No. 669,826. Patented Mar. 12, 1901.

J. G. FLOYD.

GAME APPARATUS.

(Application filed Nov. 2, 1900.)

(No Model.)

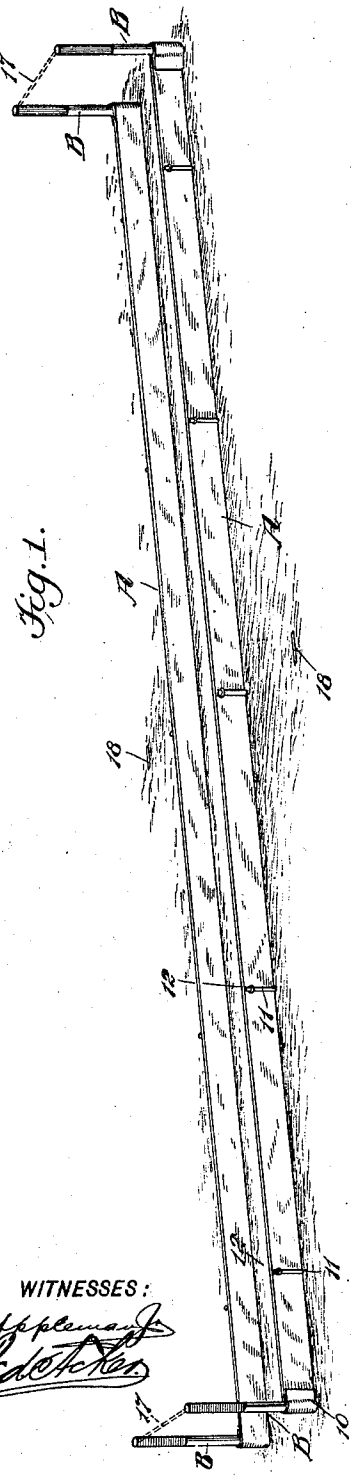


Fig. 1.

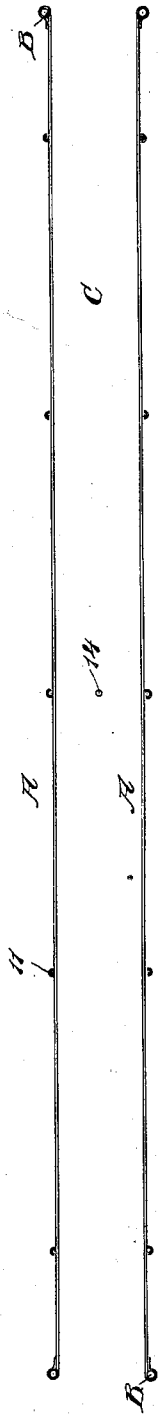


Fig. 2.

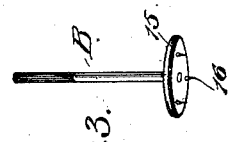


Fig. 3.

WITNESSES:

A. Appelman

J. Redfield

INVENTOR

John G. Floyd

BY

ATTORNEYS

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

UNITED STATES PATENT OFFICE.

JOHN G. FLOYD, OF MASTIC, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 669,826, dated March 12, 1901.

Application filed November 2, 1900. Serial No. 35,235. (No model.)

To all whom it may concern:

Be it known that I, JOHN G. FLOYD, a citizen of the United States, and a resident of Mastic, in the county of Suffolk and State of New York, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

The purpose of this invention is to provide an apparatus which will afford amusement in an athletic game for either indoor or outdoor use, which game apparatus comprises a course defined at its ends by goals, in which course a ball is to be placed, and players arranged in opposing teams are to have for their object to protect their respective goals and prevent their opponents forcing a ball past the goal.

Another purpose is to so construct the game apparatus that it may be quickly set up in a room or on a lawn and as readily and conveniently removed without material detriment to the surface upon which it is placed.

The invention consists in the novel construction and combination of the several parts, as will be hereinafter fully set forth, and pointed out in the claim.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the figures.

Figure 1 is a perspective view of the game apparatus set up on a lawn, and Fig. 2 is a plan view of said game apparatus; and Fig. 3 is a perspective view of one of the goal-posts, illustrating said post as provided with a base particularly adapted to hold the post upright upon a plain or carpeted floor.

