Jan. 29, 1924. 1,481,786

G. T. BARBER

GAME

Filed March 24, 1922

Fig. 1.

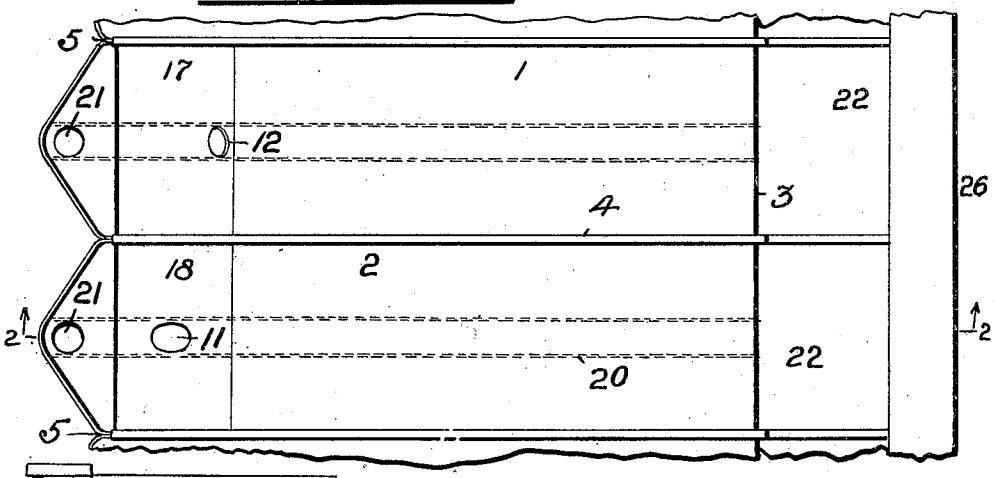


Fig. 2.

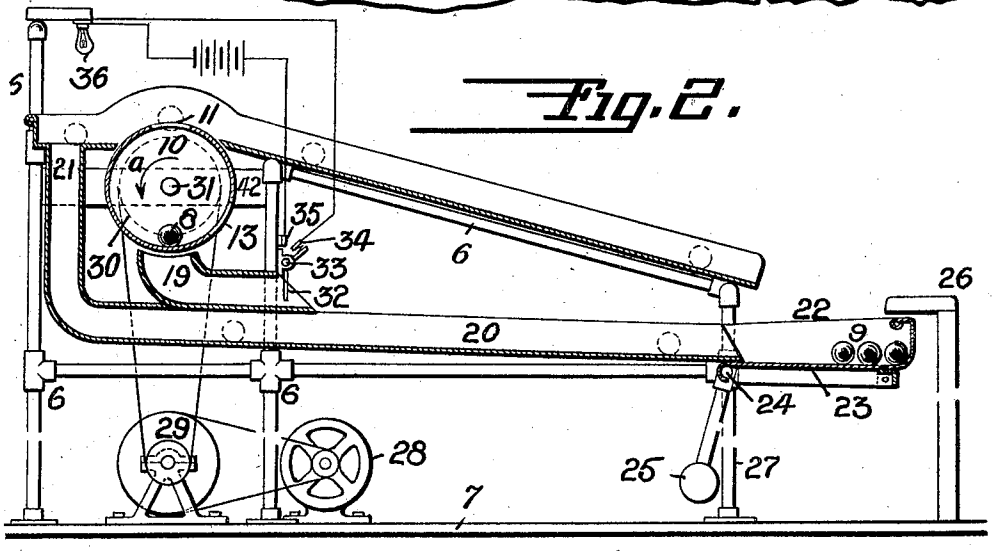


Fig. 3.

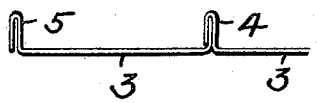


Fig. 4.

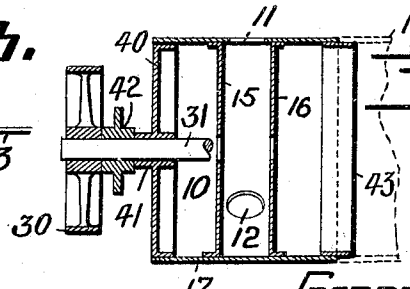
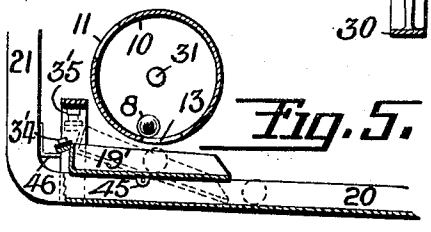


Fig. 5.



