Sept. 30, 1924. 1,510,385

C. P. CAULKINS

GAME APPARATUS

Filed Oct. 28, 1922 2 Sheets-Sheet 1

Fig. 1.

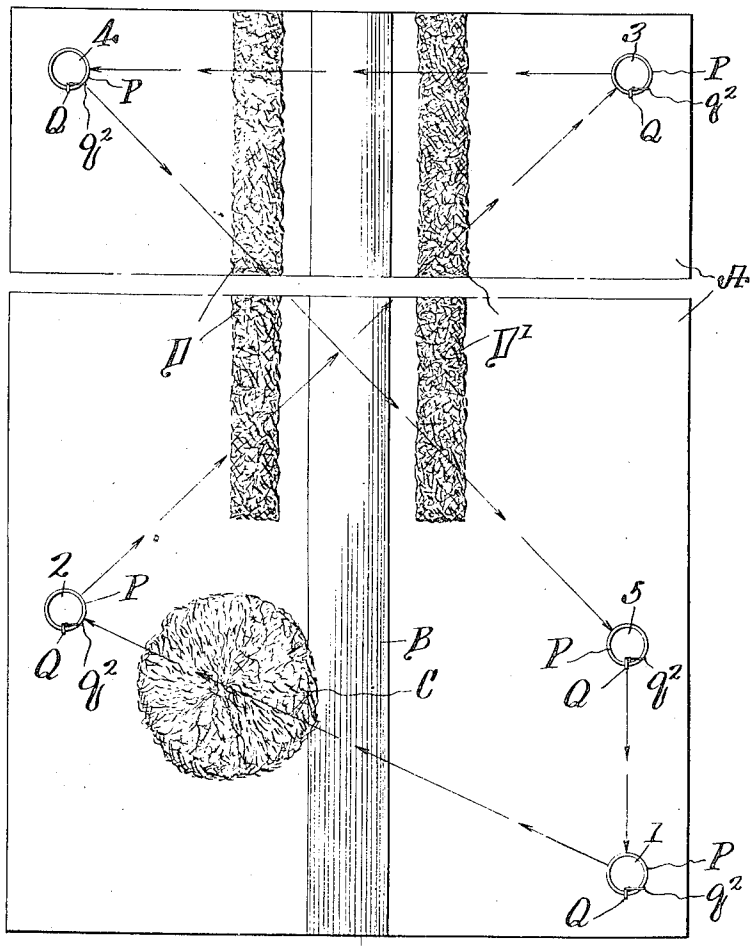
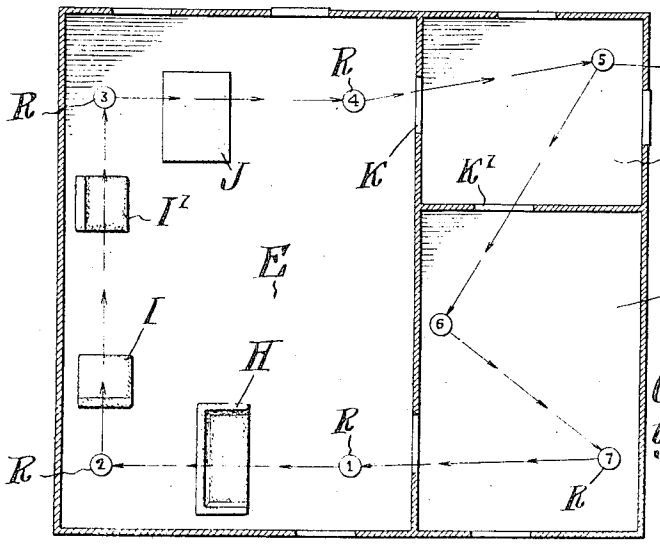


Fig. 2.



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Fig. 3.

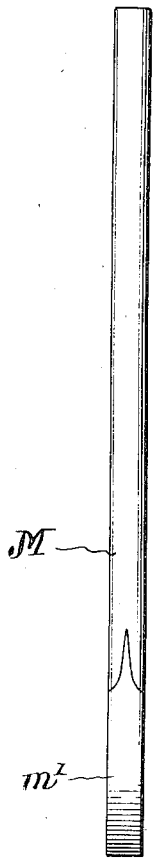


Fig. 4.

