March 11, 1941. E. P. LOMMELL 2,234,497

GAME

Filed June 25, 1938

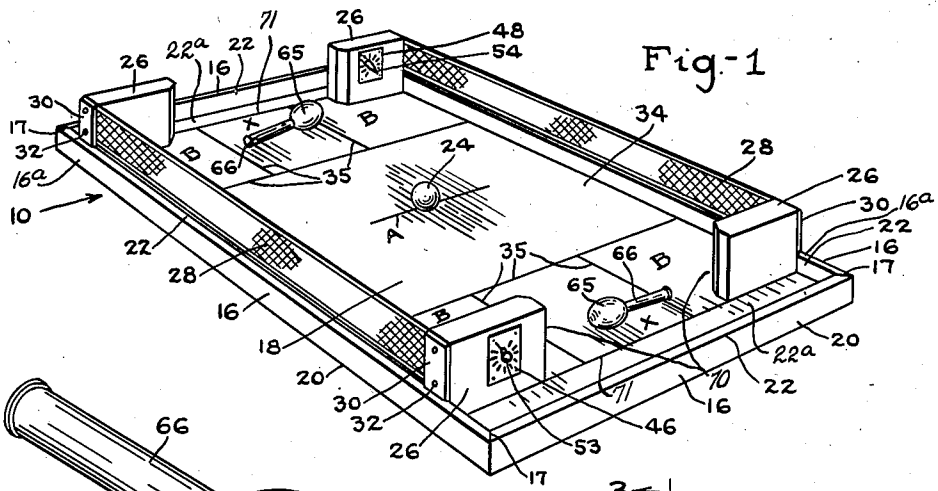


Fig.-1

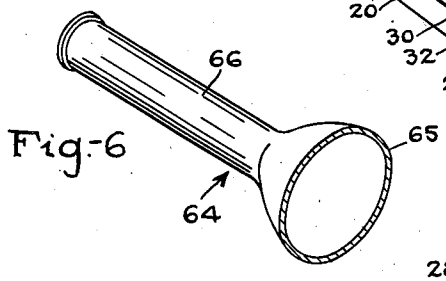


Fig.-6

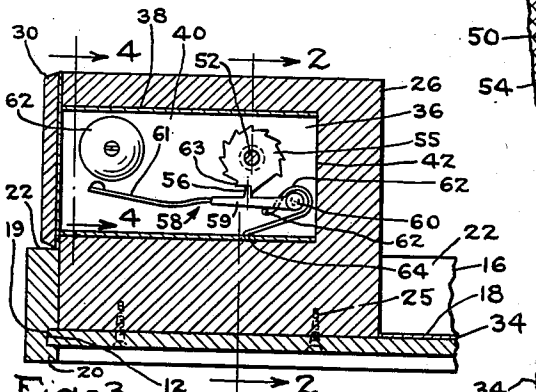


Fig.-3

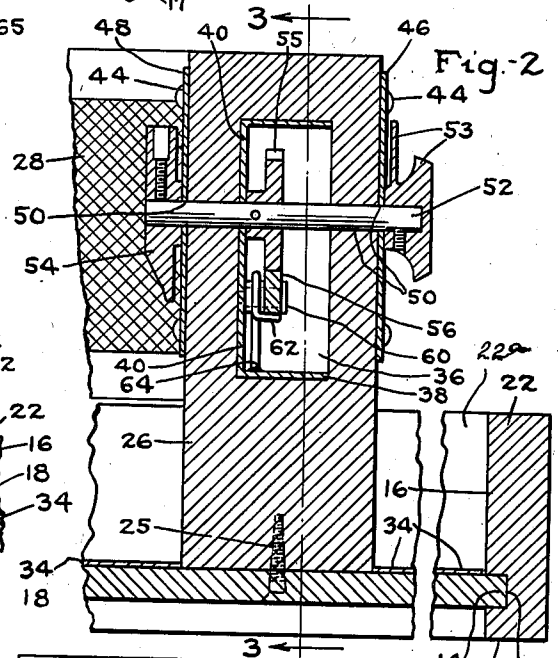


Fig.-2

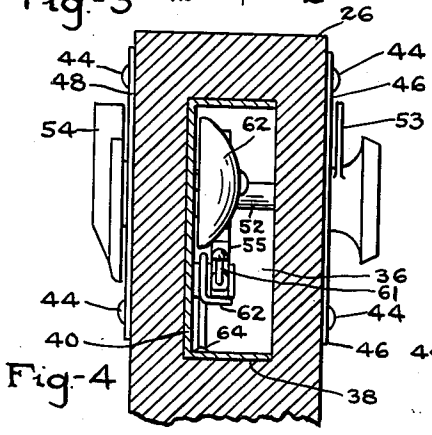


Fig.-4

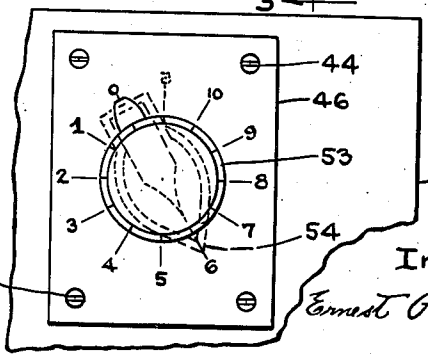


Fig.5

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# UNITED STATES PATENT OFFICE

