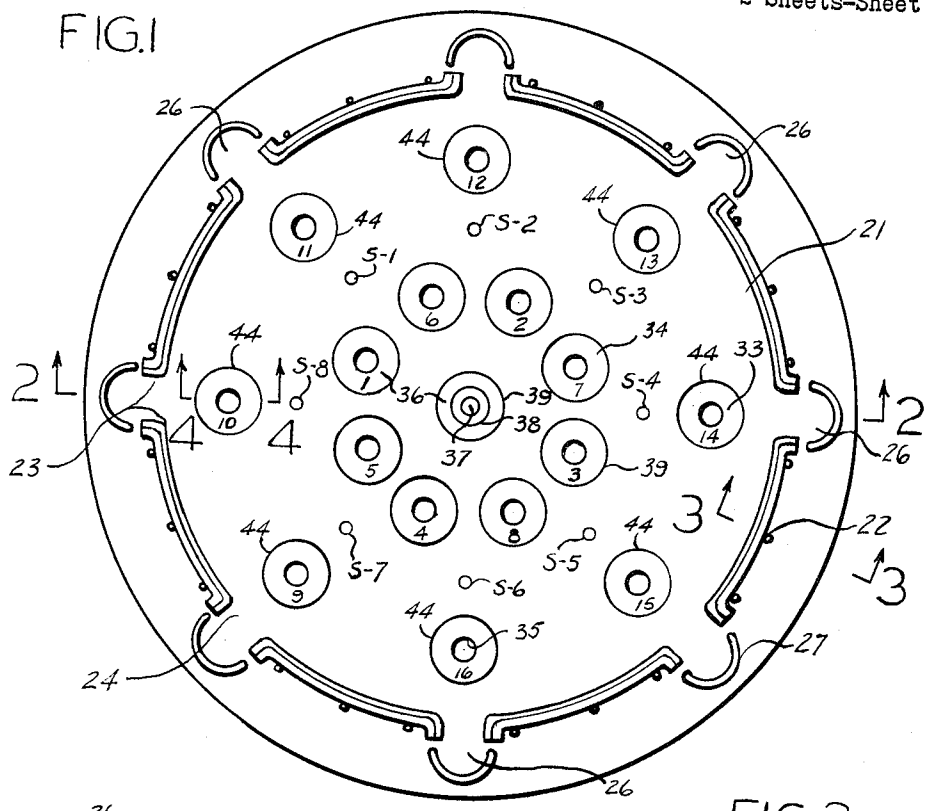
Feb. 1, 1966 M. BURK 3,232,619

SURFACE PROJECTILE GAME WITH CHANGEABLE TARGETS

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FIG. 1



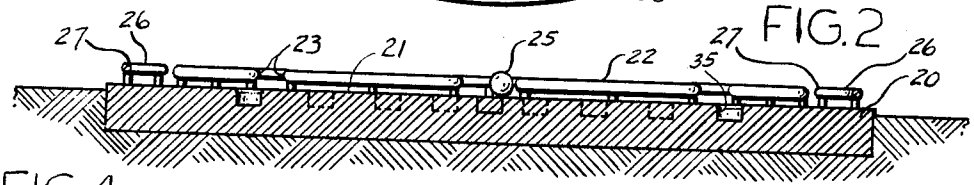
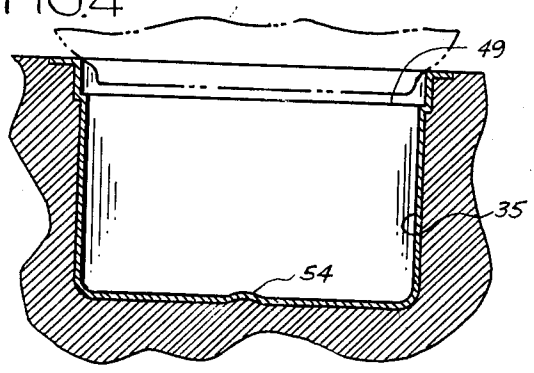


