No. 709,007. Patented Sept. 16, 1902.

# W. GIBB.

## GAME APPARATUS.

(Application filed Dec. 21, 1901.)

(No Model.)

Fig. 1.

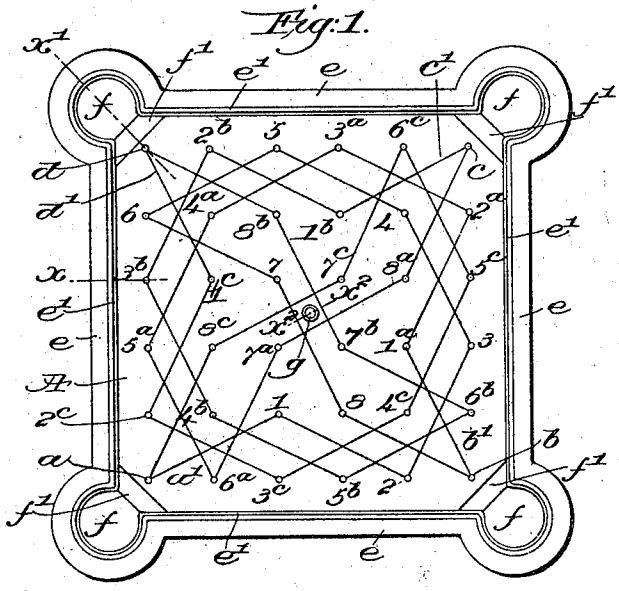


Fig. 3.

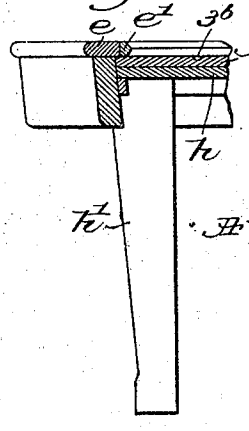


Fig. 2.

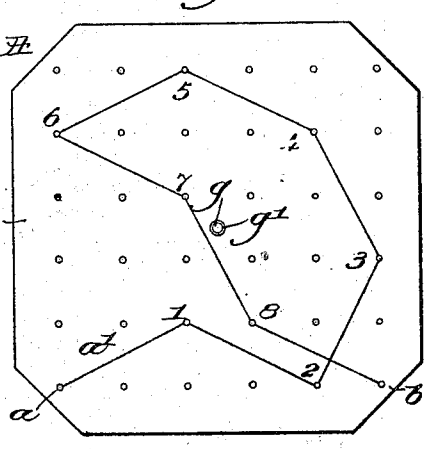


Fig. 4.

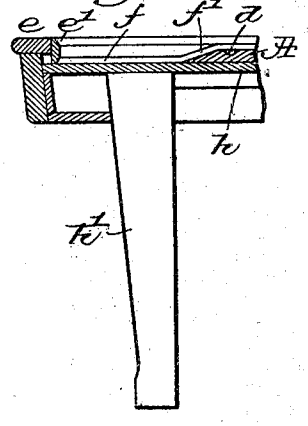


Fig. 5.



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# UNITED STATES PATENT OFFICE.

WILLIAM GIBB, OF BOSTON, MASSACHUSETTS.

## GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 709,007, dated September 16, 1902.

Application filed December 21, 1901. Serial No. 86,739. (No model.)

*To all whom it may concern:*

Be it known that I, WILLIAM GIBB, a citizen of the United States, residing at Boston, in the county of Suffolk and State of Massachusetts, have invented an Improvement in Game Apparatus, of which the following description, in connection with the accompanying drawings, is a specification, like characters on the drawings representing like parts.

This invention has for its object the production of a novel game apparatus that in its general features resembles the outdoor game of golf.

My novel game apparatus includes as its most essential element a playing-field having putting-holes laid out to indicate a playing-course which is so laid out as to be an endless course. The course is composed, as herein shown, of a plurality of like courses differently arranged on the field, the plurality of courses merging into and forming a single continuous course. The apparatus to add interest to the game may have suitable bunkers and hazards, and the field will be surrounded by a cushioned fender. The game will be played on the novel field by means of balls or other movable devices which may be struck by usual cues.

