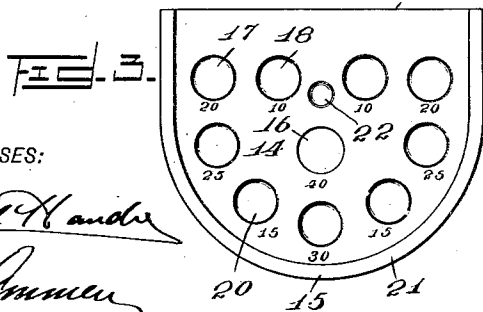
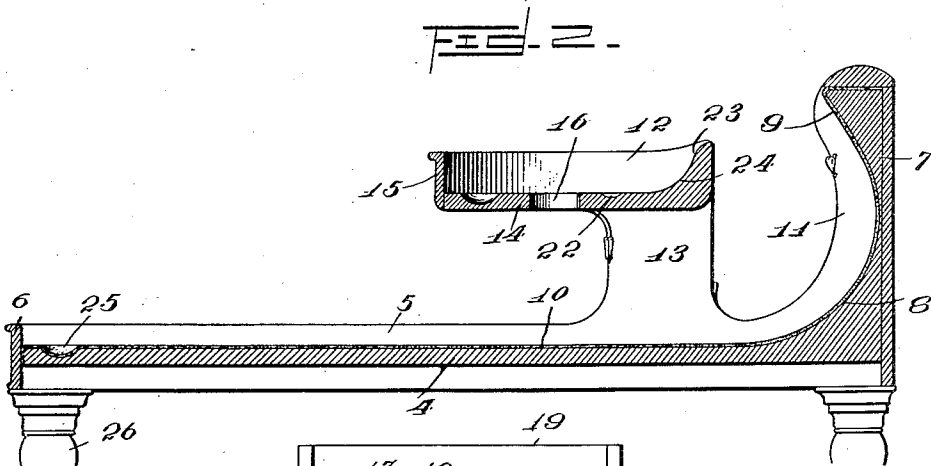
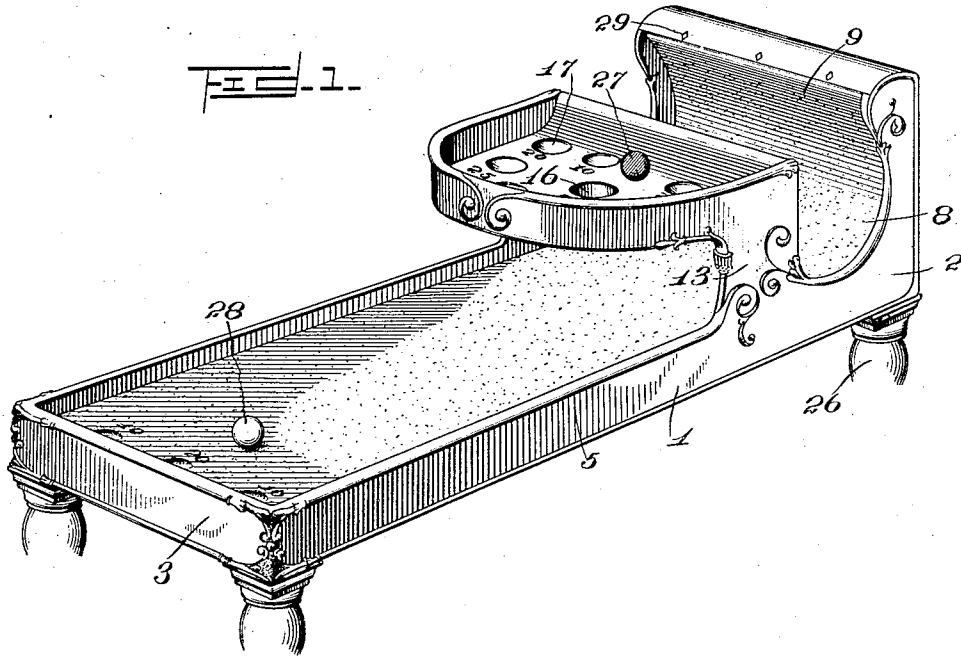


No. 836,561.

PATENTED NOV. 20, 1906.

A. VAN B. BUSH.
GAME TABLE.

APPLICATION FILED AUG. 26, 1905.



WITNESSES:

L. Sanford Hand
J. R. Ammen

INVENTOR

Abraham V. B. Bush

BY

Munn
ATTORNEYS

UNITED STATES PATENT OFFICE.

ABRAHAM VAN BRUNT BUSH, OF NEW YORK, N. Y.

GAME-TABLE.

No. 836,561.

Specification of Letters Patent.

Patented Nov. 20, 1906.

Application filed August 26, 1905. Serial No. 275,900.

To all whom it may concern:

Be it known that I, ABRAHAM VAN BRUNT BUSH, a citizen of the United States, and a resident of the city of New York, borough of Brooklyn, in the county of Kings and State of New York, have invented a new and Improved Game-Table, of which the following is a full, clear, and exact description.

This invention relates to game-tables; and the object of the invention is to produce a table upon which an amusing and interesting game may be played, a special object being to bring into the game elements of chance and skill for the amusement of the players.

The invention consists in the construction and combination of parts to be more fully described hereinafter and then set forth in the claim.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar characters of reference indicate corresponding parts in all the views.

