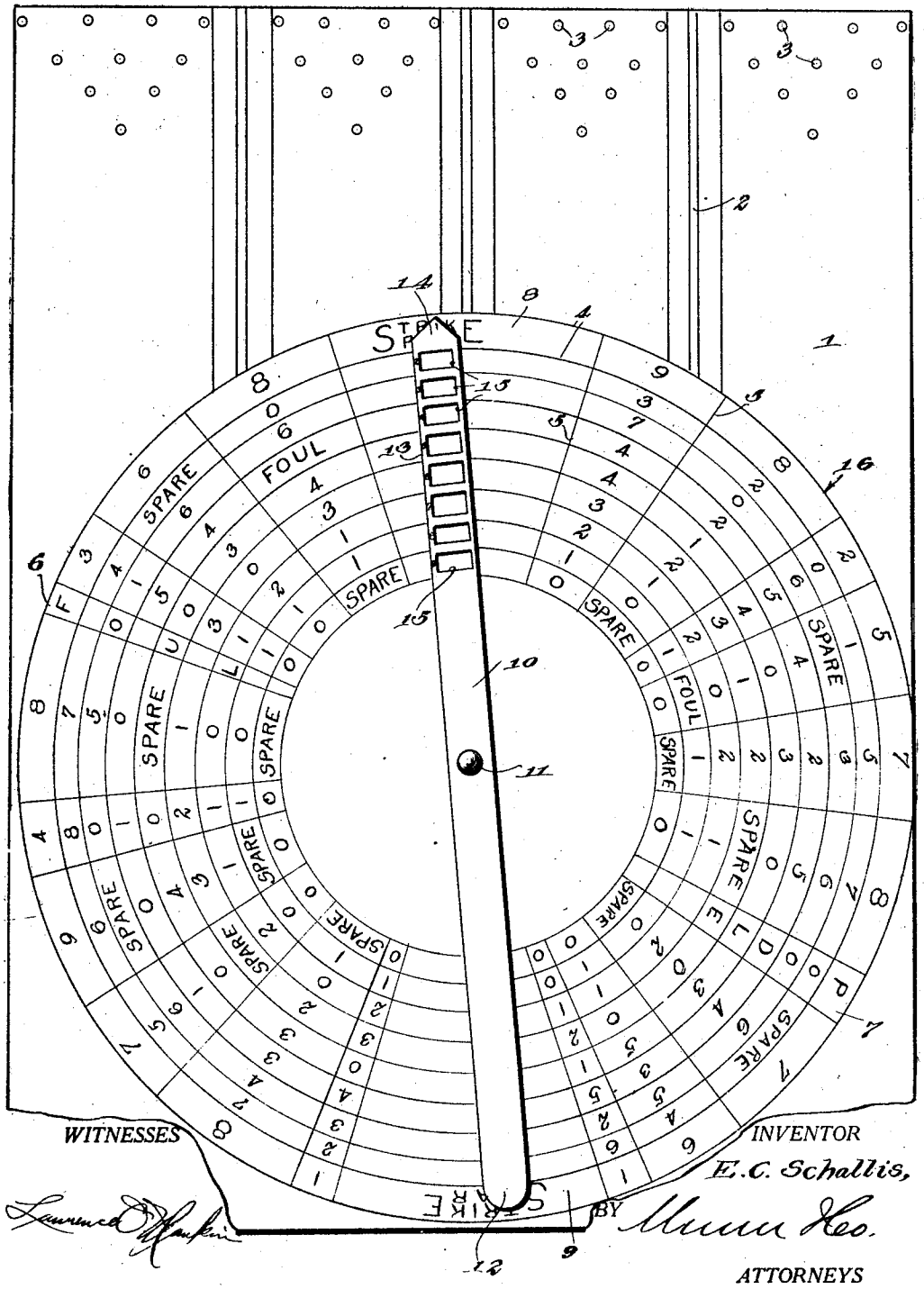
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BOWLING GAME

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WITNESSES

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BOWLING GAME.

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To all whom it may concern:

Be it known that I, EDWARD CHARLES SCHALLIS, citizen of the United States, and a resident of Jersey City, in the county of Hudson and State of New Jersey, have invented certain new and useful Improvements in Bowling Games, of which the following is a specification.

This invention relates to games and is more particularly directed to a game which in principle is equivalent to bowling.

An object of the invention is the provision of a game predicated upon the principle of bowling and which may be played by any person and at an time without necessitating the expensive equipment of the regulation game of bowling and yet providing for the unusual situations and spectacular plays that occur in bowling alleys.

A further object of the invention is the provision of an indicator dial having predetermined radial columns of numerals and other indicia relating to a bowling game over which is adapted to be spun a pivoted indicator hand supplied with a column of numerals which, designating the count of the first spin of a player, is to added to the numerical indicia determined by a second spin, the second added indicia indicated by the numeral of the first count on the arrow being superimposed upon some numeral or indicia in the radial columns when the indicator hand has come to rest.

This invention will be best understood from a consideration of the following detailed description, in view of the accompanying drawing forming a part of the specification; nevertheless it is to be understood that the invention is not confined to the disclosure, being susceptible of such changes and modifications which shall define no material departure from the salient features of the invention as expressed in the appended claims.

The figure is a plan view of the bowling game.

Referring more particularly to the drawing, 1 designates a board formed of any suitable material and provided with lines for designating the runways 2 which separate the various alleys from each other. The positions of the tenpins are indicated, as shown by the numeral 3. It must be borne in mind that while the positions are indicated no pins are employed in the game.