Referring to the drawings, Figure 1 is a plan view of the game apparatus. Fig. 2 is a diagram showing the field and with one of the plurality of single courses laid out thereon. Fig. 3 is a partial section in the line $x$, Fig. 1. Fig. 4 is a partial section in the line $x'$, and Fig. 5 is a partial section in the line $x^2$.

The field A, which may be of wood or any other usual or suitable material, is provided at its surface with a series of six holes arranged in parallel rows both in the direction of the width and length of the field. (See Fig. 2.) These holes constitute in the game putting-holes. Nine of these putting-holes, ignoring a putting-hole nearest the corner bunker, are in one of the plurality of like courses which united make the endless course referred to. Fig. 2 shows one of these partial courses laid out, and it will be seen that a ball starting, for instance, at the hole designated $a$ will follow the direction of the line $a'$ to the putting-hole designated 1 and thence to the putting-holes marked 2, 3, 4, 5, 6, 7, 8, and $b$. This same course is represented in Fig. 1. The second similar partial course (see Fig. 1) may start at the hole $b$ and follow the line $b'$ to the hole $1^a$ and thence to the holes $2^a$, &c., terminating at the hole marked $c$. The third of these courses may start at the hole $c$, follow the path $c'$ to the hole $1^b$, and thence along to the holes $2^b$, &c., terminating in the hole $d$, and the fourth of these courses which I have herein chosen as the most desirable number will start (see Fig. 1) at the hole $d$, follow the path $d'$ to the hole $1^c$, and thence along to the holes $2^c$, &c., back to the hole $a$. Each of the four partial courses so described and indicated as including the holes marked 1 to 8 and $1^a$ to $8^a$ and $1^b$ to $8^b$ and $1^c$ to $8^c$ are united in one continuous course, and said partial courses may be followed consecutively one after the other entirely about the field, or any single course may be traversed, or two or more of them, as the players may elect. The field is surrounded by a suitable guard or wall $e$, having an india-rubber or other suitable elastic buffer $e'$, from which the balls or movable devices will rebound. At each corner of the field I have shown, as I prefer to add difficulties to the game, bunkers $f$, which are pockets having at their entrance suitable inclines $f'$, and it will be noticed that the holes $a$, $b$, $c$, and $d$ are located near the upper edge of the incline, and when these holes are the ones that must be entered by the ball or movable device to be knocked out of the hazard by the player the difficulties of the game will be greatly increased. The balls are quite liable to enter a bunker, and it is quite difficult to get them out of the bunker into the proper putting-hole. I prefer for greater simplicity to outline the courses between the various holes described by a line of some sort connecting the holes, and it will be obvious that this line may be more or less distinct, and, in fact, it might be omitted altogether, and the course followed by the numbers indicating the putting-holes, or, if preferred, I may choose a color and distinguish all of the holes 1 to 8 with one color, the holes $1^a$ to $8^a$ with another color, the holes from $1^b$ to $8^b$ of another color, and the holes $1^c$ to $8^c$ of yet another color, so that color will indicate the course after starting from the first hole $a$, $b$, $c$, or $d$, as it will be understood that each player will start from a

different one of the holes *a b c d*. In the center of the field I have erected a hazard, shown as a pin *g*, having a rubber cushion *g'*.

I may produce the field, as I have stated, from a board or other suitable material, and the board, of whatever material, may be sustained upon a suitable bed, as *h*, that may be supported in any usual manner, as by legs *h'*, forming part of any usual or suitable shaped table, and the wall *e* may be partially sustained by the bed or table, the only essential feature being that the buffer *e'* shall project over the field.