FIG. 2

FIG. 4



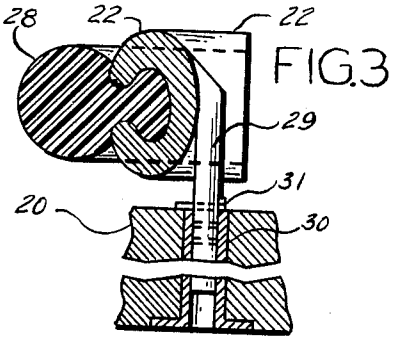


FIG. 3

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FIG. 7

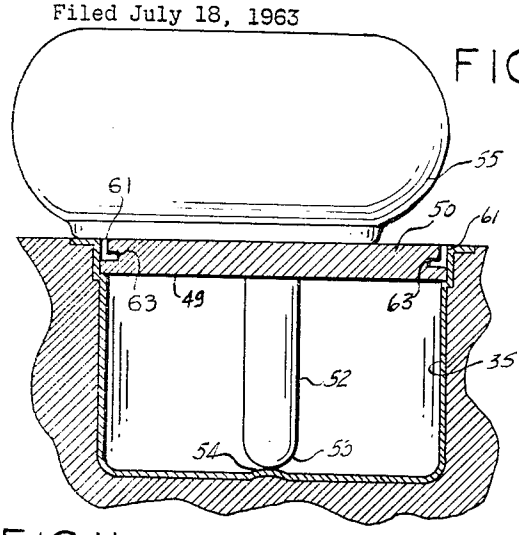


FIG. 6

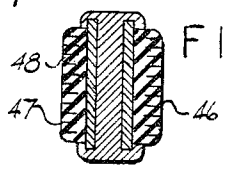


FIG. 5

FIG. 8

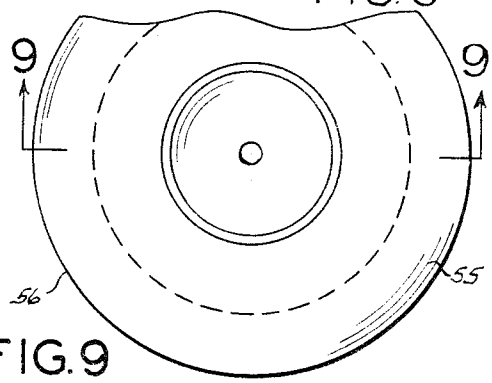


FIG. 11

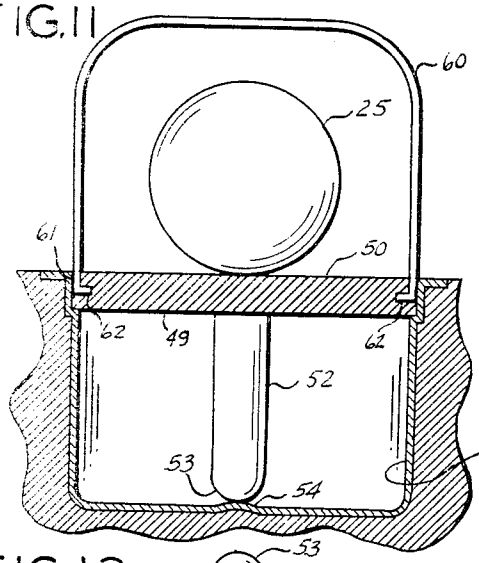


FIG. 9

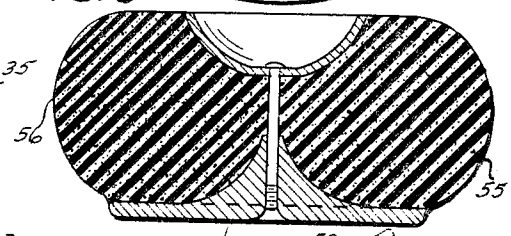


FIG. 12

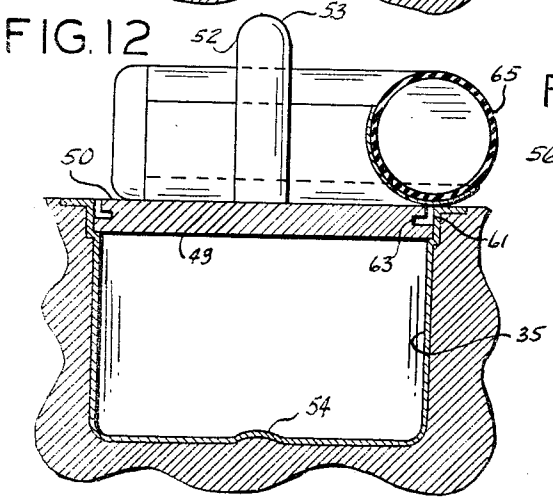
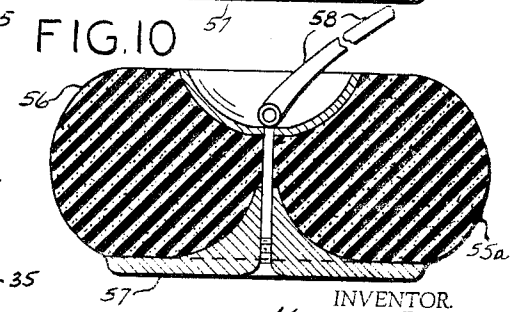


FIG. 10



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Patented Feb. 1, 1966

3,232,619

SURFACE PROJECTILE GAME WITH CHANGEABLE TARGETS

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Filed July 18, 1963, Ser. No. 295,978

5 Claims. (Cl. 273—123)

This invention relates to a game for amusement, and in particular relates to a multiple game apparatus for indoor or outdoor use.

One object of the invention is to provide an improved walk-on type of game by which a number of persons may play a wide variety of selective games within a relatively small play area.

Another object of the invention is to provide a game of the character described having improved means for quickly and easily converting the play area to have different play characteristics for different games.

Other objects of the invention will be manifest from the following brief description and the accompanying drawings.

Of the accompanying drawings:

FIGURE 1 is a top plan view of a game board embodying the features of the invention, and including a plurality of open cups, as for playing golf type games.

FIGURE 2 is a vertical cross-section on the same scale, taken substantially on the line 2—2 of FIGURE 1.

FIGURE 3 is an enlarged vertical cross-section taken substantially on the line 3—3 of FIGURE 1.

FIGURE 4 is an enlarged vertical cross-section taken substantially on the line 4—4 of FIGURE 1.

FIGURE 5 is a side elevation of a putter type club or impact device for use in playing games either with balls or slidable playing pieces.

