July 11, 1933. G. V. POST 1,917,948

AMUSEMENT DEVICE

Filed Oct. 17, 1928

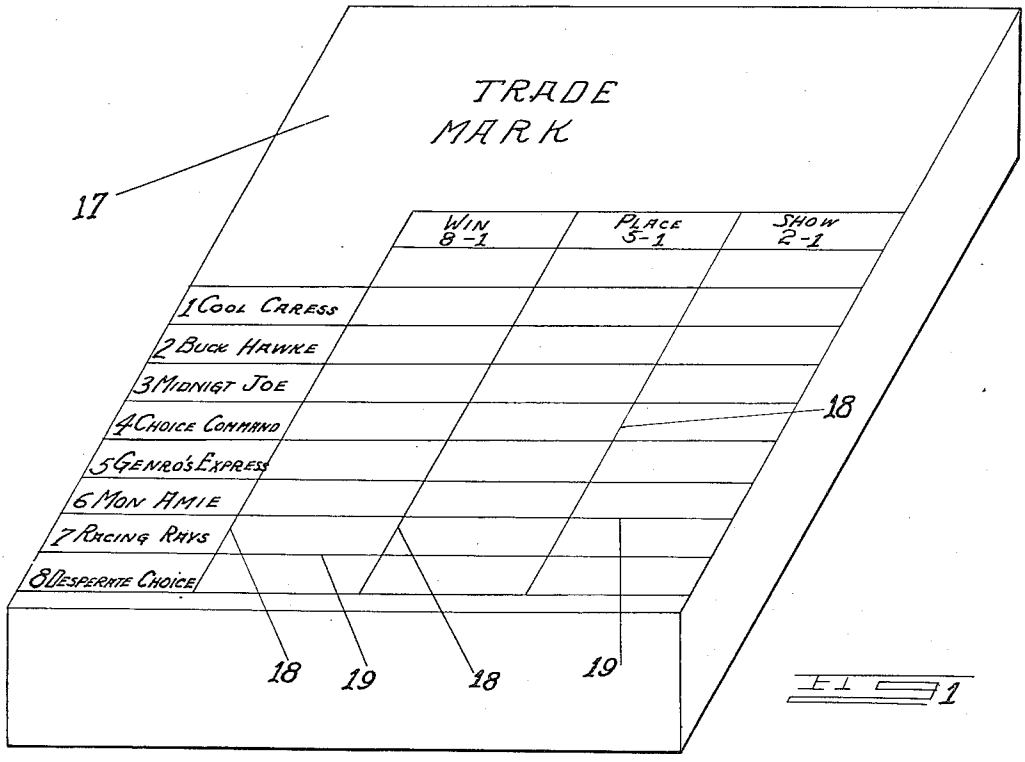


FIG 1

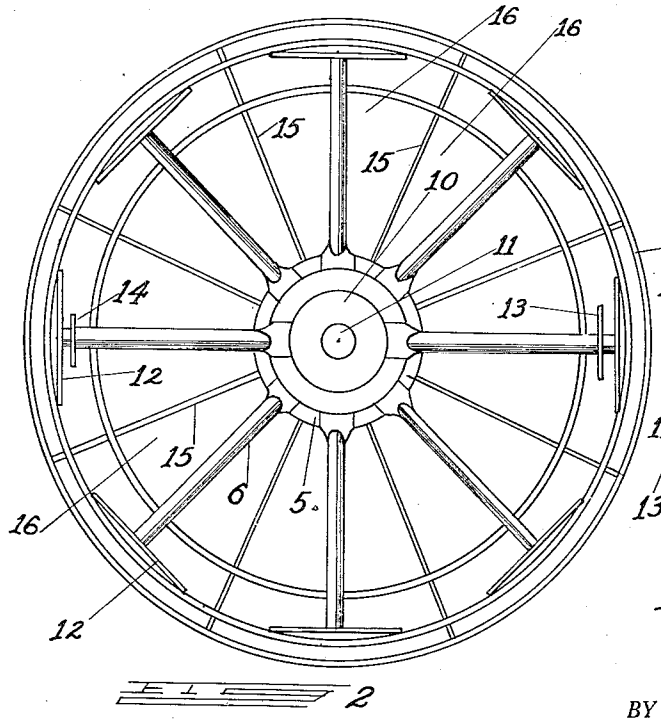


FIG 2

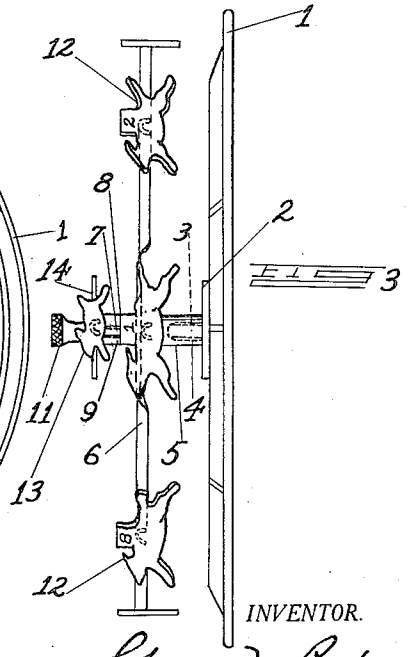


FIG 3

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UNITED STATES PATENT OFFICE

GEORGE V. POST, OF CINCINNATI, OHIO

AMUSEMENT DEVICE

Application filed October 17, 1928. Serial No. 313,131.

My invention relates to game devices, and particularly to a novel game combination which will allow the contestants to play the game much as they might partake as spectators in a racing contest.

The whole country has, during recent years, taken a great interest in whippet racing, and it is specifically the object of my invention to provide a game board having sectors indicated thereon over which a series of arms carrying small reproductions of whippets pass during the operation of a spinning wheel. It is further my object to provide an independently operable arm which carries a small reproduction of a rabbit which also passes over the indicated sectors and determines, by stopping in the same sector with one of the whippets, which one of the whippets has won the race. Further it is my object to provide a playing board, independent of the game board, on which contestants may place counters or chips as if in regular betting, and it is my object to so mark the board that the different winning points of winning, placing and showing will result in the payment to the contestants of different odds.

The above and other objects to which reference will be made during the ensuing disclosure I accomplish by that certain combination and arrangement of parts of which I have shown a preferred embodiment.

Referring to the drawing:—

Figure 1 is a perspective view of the playing board, which, in this instance, is part of the lid of the box in which the game board is packed.

Figure 2 is a plan view of the game board.

Figure 3 is a side elevation of the game board.

