

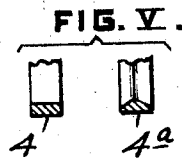
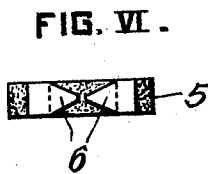
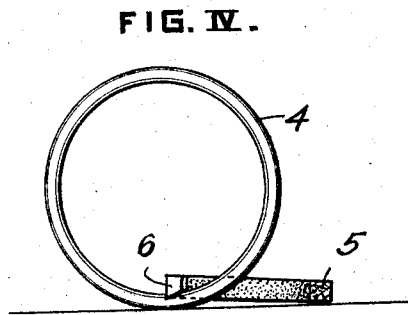
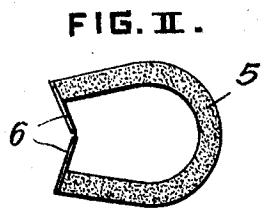
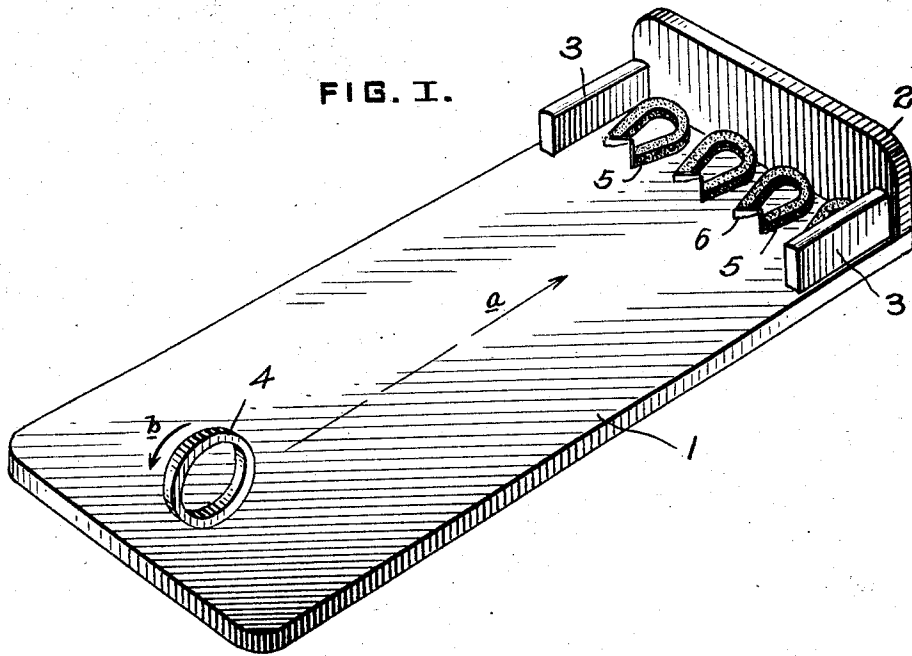
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1,551,981

R. E. DETTE

GAME

Filed Feb. 26, 1925



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# UNITED STATES PATENT OFFICE.

ROBERT E. DETTE, OF KNOXVILLE, PENNSYLVANIA.

## GAME.

Application filed February 26, 1925. Serial No. 11,735.

*To all whom it may concern:*

Be it known that I, ROBERT E. DETTE, residing at Knoxville, in the county of Allegheny and State of Pennsylvania, a citizen of the United States, have invented or discovered certain new and useful Improvements in Games, of which improvements the following is a specification.

My invention is found in a game, and this game in specific commercial embodiment is illustrated in the accompanying drawings.

Fig. I is a view of the board and pieces in perspective; Figs. II and III are views to larger scale, in plan and in end elevation, of one of the pieces of one character; Fig. IV is a view, to the scale of Figs. II and III, of a piece of another character, shown in side elevation and shown in engagement with a piece of the character shown in Figs. II and III. This last-mentioned piece is in Fig. IV shown in medial and vertical section. Fig. V is a view in transverse section through the piece shown in side elevation in Fig. IV, and this piece is in Fig. V shown in two alternate forms. Fig. VI illustrates a modification of the mark piece, and compares to Fig. III.

The game as here embodied includes a board, as well as pieces of two characters. The pieces themselves embody the invention in its essence; and, given those, the game may be played upon such surface as fortuitously offers. Preferably, however, and particularly for commercial purposes, a board is provided, a board such as is shown at 1, Fig. I. I do not mean to limit myself to particular dimensions, for the dimensions may be widely varied, but, in the particular embodiment of the invention which I have made, the board is eighteen inches long and six inches wide. At one end the board is provided with a back-stop 2; suitably braced by blocks 3. It will be understood from the ensuing description that the game may be played on a suitable surface, without any back-stop at all; but, preferably, and particularly in a commercial embodiment, the board will be provided with such a back-stop. Ordinarily the back-

stop will be hinged to the board and collapsible for transportation.

The playing pieces are of two sorts, which for lack of better terms, I shall call missile pieces and mark pieces. The missile pieces, of which there may be one or more, are simple annuli 4 of relatively small radial thickness. They are made preferably of relatively light and elastic material, as for instance bone. In the particular embodiment which I here am describing the missile pieces are of bone, and are an inch and seven eighths in diameter, a quarter of an inch board, and an eighth of an inch in radial thickness.