Central of the board 1 is formed a plurality of circles 4 forming annular spaces, the circumference of which gradually decrease in length as they approach the center. Radial lines 5 are provided which form radial columns and these lines cooperating with the circles 4 form boxes into which numerals are placed. Certain of the columns, as 6, are provided with the indicia "Foul" or "Poodle," or as shown at 7 the radial column has the word "Poodle" for a purpose which will be presently explained. The boxes of other columns are equipped with numerals and the words "Foul" and "Spare" except the box designated by the numeral 8 has the word "Strike" or "Spare" as does the diametrically disposed box 9. An indicator hand 10 is pivoted at 11 to the board 1 and at the center of the circle 4.

One end 12 is adapted to be hit by a quick snap of the finger or by some instrument for causing the indicator hand to spin. The arrow portion 13 is provided with a corner 14 and a series of radial openings 15 through which the numerals or indicia in the annular spaces may be read. Adjacent each of the openings are the numerals from 2 to 9 inclusive, while the indicator portion 14 of the hand is provided with the numeral 1 which is adapted to follow, during the revolution of the arrow, the outer annular column while the openings 15 in sequence pass over the concentric annular spaces located near the pivot point 11 of the dial plate 16.

In playing the game, the arrow should be started to revolve at sufficient speed so that it at least should complete three or more revolutions. Any number of players may enjoy the game at the same time. Each player is entitled to two spins except when a "strike" is made on the first spin. The result of the first spin, is shown in the outer circular space. In other words, if the pointer 14 should stop at the numeral 8 that would be the count for the first spin. The indicator hand 10 is then revolved rapidly and the count is then obtained by noting what numeral or indicia appears through the opening 15 adjacent the numeral 8 on the indicator hand; in other words, only the indicia of the eighth eccentric space counting from the larger annular space inwardly. If the opening should be disposed over the numeral 1, such numeral would be added to 8 and that would give the score for the first box. If the opening 15 adjacent the numeral 8 should stop over the word "Spare"

the following values would be added for the player. The player, when he receives the "spare," as is usual in the ordinary bowling game, would add the number that he makes on the first spin of the next box to ten pins. In other words, if the first spin on the next box resulted in five pins then ten points would be added to the five making fifteen for the first box. If a "strike" follows the "spare" the player would be entitled to twenty pins. If, on the second spin, the arrow points to the section designated by "Strike" "Spare," shown at 8 and 9, it will only denote that the "spare" has been made no matter what the results of the first spin may have been. A "strike" denotes that all ten pins are knocked down by the first ball or spin and has the following values: When followed by a "spare" the player is entitled to twenty points; when followed by one strike, the player is entitled to twenty points plus the number of points gained on the first spin of the next box; when followed by two or more "strikes" the player is entitled to thirty pins for the second strike made and also entitled to thirty pins for each consecutive strike made thereafter.

A "foul" is the result of some interference, such as overstepping the foul line, or accident caused beyond the control of the player and has no effect on the score, causing neither loss nor gain.

"Poodle" denotes that the ball did not hit any pins as the result of the player's carelessness or inaccuracy and has no value. However, when a "poodle" follows a "spare", the former value of the "spare" is sacrificed and when a "poodle" follows a "strike" the maximum value of the "strike" is limited to ten points regardless of the results of the next spin of the succeeding box. When the point of the arrow is in direct alinement with one of the radial lines 5, the result of the spin is determined by the number as shown in the first space to the right of the line.

Score sheets are supplied and the usual method of calculating the score is followed as in the regulation game of bowling.

What I claim is:

1. A game comprising a board presenting a flat surface and ruled longitudinally to represent bowling alleys and having annular concentric lines located about a center and radial lines intercepting the concentric lines forming a plurality of annular rows of spaces and radially arranged spaces, an indicator hand pivotally mounted at the center of the concentric circle and having a pointer adapted to be revolved over the spaces, and indicia in the spaces designating certain points to be acquired for the count in the game and determined by the arrow when the same comes to rest, said indicator hand being provided with a plurality of numerals so spaced along the hand that each numeral will be located within a space between a pair of concentric lines, said numerals representing the count of a previous spin, and determining the annular space from which the succeeding count is to be taken after the indicator hand has come to rest.

2. A game comprising a board presenting a flat surface and ruled longitudinally to represent bowling alleys and having annular concentric lines located about a center and radial lines intercepting the concentric lines forming a plurality of annular rows of spaces and radially arranged spaces, an indicator hand pivotally mounted at the center of the concentric circle and having a pointer adapted to be revolved over the spaces, and indicia in the spaces designating certain points to be acquired for the count in the game and determined by the arrow when the same comes to rest, the indicator hand being provided with a plurality of radially disposed openings with numerals 2 to 9 inclusive placed beside each opening, said numerals representing the count of the previous spin and predetermining the annular space from which the second count is to be taken when the indicator hand has come to rest after spinning movement.

3. A game comprising a board presenting a flat surface and ruled longitudinally to represent bowling alleys and having annular concentric lines located about a center and radial lines intercepting the concentric lines forming a plurality of annular rows of spaces and radially arranged spaces, an indicator hand pivotally mounted at the center of the concentric circle and having a pointer adapted to be revolved over the spaces, and indicia in the spaces designating certain points to be acquired for the count in the game and determined by the arrow when the same comes to rest, said indicator hand being provided with a radially arranged series of consecutive numerals adapted to coincide with the concentric annular spaces about the pivot point of the hand, any one of the numerals on the hand being adapted to designate the results of a previous spin and which is to be added to the numerical value or indicia located in an annular space over which said numeral on the dial hand rides and determined by the stopping of the indicator hand.

EDWARD CHARLES SCHALLIS.