Two parallel strips A of canvas, netting, or the like material constitute the body portion of the game apparatus. These strips are usually about twelve inches high, and when the game apparatus is to be placed upon a lawn said strips are preferably about forty-eight feet in length. When the game apparatus is to be set up indoors, the strips may be twenty-four feet in length or of any length suitable for an available space. These strips A are placed about three feet apart and are drawn taut longitudinally through the medium of goal-posts B, which posts are attached to the ends of the strips or are passed through eyes or loops 10 formed therein. When the game apparatus is set up out of doors, the said goal-posts are driven into the ground. The goal-posts B at opposite ends of the course C, which is the space between the strips A, are painted in different colors—as, for example, the goal-posts at one end of the course may have a red color and the posts at the opposite end of the course a blue color. The strips A are held in position intermediate of their ends by stakes 11, which are passed through eyes 12, attached to the strips A, and when the game apparatus is set up out of doors these stakes 11 are also driven in the ground to such an extent that their upper edges will not extend above the upper edges of the strips A, defining the said course C.

The stakes 11 are preferably placed at certain intervals apart—as, for example, the space between a goal B and an adjacent stake 11 is four feet, while the space between the first stake 11 and the next intermediate stake and between the following intermediate stakes is ten feet. Therefore one pair of stakes 11 is located at the central portion of the course C, and on the said course, between these central stakes, the ball 14 is placed when a game is to commence.

The sections of the course are clearly defined by marks on each of the longitudinal strips. The game is played with straight sticks three to four feet long, with which sticks the players are provided to drive the ball 14 when the ball comes within their reach. When the game apparatus is to be set up in a room, the goal-posts B and the stakes 11 are provided with a properly-weighted base 15, as shown in Fig. 3, and spurs or points 16 may be formed upon or attached to the bottom of the base 15, which spurs or points upon entering the carpet or floor will serve to hold the goal-posts and the stakes upright.

In the play five goals make a game. The game may be played by either six or ten persons at one time—that is, three or five on each side to make a team; but in the event of a larger party being present any number of persons may be allowed to a team, and they can play alternately in different positions, as may be decided upon. The teams may be designated the "blue" and the "red," and it is the duty of each team to defend its own goal by not permitting the ball to be driven through its goal by any individual of the opposing

team and to endeavor to drive the ball past the goal of its opponents. The teams are arranged or posted at regular intervals outside of the course C at opposite sides of the course, so that each player may strike right-handed in defending his goal. Each player of a team, except the leader, takes a certain designated position on one side of the course, and the player is not supposed to move from that position or to lift the feet from the ground while striking at the ball. Should such regulations be infringed upon, certain penalties are to be imposed. However, when only six are playing, three on each side, the central players opposite each other may move back and forth, as hereinafter stated.

When the game commences, the ball 14 is placed at the center of the course C, as shown in Fig. 2, and the leading player of each team, located opposite the center of the course, which players may be termed the "captains" of the teams, take positions at the rear of their respective teams, which positions are designated as 18 in Figs. 1 and 2. In taking such positions the captains of the teams face away from the course, and at a signal or word from the umpire these central players face about, approach the course, and each will endeavor to drive the ball 14 in direction of the goal of his opponent's team. The players of the several teams endeavor either to retard the ball or to drive it to the desired destination.

If the ball jumps out of the course or if through any infringement of the rules a goal has been gained, but cannot be counted, that round of the game is to be started over again on the lines above set forth.

It will be observed that by reason of the rules requiring the players not to move from the positions first taken, except the two central ones when six are playing, and that the feet shall not be lifted from the ground many muscles heretofore unexercised are healthfully brought into play, while at the same time the game affords much amusement.

When the game apparatus is set up in a room, each pair of goal-posts may be connected by cross-bars 17, placed at the tops of said posts and also at any points lower down in the interest of firmness. When but six players are in the game, three on each side, the two leaders in the center, opposite each other, are permitted to move back and forth within certain limits—that is, to the next stop or mark on the walls of the course on either side of them.

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

A game apparatus, consisting of parallel strips having a space between them, constituting a course, goal-posts attached to the ends of the said strips and arranged for connection with the support upon which the strips rest, the goal-posts extending above the upper edges of the strips, and stakes attached to the said strips intermediate of their ends and connected with the support on which the strips rest, which stakes terminate at or near the upper edges of the said strips, for the purpose set forth.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

JOHN G. FLOYD.

Witnesses:
J. FRED. ACKER,
JNO. M. RITTER.