Figure 1 is a perspective of the game-table upon which the game is played, the legs of the table being represented as broken away. Fig. 2 is a longitudinal central section of the table shown in Fig. 1, and Fig. 3 is a plan of a tray which constitutes a feature of the table.

Referring more particularly to the parts, 1 represents the body of the table, which is of substantially rectangular form, as shown. This table has a slight inclination from its head 2 toward its foot 3. The table is formed with a bottom or floor 4. The side members 5 are extended upwardly, so as to prevent a ball from rolling from the table. The foot-piece 6 of the table is likewise extended above the surface of the floor or bottom 4, as indicated.

At its upper extremity the bottom 4 is extended upwardly so as to form a back-stop 7. This back-stop is formed at its lower portion with a curved face 8, which constitutes a continuation of the upper surface of the floor 4. The upper portion of this back-stop on its inner side is formed with an inclined face 9, which extends rearwardly above, as indicated. The back-stop 7 and the floor 4 are covered by a continuous piece of suitable cloth 10, such as used in covering pool or billiard tables. The side pieces 5 adjacent to the back-stop 7 are extended upwardly, as indicated at 11, so as to assist in retaining a ball which is used on the table in playing the game.

Near the back-stop 7 I provide an elevated tray 12, which is preferably supported upon

extensions 13, formed from the side pieces 5. This tray 12 has a horizontal floor 14 and is formed with an upwardly-projecting rim 15 at its edge. This tray is preferably substantially semicircular in form, as indicated in Fig. 3. At or near its central point an opening 16 is provided, passing through the bottom of the tray, and upon the surface of the floor 14 are arranged a plurality of recesses or pockets 17. These pockets are preferably arranged so as to comprise a transverse row 18, extending across the tray near its straight edge 19, and a circumferentially-disposed row 20, lying near the curved edge 21 of the tray. On the central axis of the tray, which aligns with the center of the opening 16, I provide a spot or depression 22, the purpose of which will appear more fully hereinafter.

At the forward or straight edge 19 of the tray the bottom 14 thereof is preferably extended upwardly so as to produce a transverse bolster 23, which coöperates with the rim 15 to retain a ball which is thrown into the tray. At the point of intersection of the inner face of this bolster 23 and the bottom 14 I prefer to provide a curve 24, as indicated in Fig. 2.

At the foot 3 of the table the bottom 4 is provided with three pockets or recesses 25. These are preferably disposed centrally, the middle one lying on the central longitudinal axis of the table, the other two pockets being disposed at an equal distance upon either side.

The body 1 of the table is preferably supported at a suitable height upon legs 26.

In order to play the game, I provide a red object-ball 27 and a cue-ball 28. The object-ball 27, when the game is to be played, is placed upon the spot 22, as indicated in Fig. 1. The cue-ball 28 is then projected, preferably by means of a cue, from a position at the foot of the table, such as that indicated in Fig. 1. In this way the ball 28 is struck violently, so as to move at a high velocity in the direction of the bolster 7. When it arrives at this point, it runs up the incline or curve 8 and is projected from the inclined surface 9 into the air above the tray 12, upon which it falls. The player should aim to strike the object-ball 27 with the cue-ball in this way and dislodge it from the spot. The two balls, which are then in the tray, move about and finally come to rest. This they may do in the tray, remaining upon its surface, or they may settle into the pockets 17,

referred to above. They may, however, fall through the opening 16 onto the body of the table below, in which case they will gravitate toward the foot of the table, and they may come to rest in one of the pockets 25. In order to guide the player as to the direction in which he should aim, I prefer to provide the upper edge of the back-stop 7 with inlaid marks or diamonds 29, such as used on pool-tables for a similar purpose. These diamonds are preferably three in number, the middle one being disposed centrally and in alinement with the opening 16. The other diamonds are preferably located at an equal distance on each side of the central one and are preferably in alinement with the extreme outermost pockets of the row 18. The players may play alternately, or each player may play a number of times in succession. In playing the game I prefer that each player should have ten shots or turns, and after each turn the object-ball 27, which is preferably red in color, is returned to its spot. In counting the score the pockets of the tray have the relative values shown in Fig. 3. The outermost pockets in the row 18 count twenty and the intermediate pockets ten. The central pocket in the circumferential row counts thirty and the extreme pockets of this row count twenty-five, while the intermediate pockets count fifteen, as indicated. Of the pockets 25 the central one

counts twenty, while the side pockets count ten. The opening 16 in the tray counts forty when a ball drops through it to the body of the table below.

When counting the score, I prefer that the red or object ball 27 when settling in a pocket shall count double the value of that pocket. If the cue-ball 28 settles in any pocket, it simply adds to the score the value of that pocket. As stated, when either ball falls through the opening 16 the value (forty) of that opening is added to the score. In case the score between two players is a tie I prefer that the decision shall be given for the player who makes the better score in a single shot.

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

A table having a body with pockets formed therein adapted to receive a ball, a back-stop presenting a curved inner face, and an elevated tray adjacent to said back-stop having pockets adapted to receive said ball and an opening through which said ball may fall.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

ABRAHAM VAN BRUNT BUSH.

Witnesses:

WM. H. HEALEY,
EDWARD VOGEL.