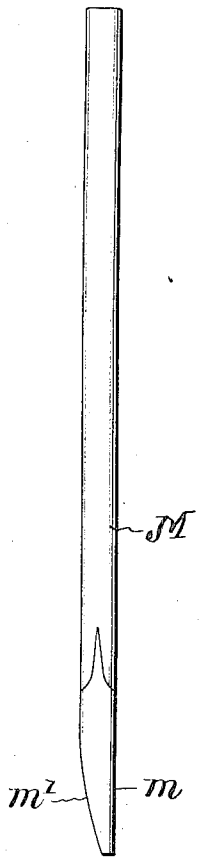


Fig. 5.

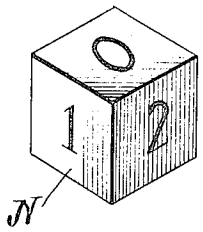


Fig. 10.

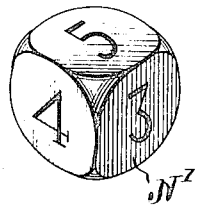


Fig. 6.

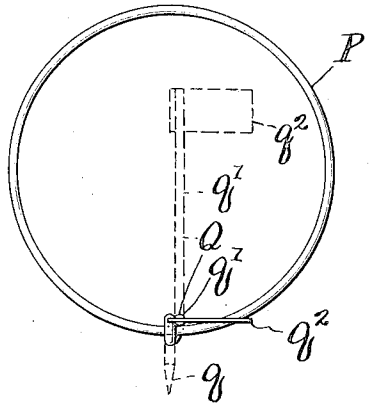


Fig. 7.

Fig. 8.

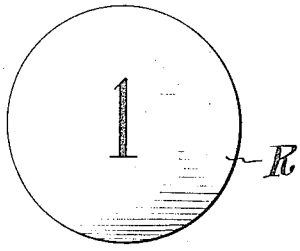
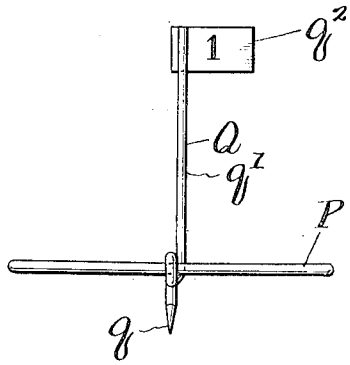


Fig. 9.





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Patented Sept. 30, 1924. 1,510,385

UNITED STATES PATENT OFFICE.

CECIL P. CAULKINS, OF NEW LONDON, CONNECTICUT.

GAME APPARATUS.

Application filed October 28, 1922. Serial No. 597,551.

To all whom it may concern:

Be it known that I, CECIL P. CAULKINS, a citizen of the United States, residing at New London, in the county of New London and State of Connecticut, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

My invention relates to improvements in game apparatus, the use of which involves the combination of skill and chance, and affords a reasonable amount of exercise to the players and at the same time maintains the interest of the player.

According to my invention a course, somewhat of the nature of a golf course on a miniature scale, is laid out, on which are arranged a number of goals with more or less hazards, artificial or natural, in which the objects of the game is to follow the course with as low a score as practicable. The implements required for playing the game are devices to distinguish the goals, polygonal dice or blocks bearing indicia on the faces thereof, and flip sticks used to propel said dice from goal to goal on the course, as will be hereinafter more fully described.

My invention will be more fully understood after reference to the accompanying drawings, in which like parts are indicated by similar reference symbols throughout the several views, and in which:—

Figure 1 is a diagrammatic view showing a lawn with the various goals laid out thereon, the apparatus being arranged for outdoor playing.

Figure 2 shows the apparatus as used for indoor playing, and represents diagrammatically the floor of a small building having a hall, living room and den therein.

Figure 3 is a front elevation of one of the flip sticks used in playing the game.

Figure 4 is a side elevation of the device shown in Fig. 3.

Figure 5 shows a die having six faces with numbers indicated on the respective faces adapted to be used in playing the game.

Figure 6 is a plan view showing one of the goal markers used in playing outdoors.

Figure 7 is an elevation of the device shown in Fig. 6.

Figure 8 is a plan view of the goal marker that may be used for playing indoors.

Figure 9 is an edge view of the marker shown in Fig. 8; and

Figure 10 shows a die having rounded corners also adapted for use in the game.