2,234,497

## GAME

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Application June 25, 1938, Serial No. 215,797

2 Claims. (Cl. 273—85)

The primary object of the invention is to provide a novel form of parlor hockey game apparatus whereby the game of hockey may be played upon a table with a pair of special designed clubs and a Ping Pong ball in close simulation to the regular outdoor game.

A further object is to provide a table having spaced apart goal posts at the narrow ends with scoring indicators on diagonally opposite posts, each indicator when manually operated registers on opposite sides of its respective post in sight of the contestants, thus providing the correct score at all times to all concerned.

A further object is to provide upon the top or playing surface of the table various zones and lines which are used in scoring points and penalizing for various infractions of the rules.

Additional objects and advantages of the invention will become apparent from the following description.

In the accompanying drawing forming a part of this specification:

Fig. 1 is a perspective view of the game board with the playing ball and clubs shown thereon.

Fig. 2 is an enlarged vertical sectional view on the line 2—2 of Fig. 3 thru a goal post and the table.

Fig. 3 is a vertical section on the line 3—3 of Fig. 2 taken at right angle to Fig. 2, reduced in size.

Fig. 4 is a fragmentary view on line 4—4 of Fig. 3 on the same scale as Fig. 2.

Fig. 5 is a detail fragmentary face view of a dial on a post with the front scoring indicator arm in full line and the opposite face indicator in dotted lines.

Fig. 6 is a view showing a club mostly in perspective with the front portion of the driving head broken away and in section.

Referring to the drawing numeral 10 designates a table of any suitable shape, but as shown I prefer to use an oblong shape table having its longitudinal and transverse edges 12 and 14, surrounded by a perpendicular bordering rim 16, mitered together at the corners 17. The table requires a perfect level playing surface 18, which requires some means of construction to prevent it from buckling and warping. To assist in keeping the table in a perfect level playing condition, the bordering rim 16, has a groove 19, the edges 12 and 14, of said table being glued and interlocked therein, thus making a very rigid and level constructed game table. The bordering rim 16, being oblong shape in cross section is extended at 20, slightly below the bottom surface of the table and is extended to form enclosure extension 22, above the table, the primary purpose of extension 22, is to assist in keeping the ball 24, that is used when playing the game, on the table.

Resting upon the bottom of the board and having their edge portions in engagement or in close proximity with the side portions 16a of the rim 16 are four blocks 26 which I have referred to herein as goal posts. The blocks 26 are positioned toward the ends of the board but spaced therefrom a suitable distance as indicated at 22a of Figs. 1 and 2. These blocks 26, as clearly shown, are of considerable thickness, are elongated and prism shaped and extend a substantial distance above the extension 22 of rim 16. The pairs of blocks 26 at each end are positioned in alinement, with their respective sets of surfaces toward the ends of the board in common planes, and extend inwardly a suitable distance leaving a space 70, Fig. 1, between each pair of blocks, this space extending from the upper surface of the board to the tops of the blocks 26. A line 71 is marked on the bottom of the board, which is shown to extend across the space 70 in the plane of the outer limits of the pairs of blocks. The blocks 26 may be called goal posts, although they function also as parts of the playing enclosure as is hereinafter pointed out. The line 71 is the goal line, and, as hereinafter pointed out, the ball in play must be driven across this line and into the space 22a in order for a player to score a point. These blocks also support the scoring mechanism and indicators which will be referred to in detail later. Extending longitudinally between the goal posts on the longitudinal sides, with their bottom edges contacting the top of the enclosure extension 22, and their top edges even with the top of the goal post 26, are fabricated extensions 28, which are retained in their respective positions by the retaining blocks 30, that are retained by means of screws 32, to the goal post 26. The extensions 28, are also used for the purpose of keeping the playing ball 24, on the table while the game is being played. The top or the playing surface of the board has attached thereto by some adhesive material, a fabricated covering 34, which is similar to the kind used on pool or billiard tables and has thereon extending perpendicular in both directions between the interior surfaces of the enclosure extension 22, a plurality of stamped or painted white lines 35, which establish various rectangular zones, indicated at B and X at the transverse ends of the table, that are used while

