

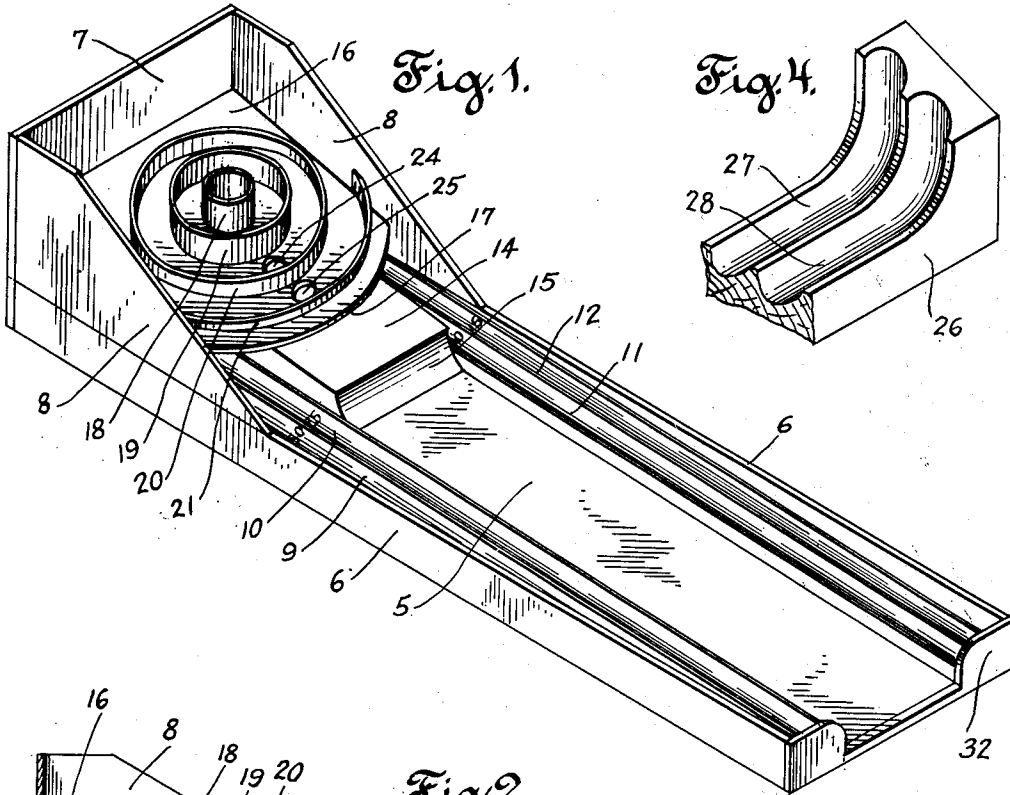
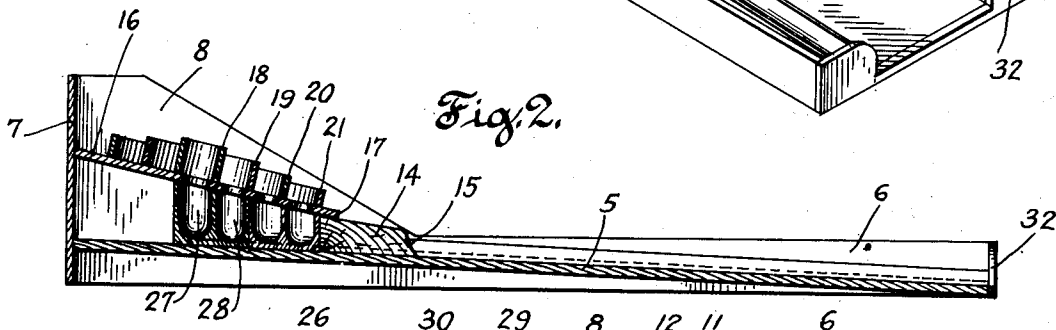
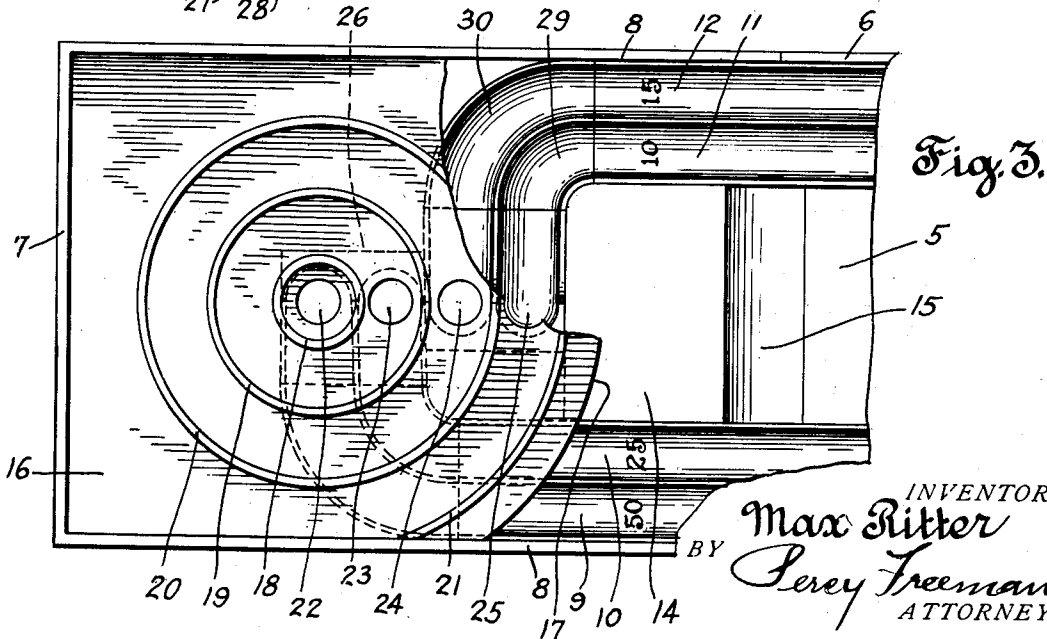
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M. RITTER