Referring to Figure 1, A represents a lawn or yard of any ordinary type having, for instance, a walk B, a shrub or small tree C, and hedges, such as boxwood, D and D'. On this lawn are arranged a number of goal markers, such as are shown in Figs. 6 and 7, which comprise a ring P made of brass or other metal, and having pivotally secured thereto the standard Q which is provided with the downwardly projecting prong q adapted to engage in the earth and with an upwardly projecting arm q' carrying a plate, flag or the like q^2 having the number of the goal indicated thereon. The prong q not only serves to keep the ring P in place, but also to hold the standard upright, as shown in full lines in Figures 6 and 7.

For convenience in packing and transporting, this standard Q is pivoted so as to swing down to the flat position with regard to the ring, as indicated in dotted lines in Fig. 6.

M, shown in Figs. 3 and 4, has its heel formed with a flat engaging face m and a rounded rear face m'.

N, shown in Fig. 5, represents a die, which is shown as of cubical form, having the numbers zero, 1, 2, 3, etc. indicated thereon. Instead of the cubical die shown in Fig. 5, a die or block having rounded corners may be used, such as is indicated at N' in Fig. 10, in which the corners of the die are rounded and the marked faces are circular. This arrangement more nearly approaches the ball form and renders the die "livelier" or capable of being more conveniently driven for longer ranges.

In playing the game, start from the marker numbered 1 and using the flip stick drive the die towards the goal and in the direction indicated by the arrows on the dotted lines. The players play in succession, as in golf, and after holing out in the goal 2, they shoot to goal 3, then to goal 4, then to goal 5, and finally return to the starting point at goal 1.

The various goals are preferably arranged behind obstacles, natural or otherwise, and the player exercises his discretion and skill in either going over or avoiding the obstacles, as preferred. In order to make the goal each player must cause his die to fall

inside of the goal ring P, and after putting the die into the ring and the scorer counts the score for that goal. The score is calculated by adding up the numbers exposed on the upper face of the die after each stroke of the player and the total number so added is his score for that goal. His score for the entire course will be the sum of the separate scores for all of the goals contained in the course. The number of goals may be increased or decreased as desired, and the game may be played either for a single goal or for any number of goals.

While the game is preferably played out of doors, it may be played indoors, in which case it may be desirable to have smaller flip sticks and smaller dice. For instance, I have shown a course laid out on the floor of a small building, as shown in Fig. 2, in which E represents an ordinary living room, F a library or den, and G a hall. K and K′ represent doorways. H represents a sofa, I and I′ chairs, J a table, and R represents a number of goal pads, such as are shown in Figs. 8 and 9. These goal pads may be made of rubber, canvas, pasteboard, or the like, and may be numbered permanently, or marked with chalk, pencil or crayon 1, 2, 3, 4, 5, 6; the object being for the players to follow the course indicated by the dotted lines and the arrows. The obstacles shown are the sofa, chairs and tables, but obviously other obstacles might be put in the way.

The game is played indoors in practically the same way as out of doors, and combines the same features of skill and chance as being played out of doors. For instance, indoors I prefer flat mats, such as shown at R, so as not to scar the floors.

Having thus described the apparatus and the use thereof in detail, I will recapitulate as to the objects and the rules of the game as follows:—

The object of the game.

The object of each player is to flip his block from goal to goal around the course, planning his flips so as to record as low a total score as possible after he has finished going to each goal and returning into the starting goal.

Rules for playing.

The rules for playing the game whether it is played indoors or out of doors are the same.

1. Any number of people can play the game.

2. Each player should be equipped with a playing block and a flip stick.

3. The game is laid out, that is, the placing of the goals which are the rings or plates, whether indoors or out of doors, at the discretion of the players before beginning to play the game.

4. Any number of goals (rings or plates) can be used in laying out a game, and they can be arranged in whatever style or design that they may desire. They can cover a large area, as for example golf generally covers, or they can be confined to small spaces as yards or lawns when the out of doors set is used, and when played indoors the goals can be located all in one room or scattered throughout a number of rooms, preferably all on the same floor level.

5. There are no definite established rules for spacing or arranging the rings. The only rule is that the players will all start at ring #1 and proceed in regular order from ring #1 to ring #2, and so on until each of the rings in the game have been made by each player and they have returned to the #1 ring at which they started.