FIGURE 6 is a vertical cross-section through the club head, taken substantially on the line 6—6 of FIGURE 5.

FIGURE 7 is a vertical cross-section corresponding to FIGURE 4, and on the same scale, but showing selective conversion of the game board for games which do not employ open cups.

FIGURE 8 is a top plan view, illustrating a disc type playing piece for playing certain games with said cups closed.

FIGURE 9 is a vertical cross-section taken substantially on the line 9—9 of FIGURE 8.

FIGURE 10 is a modified form of impacting device utilizing a disc as shown in FIGURES 8 and 9, but with a pivoted handle thereon.

FIGURE 11 is a cross-sectional view corresponding to FIGURE 7, but with further selective modifications for playing croquet type games.

FIGURE 12 is a view corresponding to FIGURE 7, but with a cup closing cover thereof inverted to present a target pin upwardly for playing sliding horseshoe or shuffleboard types of games.

Referring to FIGURES 1 to 4 there is illustrated a walk-on game device specifically in condition for playing golf putting type games, the same including a game board or table 20 of wood, concrete, packed clay, or other hard materials, which may be suitably supported outdoors, on the ground (see FIGURE 2), or other surface as required. The upper surface 21 of the board 20 may be smoothly planar, and may have a plurality of arcuate ball-deflecting rails 22, 22 adjacent ends 23, 23 of which are spaced apart to define equidistant, peripherally spaced, openings 24, 24. Balls 25 or other playing pieces are adapted to pass outwardly through the openings 24 into ball retaining pockets 26 defined by U-shaped member 27. The rails 22 may have shock absorbent strips 28 of elastic in a manner to be described later. The rails 22 may be vertically adjustably supported above the table, as by means of stems

29 in the rails 22 being telescopically received in sleeves 30 affixed through the table 20, and pins 31 received through selected openings in said stems and engaging the upper ends of the respective sleeves.