The game board is formed by a circular piece of material 1, usually metal, which has a reinforcing flange 2 at its center, from which extends upwardly a pin post 3. The pin post extends within a circular hole 4 arranged axially in the hub 5 of a spider 6. The hub 5 has pin post 7 extending up from its axis which passes through an axial hole 8 in the hub 9 of an upper spider 10. The end of the post 7 has a thumb nut 11 securely fastened on it which provides means for rotating the hub or hubs as will be hereinafter explained.

The lower spider has a plurality of arms at the end of each of which a small miniature whippet 12 is mounted. The upper spider has only two arms—one which carries the rabbit 13, which represents the lure for the whippets, and the other which carries a weight 14 to counterbalance the weight of the rabbit.

The game board is marked with a series of radiating lines 15 which divide the board into a series of sectors 16 or compartments, over which the rabbits and whippets pass when the spiders are spun.

The playing board 17 which, as has been noted, is provided on the lid of the box in which the game is packed, is marked with a series of vertical lines 18 which divide the board into winning, placing and showing compartments. The board is also marked with a series of horizontal lines 19 forming a plurality of compartments each of which is marked with the name of one particular whippet.

The game may be played with chips or other suitable counters as follows: One of the players is appointed game keeper or banker, and he twirls the thumb nut, causing the lower spider to rotate. He may also twirl the upper spider with one of his fingers, or he may let the upper spider be gradually rotated by the friction between the two hubs. In either event the rabbit and the whippets begin to race independently around the track. The winning whippet will be that whippet which stops in the same sector with the rabbit.

The contestants in the game place their counters on whichever space they desire on the playing board. They may play any of the whippets to win, place or show. The odds are determined by the figures indicating the compartments formed by the vertical lines.