It should be the object of the players to locate or place the rings when laying out the course for the game in out of the way places, or places which are partly obscured by objects, such as trees, shrubbery, rocks, etc., when the game is played out of doors. And the plates should be located behind chairs, tables and in adjoining rooms when the game is to be played indoors.

In this way each player will exercise his best judgment regarding the planning of his flips in order to reach the rings or plates with the least possible number of flips.

6. As there is no advantage obtained among the players for the one who starts first in the game it can be arranged among them as to who will start the game and how the others are to follow.

7. The player will in his turn place his block in any position within the ring of goal #1 and with whatever number facing upwards on the block that he desires. He will then place his flip stick with the straight flat side close to one side of the block, holding his flip stick tightly with both hands and facing in the direction which he believes in his judgment is best and flip his block to reach the first goal with as few flips and consequently as few numbers to count against him as possible.

After he makes his flip, he observes what number, 1 to 5, or zero, that is apparent on his block when it has come to rest, or if one member is elected scorekeeper he will note the record of each flip for each member down.

The rest of the players in rotation take their first flip and the number on their blocks which is uppermost when the block stops is recorded by the scorekeeper.

After the last player has his first flip then the first player takes another flip and the other players follow on. Succeeding flips are taken by each player until they have

taken a number of flips necessary to finally flip their blocks into the ring or plate of the first goal.

As each player lands his block within the first ring or plate, the scorekeeper adds up each of their individual scores and enters these primary scores on the general score as shown below.

Goals (rings or plates), and players' scores.

Players.	Goal 1.	Goal 2.	Goal 3.	Goal 4.	Goal 5.	Goal 6.	Total score for game.
John	11	7	12	21	35	13	99
Mary	17	12	6	13	42	22	112
Dick	6	8	18	24	56	19	131
Grace	10	5	14	16	39	11	95

The above example shows how a score would be for four players playing on a six goal course.

The object of each player is to have his block turn up the zero or at least a low number for each flip, thus keeping his score as low as possible. This, however, will be found to be pure chance or luck.

8. After each player successfully lands his block in the first goal he immediately flips off on his way to the next goal in order, and so on in rotation from one goal to the other until they are again back inside of the starting goal.

9. The player cannot place his block for flipping off except at the very start or entrance into the game. At each of the other goals he must leave the block in the position which it lands in the ring.

10. The game can be played as explained or can be used as a game of chance for betting on, either from goal to goal or for the total of the whole course to the finish of the game, and such combinations of betting can be made as high score or low score, or combinations.

As additional rules to guard the players:—

After one placing the block in the #1 plate no player will be allowed to touch or arrange his "flip block," no matter how or where it falls, but must use his "flip stick" in his turn.

As soon as a player gets his "flip block" inside of a plate he immediately flips off to the next plate, so as to leave space for the next player.

If a player's block lands so that there is a question as to which number is uppermost, be must take the highest number visible.

A player to be considered in a plate must get his "flip block" entirely inside of the plate.

If one player strikes another player's "flip block" with his own he must add to his score the number uppermost on the block of the player that he hit, and the player whose "flip block" is so hit can reduce this uppermost number from his score.

The blocks may be made of wood, rubber, metal or other suitable material, and may be made solid or hollow as desired. For distinguishing the players, the blocks should preferably be of different colors or shades. The flip sticks may be of any suitable construction, either of one piece or built up, made of wood or metal, or a combination of the two. For outdoor use, the goal markers should be made of metal which is not readily affected by the weather, such, for instance, as round brass wire or aluminum wire.

It will be obvious that various modifications might be made in the apparatus used in playing the game, without departing from the spirit of my invention; and I do not mean to limit the invention to such details except as particularly pointed out in the claim.

Having thus described my invention what I claim and desire to secure by Letters Patent of the United States is:—

In a game, the combination of a series of goal pieces to be placed on a playing surface at desired distances apart and at desired locations, a game piece, a flip stick for striking the game piece to project it from goal to goal, said game piece having supporting sides for contact with the surface to maintain the game piece in a definite position when at rest, and a number of strokes on each of said sides of the game piece to be added to the actual strokes required for moving the game piece throughout the series of goals.

CECIL P. CAULKINS.