The mark pieces are essentially split rings or loops. The break in continuity is guarded by elastic lips, so positioned that a missile piece advancing upon the surface of play may enter between the lips. These mark pieces are made of light material, very much lighter, ordinarily, than the material of which the missile piece is made. The preferred shape of the mark pieces is best shown in Fig. II; they are there shown to be horseshoe shaped loops 5, and the lips 6 which extend from either side across the open end of the horseshoe, and meet or nearly meet midway, are shown to be inclined to the major axis of the horseshoe, and to present to an advancing missile piece a re-entrant angle. As best shown in Fig. III the lips 6 are so shaped that when the mark piece lies upon the surface of play, the lips 6 extend toward one another clear of the surface. This minute detail of shape facilitates entrance of the missile piece between the lips and into the loop. Specifically, in the particular instance I am describing, the horseshoe-shaped body of the mark pieces is formed of cork and the lips 6 are formed of a web of fabric of sufficient rigidity, such as billiard cloth. The mark pieces are an inch and three eighths long, an inch and one eighth wide. In cross section the body of the loop is rectangular, and from an eighth to a quarter of an inch in its two dimensions. In this respect the dimensions are such as to allow the missile piece to strike and re-

bound from the back-stop, as presently will be explained. The open end of the horse-shoe is half an inch across, inside measure, and the lips, whose shape is best shown in Fig. III, taper from the lower face of the body portion to points in approximately the plane of the upper surface. The particular shape of the mark piece may be modified, as indicated in Fig. VI, to the end that it may be in playing position, either side up.

The number of mark pieces is a matter of secondary consideration, but in this particular embodiment of the game four are provided, and they fit easily in alignment against the back-stop 2, as shown in Fig. I, from which position any one may easily be removed in the progress of the game.

In playing, the mark pieces are set in substantially the position shown in Fig. I, side by side, backed against back-stop 2, their open ends directed toward the opposite end of the board, and their lips tapering upward. A missile piece is placed at the opposite end of the board, in substantially the position shown in Fig. I. The player presses with his finger upon missile piece 4 and by increasing the pressure and at the same time shifting to rearward from the vertical diameter the point of concentration of stress, he presently causes the missile piece to shoot from beneath his finger forward, in the direction indicated by the arrow *a*. At the same time he imparts to the missile piece retrograde rotation, in the direction indicated by the arrow *b*. In making this shot, the player aims the missile piece, that it may enter between the lips of a mark piece. The missile piece 4, advancing, skims the surface of the board. Perhaps, if the pressure has been too great, or not skillfully applied, the piece hops somewhat, or bounds along. The advancing missile piece may or may not reach the back-stop; if it does it will rebound; but whether it reaches the back-stop or no, if it has been properly shot, it will continue its retrograde rotation after its advance in the direction indicated by arrow *a* has ceased. It then will roll back toward the end of the table from which it was impelled. If the missile piece has been properly directed, and has before retrogression entered between the lips of a mark piece, it will roll back toward the starting point, carrying a mark piece, in the position shown in Fig. IV. The mark piece is light, and the missile piece of heavier material easily drags it along.

The game is achieved in so picking up one by one the mark pieces and removing them from their initial position. And an element of skill, acquired with not too great difficulty, is involved in aiming the missile pieces and in so shooting them that they shall move with proper momentum in both

of their two simultaneously imposed motions,—advance in the direction *a*, and rotation in the direction *b*.

I have described the missile piece 4 as a bone ring, rectangular in cross section. Manifestly the cross-sectional shape may be minutely varied, and in this respect suited to the particular material employed, and in Fig. V I show in cross-section two rings: one, the ring 4 already described; the other the ring 4<sup>a</sup>, which in cross-section is obtusely triangular. Comparison of this cross-section with the showing of Fig. III will show that the ring is well adapted to enter between the lips of the mark piece, and that, given an inter-lip space of that particular shape, the ring 4<sup>a</sup> of Fig. V is of a shape to afford maximum cross-section, and yet to enter the space freely.

I have described the mark pieces as being made of cork; alternatively, they may be made of felt, or of another light material. I have described the mark pieces as being formed with bodies of relatively rigid material and lips of relatively flexible and elastic material. That is my preferred structure. But manifestly the resilience necessary to allow the entrance of the missile ring between the lips of the mark piece may be found in the body of the mark piece itself. The lips may be relatively inflexible, and, under the impact of the missile piece the arms of the horseshoe may spring apart, to allow entrance of the missile piece between the lips and into interlinked engagement with the mark piece.

It should be said of the horseshoe shape of the mark piece that when the piece is positioned, as it here is shown to be, against a back-stop, the arms of the horseshoe are so positioned as best to resist the impact of an on-coming missile piece, and to insure concentration of the meeting forces in the bending of the lips 6.

As already I have intimated, proportions may be varied, minute shape may be altered, the number of pieces of the several sorts is not an essential matter, and board and back-stop may be improvised, and the back-stop may even be dispensed with. The surface of play will necessarily be a smooth surface.

I claim as my invention:

1. A game including a missile piece in the form of an annulus and an elastic mark piece in the form of an incomplete loop.

2. A game including a missile piece in the form of an annulus and an elastic mark piece in the form of an incomplete loop, the approaching ends of the incomplete loop presenting to an advancing missile piece a re-entrant angle.

3. A game including a missile piece in the form of an annulus and a mark piece in the form of a broken ring, with flexible and elastic lips guarding the break.

4. A game including a missile piece in the form of an annulus of elastic material, and a mark piece in the form of a horseshoe of relatively rigid material with lips of relatively flexible and elastic material converging from the ends of the horseshoe across the space between the ends.
5. A game including a board with a back-stop, a plurality of elastic mark pieces of broken loop form, and a missile piece of annular form.

In testimony whereof I have hereunto set my hand.

ROBERT E. DETTE.