GAME BOARD

Filed April 18, 1922



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UNITED STATES PATENT OFFICE.

MAX RITTER, OF NEW YORK, N. Y.

GAME BOARD.

Application filed April 18, 1922. Serial No. 555,030.

To all whom it may concern:

Be it known that I, MAX RITTER, a citizen of the United States, and resident of 232 Canal Street, city of New York, in the county of New York and State of New York, have invented certain new and useful Improvements in Game Boards, of which the following is a specification.

One of the objects of this invention is the provision of a game in which a number of players may participate by projecting balls against deflecting obstructions that automatically divert the balls into numbered alleys, each of which represent different score values.

Another object is in the provision of means by which the balls are returned to the players by alleys or runways each of which communicate with openings between the respective baffle rings.

A further object is to provide an interesting game board of relatively low manufacturing cost.

These objects are attained by the novel construction and arrangements of parts, hereinafter described and shown in the accompanying drawing, forming a material part of this disclosure and in which:—

Fig. 1 is a perspective view of a game board constructed in accordance with the invention.

Fig. 2 is a longitudinal sectional view of the same.

Fig. 3 is a partial top plan view broken away to show the ball return alleys.

Fig. 4 is a perspective view of one of the ball directing blocks.

Referring to the drawing in detail, the numeral 5 designates a floor board, downwardly inclined toward the front end, having parallel sides 6 secured to its edge, and a back 7 extending upward supporting the tapering side guards 8.

Secured to the floor 5, adjacent the sides 6, are parallel bars each having a pair of longitudinal semi-circular grooves 9—10 and 11—12 respectively.

Between the alley bars, toward the rear end of the board, is a block 14, secured to the floor and provided at the front edge with a combined curved and bevelled face 15, adapted to intercept and upwardly deflect balls projected along the floor between the inner alley elements 10 and 11.

Secured within the rectangle, formed by the wall elements 7 and 8, is a secondary

floor 16 having an arcuate end 17, supported on the block 14, inclined upward toward the rear, and secured concentrically on the secondary floor are a plurality of baffle ring elements 18, 19, 20 and 21 each of which are of different heights, the center ring 18 being the highest and 21 the lowest, these differences in heights increasing the difficulty of causing the ball to enter the annular pockets formed between the baffle rings.