In order to illustrate how the game is played, each contestant may start with fifty counters. Suppose one of the players plays the space marked 3, or "Midnight Joe" by placing one counter in the winning compartment which is the first space from the left. If this happens to be the winning whippet, he is paid by the banker eight counters, as the odds on the winning column are eight to one. The placing or showing whippets may be indicated by counting either to the right or to the left the whippets next to the winning whippet. All the whippets are numbered in accordance

with the spacing on the playing board. Bets placed on the placing and showing compartments will be paid odds of five to one and two to one. The odds are so calculated that if each space on the playing board were to be played the banker would neither win nor lose anything so that the game is not adapted for gambling purposes, but is merely an interesting pastime in which children and adults may engage. The player having the greatest number of chips at the end of the game wins.

It will, of course, be possible to have a plain, unmarked playing board, and to provide different whippets with names or numbers. Then whatever whippet has the rabbit stop nearest to it will win, and the nearest whippets in the direction the rabbit stops from the winning whippet would be considered the winners respectively of the place and show bets. It will further be possible to have indicating numbers or names on the different sectors in which case the indicating of the several whippets will not be necessary. The numbers of the whippets may be in sequence, or they may be numbered in a confused order, but such modifications will readily occur to those seeking to construct a similar game or one which may be played similarly.

It will, of course, be possible to adapt the same type of game to a horse racing, automobile racing, or other type of game, but in so much as the idea of a whippet racing game requires the rabbit for indicating the winning whippets, it seems best adapted for this purpose.

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

1. In an amusement device, two members mounted for concentric relative rotation, one member comprising a series of imitative elements carried by said member around the axis of rotation and the other member comprising a single imitative element distinguished in appearance from said other imitative elements, carried around close to said series of elements, each member being free to rotate by its momentum and said members frictionally contacting together whereby one member, upon having its rotation initiated, transmits rotation to the other member in uncertain ratio, so that said members may chance to stop with any one of said series of elements nearest to said additional element.

2. In an amusement device, two members mounted for relative rotation, one member comprising a series of imitative elements carried by said member around the axis of rotation and the other member comprising a single imitative element distinguished in appearance from said other imitative elements, carried around close to said series of elements, and means relatively to which both of said members are rotatable, having sectors arranged around the axis of rotation of the members, each member being free to rotate by its momentum and said members frictionally contacting together whereby one member, upon having its rotation initiated, transmits rotation to the other member in uncertain ratio, so that said members may chance to stop with any one of said series of elements within any one of said sectors with said additional element.

3. In an amusement device, a base, a lower hub rotatable on an upright axis on said base, a series of imitative elements carried by said hub around said axis, a pin fixed to and upstanding from said hub centrally thereof, an upper hub rotatable on said pin and supported on the top of said lower hub, a single imitative element distinguished in appearance from said other imitative elements, carried around said axis by the upper hub, closely above said series of elements, said pin extending above said upper hub for manual engagement to initiate rotation of said lower hub, the frictional contact of the lower hub and pin with the upper hub transmitting rotation to the upper hub in uncertain ratio, so that said hubs may chance to stop with any one of said series of elements nearest to said additional element.

4. In an amusement device, a rotatably mounted series of imitative elements free to rotate by virtue of their momentum, a single imitative element distinguished in appearance from said other imitative elements, mounted to rotate freely, concentrically with but relatively to said series of elements, by virtue of its momentum, and frictional means for imparting motion from said series of elements to the additional element in uncertain ratio, so that by chance any one of the series of elements may be nearest to the additional element upon stoppage of revolution of all of said elements.

5. In an amusement device, a rotatably mounted series of imitative elements free to rotate by virtue of their momentum, a single imitative element distinguished in appearance from said other imitative elements, mounted to rotate freely, concentrically with but relatively to said series of elements, by virtue of its momentum, a stationary member having sectors arranged concentric with the paths of the revolutions of said elements, and frictional means for imparting motion from said series of elements to the additional element in uncertain ratio, so that by chance any one of the series of elements may be within any one of the sectors with the additional element upon stoppage of revolution of all of said elements.

GEORGE V. POST.