The endless course referred to produces, by means of its crossings and bendings, a characteristic figure which for convenience of identification may be described as a "closed-panel" pattern constructed on a quadrangular net containing twenty-five quadrilaterals, which preferably are squares, having as its fundamental basis the diagonal of two adjoining quadrilaterals of the said net, the said figure belonging to the class called "rotary," being multisymmetrical after the manner of a fylfot and disclosing one or more swastikas or the like radiating from and rotating around a central reclining quadrilateral figure, which preferably is a square, the said reclining figure being also produced by means of the crossings of the said endless course.

It is evident that the quadrangular net on which the endless course is constructed may be varied within limits which are governed by the aforesaid diagonal and by the use or purpose of the endless course. While, however, preferring the square foundation as giving the more perfect course, I do not wish to limit myself strictly in this particular so long as such variation does not materially vary the use or purpose of said course nor change its fundamental basis, which is, as before stated, the diagonal of two adjoining quadrilaterals of the aforesaid net.

The balls or movable devices employed by each player may and preferably will be of different colors, and when color is used to designate the partial courses making up the complete endless course the balls will correspond with the colors of the putting-holes of the partial courses or it might be with the colors indicated by lines on the field.

The game is capable of various modifications; but I will describe one desirable way of playing the same. Each player having selected the proper ball or movable device will place the same at the proper starting-point, which may be in or near *a*, *b*, *c*, or *d* and preferably by a cue of usual construction will cause the ball or movable device to follow the partial course for the player controlling that ball or movable device, and a player having reached the end of the first partial course, as from *a* to *b*, will thereafter, provided the game is to traverse all of the courses, start his ball or movable device along the course indicated by either the line *b'* or the holes $1^a$ $2^a$, &c., and on his arrival at the hole *c* will continue along the next partial course or path *c'*, and finally he will arrive at the particular point that he started from—viz., let it be supposed, the point *a*. My apparatus thus provides a nine-hole game and eighteen-hole game, a twenty-seven-hole game, and a thirty-six-hole game for the choice of its players. The players, if four, will start, as stated, from the points *a b c d*, preferably next the corner-bunkers, and they will play alternately, each following his own route, until his own route merges into the route of another, the object of the game being to traverse the course agreed upon in the fewest number of strokes. The corner bunkers increase the difficulties of the game, as a ball in motion may readily roll into one of them from the playing-field, and it will require considerable skill to drive it therefrom by the cue into the proper putting-hole on the line of route. The central hazard is also a source of considerable difficulty to an unskilled player, as his ball, if it strikes its cushion, will rebound onto the field or be deflected from its course. Each player must follow and go into the putting-holes of his own course in succession, and he may, if he desires, cause his ball to attack any ball of another player to put it out of position, and a player may cause his own ball to strike his adversary's ball or movable device and drive it into a bunker.

Having described my invention, what I claim, and desire to secure by Letters Patent, is—

1. A game apparatus comprising a field having thirty-six putting-holes distributed thereover in six rows, six holes in each row connected by an endless course suitably indicated thereon requiring the ball or movable device to pass diagonally from any one of said holes to the right or to the left to another hole in said course, passing between two holes in one of the rows of holes made across or lengthwise of the field.

2. A game apparatus comprising a playing-field having thirty-six putting-holes distributed thereover in six rows, six holes in each row, said holes being suitably indicated to designate four courses, all connected as an endless course, the successive holes in each course following diagonally to the right or left to a hole in another parallel row of putting-holes.

3. A game apparatus having a playing-field provided with thirty-six putting-holes and united to produce an endless course connecting all of said putting-holes in the manner set forth, said endless course consisting of four similar paths united substantially as indicated.

4. A game apparatus having a playing-field provided with putting-holes distributed thereon and composed of separate paths arranged in an endless course, the separate paths being

designated in suitable manner that they may be distinguished from the remaining paths making up the endless course.

5. A game apparatus having a playing-field provided with putting-holes distributed thereon and composed of separate paths arranged in an endless course, the separate paths being designated in suitable manner that they may be distinguished from the remaining paths making up the endless course, and bunkers communicating with the playing-field.

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

WILLIAM GIBB.

Witnesses:
GEO. W. GREGORY,
MARGARET A. DUNN.