For playing one golf putting type game, the table may have thereon concentric series 33 and 34 of peripherally spaced, radially staggered cups 35, 35, about a central ball spotting area 36, which is shown marked by a central spot 37 and concentric circular marks 38 and 39. As an example, the inner said series 34 may comprise eight cups 35, while the outer said series 33 may comprise eight cups 35 all of the cups being arranged and numbered 1 to 16 so that each player, in turn and by means of a golf putter 45 (see FIGURES 5 and 6), may propel a suitable ball 25 of identifiable marking from one of the closest starting spots S–1 or S–8, toward the number 1 cup. In any event, the first player plays toward cup number 1 and tries to make it in one stroke. After making the first cup he places his ball anywhere within the outer circle 44 of cup number 1 and tries to reach cup number 2 in one stroke or shot. This procedure is continued until the player fails to make any next consecutively numbered cup in one stroke, and then he waits until the other players play likewise in rotation and starting in the same way. Records are kept of individual or team scores, according to strokes counted, in known manner. The game may be varied, as for example, by having the starting positions so that bank shots to the rails 22 are necessary, and/or charging penalty strokes when a ball enters one of the outer pockets 26.

For said golf putting type games the putter 45 of FIGURES 5 and 6 may have molded, rubber-like inserts 46, 46 removably mounted in opposite sides of the putter head, so that either side of the putter head may be used for striking the balls. For further improving the impacting action on the balls, the inserts 46 may have closely spaced parallel slits 47 defining somewhat flexible, resilient ribs 48.

Referring to FIGURE 7, in conjunction with FIGURES 1 to 4, each cup 35 may have an annular enlargement defining a peripheral seat portion 49 at the upper end or lip portion thereof, adapted reversibly to receive a rigid plate 50 therein with one or other of opposite flat sides of the plate flush with the playing surface of the board. As best shown in FIGURE 7, the upper side of the plate is plain so that by likewise covering all of the cups the game board may be used to play a wide variety of games employing balls, as for pool or billiard type games, in which the balls are played into the outer pockets 27, either directly or by means of bank shots from the rails 22. For such games a plurality of consecutively numbered and otherwise identifiable balls may be "spotted" in the central spotting area 36, and "broken up" by a cue ball shot from one of the starting positions S–1 to S–8.

Each plate 50 may have affixed on the underside thereof an axially extending pin 52 the inner end of which is rounded at 53 to rest upon a convexly rounded protuberance 54 on the bottom of the cup 35. Thus, the pin 52 may serve a double purpose of supporting the plate for rotation thereof in the seat portion 49, and alternatively for providing a pin in upright position when the plate is inverted, as will be described later.

When the plates 50 are used with the plain side up, as shown in FIGURE 7 the board 20 is also suitable for many known types of games utilizing sliding discs. FIGURES 8 and 9 illustrate a playing piece in the form of molded solid rubber disc 55 having a rounded peripheral edge 56 and a flat 57 bottomed plate clamped to the underside of the disc. The plate 56 may be of rigid plastic or metal, for example, to facilitate sliding action of the disc on the playing surface 21.

FIGURE 10 shows an impacting element including a disc 55*a* which is in all respects like disc 55, except that an elongated handle 58 is pivoted to the upper side of the same. By sliding the disc 55*a* along the playing surface of the board 20 it is engageable with a disc 55 to propel the same toward a selected target on the board 20.

The discs 55 shown in FIGURES 8 and 9 also may be used for golf type games, as described above, in which case the cover plates 50 are removed from the cups. For this purpose the table engaging disc plates 57 are smaller in diameter than the upper ends of the cups 35 so as to fit within the same when the outer portions of the discs are supported in centered relation on the upper marginal portions of the cups (see chain dotted lines in FIGURE 4).