Inventor

GEORGE T. BARBER.

By his Attorney

Herbert H. Thompson

Patented Jan. 29, 1924. 1,481,786

UNITED STATES PATENT OFFICE.

GEORGE T. BARBER, OF BROOKLYN, NEW YORK.

GAME.

Application filed March 24, 1922. Serial No. 546,268.

To all whom it may concern:

Be it known that I, GEORGE T. BARBER, a citizen of the United States of America, residing at 997 St. Johns Place, Brooklyn, in the county of Kings and State of New York, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to amusement apparatus in which the player's skill in throwing or rolling a ball or other object is employed, preferably in competition with other players. One object of the invention is to devise a novel form of such device which anyone may play and which introduces a competitive feature not heretofore present in games of this character. A further object of the invention is to construct the game in such form that any number of persons from one to twelve or more may play the game simultaneously.

Referring to the drawings in which what I now consider the preferred form of my invention is shown,

Fig. 1 is a plan view of a small section of the game board or alleys.

Fig. 2 is a transverse section through the same on line 2—2 (Fig. 1).

Fig. 3 is a detail showing a simple method of constructing the sheet metal trackways or alleys.

Fig. 4 is a longitudinal section through a portion of the cylinder, showing an end section.

Fig. 5 is a detailed section showing an alternative form of receiving chute and signal system for the ball.

My apparatus in the preferred form consists of a plurality of alleys or trackways, 1, 2, etc., situated side by side. Said alleys may be formed of strips 3 of sheet metal, the adjacent edges of which are upturned and crimped together as indicated at 4 and 5, to form partitions between the alleys. Preferably the alleys are mounted on a stand 6 above the level of the floor or sidewalk 7 and in an inclined position so that the balls 8, 9, used by the player will have to be rolled up an incline. At the upper end of the trackways is mounted a hollow rotatable member 10, preferably of cylindrical form, said member having its upper surface substantially tangential to the alley. Said member is provided with at least one aperture 11, 12, for each trackway of proper size to receive the ball, when rolled accurately and at the proper speed by the player, and when said aperture is at the end of the trackway (Fig. 2). An additional aperture 13 or apertures may be provided for each alley, if desired. Preferably, the apertures 11 and 13 are not equally spaced around the circumference of the cylinder. Preferably also, the apertures 11, 12, etc., for each alley are not placed in line axially, but are staggered, so that they will come up in different alleys at different times. When a ball drops into the cylinder, it of course falls to the bottom, where it lies, rolling backwardly as the cylinder rotates, until an aperture 11 or 13 comes thereunder, when it drops out. Cross partitions 15 and 16 (Fig. 4) may be provided in the cylinder to insure the balls staying in line with the apertures. It will of course be understood also that the cylinder 10 need not be continuous, but may be in a plurality of sections 17 and 18. The end portions 17 (Fig. 4) may be provided with a closure 40 carrying the hub 41 to support the cylinder on shaft 31, which in turn is journalled in brackets 42. Each section is shown as provided at one end with a ring 43 of less diameter than the cylinder and forced into the same for about half of its thickness, so that the next portion 18 may be forced over the other half of the ring to form the cylinder 10 as a whole. When the ball drops from the cylinder, it enters a chute 19 which returns it to the return alley 20. If the player rolls the ball too fast, or if no aperture is uppermost when the ball arrives at the cylinder, the ball rolls into the vertical return chute 21 and alley 20. This carries the balls into pocket 22 where the attendant or players may reach them. If the ball is not rolled hard enough, it simply returns to said pocket 22. Preferably said pocket is formed as a part of a platform 23, pivoted on stand 6 at 24, and normally held in position by counter balancing weight 25. If the attendant desires to pass along inside of the player's railing 26 to collect his charges, redistribute the balls, etc., he simply folds said platform down and walks along the space between railing 26 and upright 27. The balls will be retained by the pocket 22. For slowly rotating the cylinder, a small motor 28 is illustrated as belted to step pulley 29, which in turn is belted to a pulley 30 on the shaft 31 of cylinder 10.

