another object is to provide easily operable manual means acting on the elevating means to restore the pegs to their original position when the game is finished.

The accompanying drawings illustrate a preferred embodiment of the invention, in which:

Fig. 1 is a top plan view of a board embodying the invention;

2

Fig. 2 is a side elevational view of the board with the pegs in raised position, a part of the board being shown in section as taken on the line 2—2 of Fig. 1;

Fig. 3 is a similar view with the pegs depressed;

Fig. 4 is a cross-sectional view, on an enlarged scale, taken on the line 4—4 of Fig. 2; and

Fig. 5 is a cross-sectional view taken on the line 5—5 of Fig. 3.

The game board 10 may be made of wood, plastic, or any other suitable material, and in the form shown in the drawing it comprises an elongated relatively narrow, lower hollow housing portion 11, preferably having a tapered upper end as seen in Figs. 4 and 5, and a substantially rectangular upper portion 12 cemented or otherwise secured to the lower portion. In some instances, as when made of molded plastic material, the two portions may be made in one piece.

The portion 12 has vertical openings 13 formed therethrough for reception of the pegs 14, the openings being arranged in groups with the spacing between the several groups being preferably somewhat greater than the spacing between the pegs of each group. As shown the board has a single peg adjacent to one end, and then in succession groups of two, three, four, five, and six pegs, respectively. I prefer to provide the game board with twenty-one pegs, although fewer or more pegs may be provided. I also prefer to color the pegs of the alternate groups differently, for instance those of one group may be white, those of the next group black, and so on in succession. This is merely for the purpose of conveniently distinguishing the successive groups from each other.

Each peg 14 is formed or provided with an enlarged foot 15 to prevent the pegs from falling out of the board if it should be turned upside down. A longitudinal groove or channel 16 is formed in the board, as best seen in Figs. 4 and 5, in which a strip 17 of felt, rubber, or the like is secured in position to bear frictionally on the pegs so as to provide sufficient pressure to hold them in position when raised but not to prevent them from being depressed manually during play of the game.

An elevator 18, positioned in the housing below the pegs and extending under all of them, is mounted to move or slide vertically up and down on pins or rods 19, one located near each end of the interior of the board. A lever 20 having an arm 21 bent at a right angle to its length is disposed below the elevator in position that the

arm 21 can contact the lower face of the elevator, at a point about midway of its length. The lever has a second bent portion 22 that passes outward through the housing and that serves as a pivot about which the lever swings. A knob or handle 23 is fixed to the outer end of the lever.

The bottom of the housing may be entirely closed or strips at spaced intervals may extend across it. In any event it is desirable to have a strip or crosspiece 24 located at the bottom immediately under the lever arm 21 to prevent the lever from swinging down below the bottom of the board.

In operation, after all of the pegs have been depressed on completion of the game, the knob is turned to swing the lever upward and thus move the elevator into contact with the feet of the pegs so that as the elevator is lifted it will raise all of the pegs simultaneously into their original playing position. After the pegs have been so raised, the elevator falls by gravity away from the feet of the pegs. The structure may be arranged so that descent by gravity of the elevator will carry the lever down with it, or as an alternate mode of operation the lever may be swung down away from the elevator to allow the latter to descend.

While I have illustrated and described a preferred form of game board it is to be understood that modifications in its shape and construction may be made within the scope of the invention as hereinabove set forth.

What I claim is:

1. A peg game board comprising a housing having a series of peg receiving openings arranged in successive groups through its top, a series of pegs disposed within the housing to move vertically up and down in said openings, each peg normally having a portion projecting above the top of the housing and adapted to be depressed substantially to the level thereof in playing the game, an elevator supported within the housing in position to contact the feet of all the pegs in their depressed position, said elevator being movable upward to restore the pegs to their normal raised position after they have been depressed and to return downward to its initial position by gravity, and a lever contacting the lower face of the elevator for moving it upward.

2. A peg game board comprising a housing having a series of peg receiving openings arranged in successive groups through its top, a series of pegs disposed within the housing to move vertically up and down in said openings, each peg normally having a portion projecting above the top of the housing and adapted to be depressed substantially to the level thereof in playing the game, a strip of material fixed within the housing to bear frictionally on the sides of the pegs to hold them temporarily in their normal raised position, an elevator supported within the housing in position to contact the feet of all the pegs in their depressed position, said elevator being movable upward to restore the pegs to their normal raised position after they have been depressed and to return downward to its initial position by gravity, and a lever positioned within the housing to contact the lower face of the elevator operative to move it upward positively, said lever having an external handle.

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