For adapting the game to use the board 20 for croquet type games, FIGURE 11 shows the cup structure of FIGURE 7 with the addition of a U-shaped wire bridge 60 removably attached to the plate 50. The lower portions of the wire bridge extend in vertical slots 61, 61 in the diametrically opposite edge portions of the plate, to maintain the bridge upright, and the bridge may be retained against removal from the plate by means of inturned terminal ends 62, 62 received in holes 63, 63 in the plate 50. With this arrangement croquet type games may be made interesting, such as when player's disc 55 hits an upright of a bridge with sufficient force to turn the plate 50, either to his own advantage, or to the disadvantage of an opponent. It is understood that for this purpose some or all of the plates 50 will be provided with said wire bridges 60.

FIGURE 12 illustrates that by inversion of the plates 50 of some or all of the cups 35, to present a plurality of pins 52 above the playing surface 21, the apparatus can be used for playing horseshoe type games. For this purpose, horseshoe shaped playing pieces 65 are urged by the putter 45, or the handled disc 55*a*, or other known impact means, toward object pins 52, in numbered sequence or otherwise. The rails 22 may be utilized to deflect the horseshoes around obstacles toward the object pins. Reception of a playing piece in one of the outer pockets 26 may be made the basis for either adding to or reducing a player's score, depending upon preset rules of a specific horseshoe game.

The playing piece 65 is shown in FIGURE 12 as comprising an inflated body of elastic material, and a U-shaped wear plate of metal or other hard material conformed and attached to the underside of said body to facilitate sliding of the body on the playing surface. The body, however, may be of solid resilient material, such as sponge rubber or other semi-hard elastic material.

The improved game apparatus is easily adaptable as described above and otherwise for playing a large number of different games in substantial accordance with known rules, or suitable rules predetermined for use with the present invention.

Other modifications of the invention may be resorted to without departing from the spirit thereof or the scope of the appended claims.

What is claimed is:

1. A game for amusement utilizing playing pieces and impacting elements for urging the pieces along a surface comprising: a body having an upper horizontal playing surface of broad lateral area; rail means affixed on said body to encompass said playing area, and having buffer portions above the playing surface adapted to deflect the playing pieces inwardly of the rail means; said body having a plurality of cups therein opening at said playing surface for receiving therein playing pieces impacted on the playing surface by an impacting element; said cups having seat portions; and cover means for selective seating in said seat portions and having opposite play sides adapted to be substantially flush with said playing surface when the respective cups are not in use as such; at least one said cover means being selectively reversible in the respective said seat means and having oppositely disposed to said play sides different play characteristics adapted to be presented upwardly according to the selected seating position of the cover; said play characteristics on one side of the cover means including a target pin thereon adapted in one seated position of the cover means to extend upright above said playing surface, and adapted in the reversed seated position of the cover means to be concealed within the cup.

2. A game as set forth in claim 1, wherein there is provided an arched member and means for removably attaching the same to said cover means to be above said playing surface in said reversed seated position of the cover means for passage of playing pieces through the arched member.

3. A game as set forth in claim 2, said pin having a rounded end and its said cup having an inner portion for pivotal supporting engagement by said rounded end in said reversed seated position of the cover means.

4. A game for amusement utilizing playing pieces and impacting elements for urging the pieces along a surface comprising: a body having an upper horizontal playing surface of broad lateral area; rail means affixed on said body to encompass said playing area, and having buffer portions above the playing surface adapted to deflect the playing pieces inwardly of the rail means; said body having a plurality of cups therein opening at said playing surface for receiving therein playing pieces impacted on the playing surface by an impacting element; said cups having seat portions; and cover means for selective seating in said seat portions and having opposite play sides adapted to be substantially flush with said playing surface when the respective cups are not in use as such; said cover means including a target pin thereon adapted, in one seated position of the cover means, to extend upright above said playing surface, and adapted in the reversed seated position of the cover means to be concealed within the cup.

5. A game as set forth in claim 4, said pin having a rounded end and its said cup having an inner portion for pivotal supporting engagement by said rounded end in said reversed seated position of the cover means.

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