playing the game. Referring now to the scoring mechanism on diagonally opposite goal post **26**, it will be readily seen from Figs. 2, 3 and 4 that the post carrying said mechanism must have a mortise **36**, extending therein for receiving a closely fitted channel shaped member **38**. The length of the channel member **38**, is equal to the depth of the mortise **36**, to facilitate the simplicity in assembling, it being only necessary after most of the parts are assembled to the interior side of its vertical member **40**, to slide the correct end of said channel into the mortise until said end abuts the base **42**, of the mortise after which the retaining block **30**, keeps it therein. The post **26**, supports on opposite sides by means of screws **44**, scoring dial plates **46** and **48**, which are located directly opposite each other and have embossed or printed thereon the scoring numbers from 0 to 10 inclusive. Extending thru the center of said dials, post and channel web **40**, are apertures **50**, which receive a shaft **52**, having fastened thereto as shown in Figs. 2 and 5, at its outer extremities manually operated scoring indicators **53** and **54**, that are set in proper relation on the shaft to operate in synchronism with each other and with the ratchet wheel **55**, whose hub is pinned or keyed to said shaft and contacts the face of web **40**. The ratchet **55**, is engaged by a detent **56**, on a bell hammer arm **58**, which is pivotally mounted at **60**, to the web **40**. A torsional spring **62**, has one of its ends fastened at **64**, to the channel **38**, while its other end extends around the pivot **60**, and thence under the lower face of the hammer arm **58**. The spring **62**, tends to produce rotation in a clockwise direction to said hammer arm **58**, thus preventing the ratchet wheel **55**, from being turned in clock direction, because of the interlocking contact between the detent **56**, and the teeth of the ratchet wheel caused by said spring action which also prevents backward turning of the scoring indicators **56**. The hammer arm **58**, consists of a pivoted member **59**, having integral therewith the detent **56**, and the resilient extension **61**, which allows for the ringing of a bell **62**, when one of scoring indicators are operated, because the raised portion **63**, of the following ratchet tooth will force the detent down in an anticlock direction until said raised portion **63**, passes by the detent **56**, then the torsional spring **62**, will cause the hammer arm **58**, to rotate clockwise about its axis ringing the bell. Referring to Fig. 6, the playing club **64**, consists of a hollow head member **65**, being shaped at both ends similar to the curvature of an enlarged head of an egg, the portion between the two ends being completed to form a smooth curvature surface over the entire head. The handle member **66**, is attached to one end of said head, thus having a club the shape as shown in the drawing.

The rules and regulations for the hockey ball game are as follows:

The ball **24**, is placed as shown in Fig. 1 on the line A, and the two contestants start off with the usual face off tapping of the clubs above the ball giving the signals of hockey one, two, three and play, at which time the ball is struck by either of the contestants. The idea is to get the ball between and thru your opponent's goal posts, which is done when the ball crosses the line **71** and enters the space **22***a* at either end of the field. Each goal counts 1 and you register your goal or points on the indicator at your goal by turning of the scoring indicator **54**, which also registers scoring indicator **53**, thus you and your opponent can readily see your score because of this double scoring indicator. The player who obtains 10 points or goals first wins the game. After a point has been marked up, or the ball has been knocked from the table, the penalty is against the player who knocked the ball from the table and the ball is given to the other contestant where it is now put in play by him at point X. If the ball at any times goes into zones B, the player at that particular end of the table has the privilege of striking it or placing it in the X space and starting from there.

FOULS, LOST BALLS, AND PENALTIES

1st.—If ball is played over center line A it is lost to opponent.

2nd.—If player rests arms on goal post, ball is lost.

3rd.—If contestant knocks ball into the goal he is defending with his own club, it is called a "back ball" and is lost to opponent.

*Penalties*

1st.—If player knocks ball off table, opponent gets the ball and gets a free shot (must be a bank shot) at his own goal without being guarded. If ball stays in goal, 1 point is scored. If ball rebounds out of goal there is no count.

2nd.—If player knocks ball off table in going over goal line and ball has touched the enclosure extension back of goal, there is no penalty or no count. However if ball does not touch the enclosure extension **22**, back of goal and leaves table, opponent gets ball for a free bank shot.

Having thus described my invention, I claim:

1. Game apparatus comprising an elongated board with a raised solid rim about all of its margins, pairs of upright blocks of substantial width positioned with their outer ends in close proximity to the sides of the rim towards each end of the board, said pairs being spaced predetermined distances inside of the respective rim-ends, the blocks of each pair being in alinement and separated so as to leave a playing opening between them extending to the surface of the board, guarding strips above the rim-sides only extending along the sides of the field between the outer ends of the blocks, and goal lines marked on the surface of the board in the plane of the outer limits of the pairs of blocks.

2. Game apparatus comprising an elongated board with a raised solid rim about all of its margins, pairs of blocks positioned with their outer ends in close proximity to the sides of the rim towards each end of the board, said blocks being of substantial thickness and of considerably greater height than the height of the rim-sides, the respective pairs being rigidly held on the board in alinement at a predetermined distance inside the rim-ends, the blocks of each pair being separated so as to leave a playing opening between them extending to the surface of the board, flexible guarding strips extending between the outer ends of the blocks above the rim-sides, and goal lines marked on the surface of the board adjacent and parallel with the outer side limits of the respective pairs of blocks.

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