Circular apertures 22, 23, 24 and 25 are formed through the floor 16, on the longitudinal center thereof and centrally between the baffle rings.

Angular blocks 26, as in Fig. 4, are fixed between the floors 5 and 16 and provided with a pair of semi-circular grooves 27 and 28, positioned in register with the apertures 22, 23, 24 and 25 in a manner adapted to receive a ball passing through the floor 16.

Grooved elbows 29 and 30 are interposed between the side bars and the angular blocks 26 forming continuous paths or grooved alleys, each of which are numbered as indicated with reference to scoring and adapted to convey balls 33 from the apertures to the forward end of the game board where they are stopped by contact with the centrally front end board 32, the same being reduced in height at the center to conform with the upper surface of the board 5.

In playing the game the board is set on a level table, the end 32 facing the player, who being supplied with balls 33 of suitable size, rolls, snaps or otherwise projects the ball up the inclined floor of the board.

As the ball strikes the angular face 15 of the intersecting block 14, it is diverted angularly upward and rearward, dropping down upon the floor 16, which being inclined, causes the ball to roll forward against the inner side of the baffle ring 21 and on reaching the aperture 25, drops down the grooved block 26, passes the elbow 29 and along the longitudinal groove 11 finally abutting the end board 32.

Should the projected ball drop into any of the other pockets formed by the baffle ring 20, 19 or 18, similar openings through the floor permit the ball to pass into connecting alleys as previously described, and which automatically indicate different score values.

Due to different heights of baffle rings and their decreased radii, greater skill is required to cause a ball to enter the center ring; for this reason the highest scoring value is as-

signed the center ring, proportionally decreasing values being given the larger rings.

From the foregoing it will be seen that an interesting game has been described that may be played and enjoyed by old and young, the element of chance enhancing the game and skill readily acquired permits high scores to be attained against the efforts of several opponents of less experience.

As changes of construction could be made within the scope of the invention, it is intended that all matter contained in the foregoing description or shown in the drawings shall be interpreted as illustrative and not in a limiting sense.

Having thus described my invention what I claim as new and desire to secure by Letters Patent, is:—

1. In a game, the combination with a framed structure having an inclined floor, of spherical elements adapted to be rolled on said floor, an inclined perforate plate over the rear of the floor, a plurality of concentrically spaced rings fixed to said plate, grooved scoring alleys connecting with the respective spaces between said rings, a ball deflector secured to the floor having means for projecting a ball upward and into the spaces between said rings, and means for retaining balls in said alleys.

2. In a game, the combination of an inclined floor having grooved alleys longitudinally adjacent its sides, a central alley adapted to receive propelled balls, and an inclined plate at the rear of the floor, of a plurality of spaced rings fixed to said plate, said rings being of different diameters and different heights presenting annular pockets therebetween, said pockets having apertures through their bottoms, means for directing balls passing through the apertures into said

alleys, and means secured to the center alley for projecting a propelled ball upward and into the pockets.

3. A game comprising a framed structure having an inclined floor, balls adapted to be rolled along said floor, a transverse block having means for intercepting and projecting any of said balls in upward and rearward direction, an inclined platform over said floor, a plurality of concentrically positioned, upwardly extending rings fixed to said platform forming annular pockets therebetween receptive of said balls, bars secured at each side of said floor, grooves formed on the upper face of said bars, constituting alley openings from said pockets formed through said platform, blocks having arcuately curved grooves connecting between the pocket openings and the alleys, and means whereby a ball passing through any given pocket will be delivered into the corresponding connecting groove of one of said alleys.

4. In a game, the combination with a raised inclined plate having spaced concentric pockets containing apertures at their lowest points, an inclined floor, grooved alleys fixed at the sides of said floor, each of said alleys having separate connection with one of the mentioned apertures, and bearing an independent alley score, means for diverting projected balls into said pockets, means for returning the balls to the player, and means adjacent the front ends of the grooved alleys for stopping the returned balls.

Signed at New York, in the county of New York and State of New York, this 23rd day of January, A. D. 1922.

MAX RITTER.