Preferably also, a signal of some sort is provided to sound or show when a player has

succeeded in dropping a ball into the cylinder. In order to increase interest in the game, I prefer to sound the alarm when the ball escapes from the cylinder, thereby adding an element of chance. The ball will ordinarily escape through the first hole that rolls under it, and hence if the cylinder is rotating as shown by arrow "*a*" in Fig. 2 and the ball falls through hole 11 it will not escape as quickly as if it fell through hole 13. As a signal I have shown an arm 32 pivoted at 33 and adapted to be turned up when a ball rolls out of chute 19. When this happens a contact 34 on said arm is brought into contact with contact 35 on the frame to flash signal 36, or sound an alarm.

In Fig. 5 is shown a modified form of chute 19′ for receiving the ball 8 as it drops from the cylinder. Said chute is pivoted at 45 so that as the ball 8 drops on to the same it will be tilted into the dotted line position thereby bringing contact 34′ thereon against stationary contact 35′ to flash or sound the signal. The downward inclination of the chute also imparts velocity to the ball, while the chute as soon as the ball has left the same, returns to its full line position, as it is made heavier on the left side of pivot 45, where it rests on lug 46. A free passage through chute 21 is thus allowed for the balls coming down the same.

In accordance with the provisions of the patent statutes, I have herein described the principle of operation of my invention, together with the apparatus, which I now consider to represent the best embodiment thereof, but I desire to have it understood that the apparatus shown is only illustrative and that the invention can be carried out by other means. Also, while it is designed to use the various features and elements in the combination and relations described, some of these may be altered and others omitted without interfering with the more general results outlined, and the invention extends to such use.

Having herein described my invention what I claim and desire to secure by Letters Patent is,

1. In a game, the combination with playing balls adapted to be rolled by the player, of a hollow member rotatable about a longitudinal axis, and having longitudinally spaced apertures, trackways leading from the players to the member for the balls and means for continuously rotating said member.

2. In a game, the combination with playing balls adapted to be rolled by the player, of a rotatable hollow cylinder having longitudinally spaced apertures, trackways leading from the players to the cylinder for the balls, means for continuously rotating said cylinder and means for making a signal when a ball enters the cylinder.

3. In a game, the combination with playing balls, of a rotatable hollow member having longitudinally spaced apertures, said apertures being also circumferentially staggered, trackways leading from the players to the member for the balls and means for continuously rotating said member.

4. In a game, the combination with playing balls, of a rotatable hollow member having longitudinally spaced apertures, said apertures being also circumferentially staggered, trackways leading from the players to the member down which the balls are adapted to be rolled by the players, and means for making a signal as a ball leaves the member.

5. In a competitive game, the combination with the playing balls, of a rotatable hollow cylindrical member having a plurality of longitudinally spaced groups of the apertures, the holes of each group being in substantially the same radial plane, and irregularly spaced, a trackway for each group of apertures down which each player may roll his ball, means for returning the balls to the players, and means for making a distinctive signal that a ball has entered an aperture, said signal showing which player was successful in first causing the ball to enter or leave the cylinder.

6. In a game, the combination with playing balls, of a rotatable hollow cylinder having longitudinally spaced apertures, guiding partitions within said cylinder to cause the balls to leave the cylinder through said apertures, trackways leading from the players to the cylinder for the balls and means for continuously rotating said member.

7. In a game, the combination with playing balls, of a rotatable hollow cylinder having longitudinally spaced apertures, said cylinder being built up of a plurality of sections wedged together end to end, guide partitions within said cylinder to cause the balls to leave the cylinder through said apertures, trackways leading from the players to the cylinder for the balls and means for continuously rotating said member.

8. In a game, the combination with a rotatable member having an aperture adapted to receive when in a predetermined position a ball, of a channel for returning the balls which fail to enter said member, a tiltable member for receiving the balls that enter said target, and located in said channel, said member normally permitting free passage of the balls through said channel, but being adapted to tilt downwardly when a ball enters said member, and a signal operated by said member.

In testimony whereof I have affixed signature.

GEORGE T. BARBER.