

D. L. STERLING.  
GAME BOARD.

APPLICATION FILED JULY 12, 1919. RENEWED JAN. 19, 1921.

1,384,280.

Patented July 12, 1921.

2 SHEETS—SHEET 1.

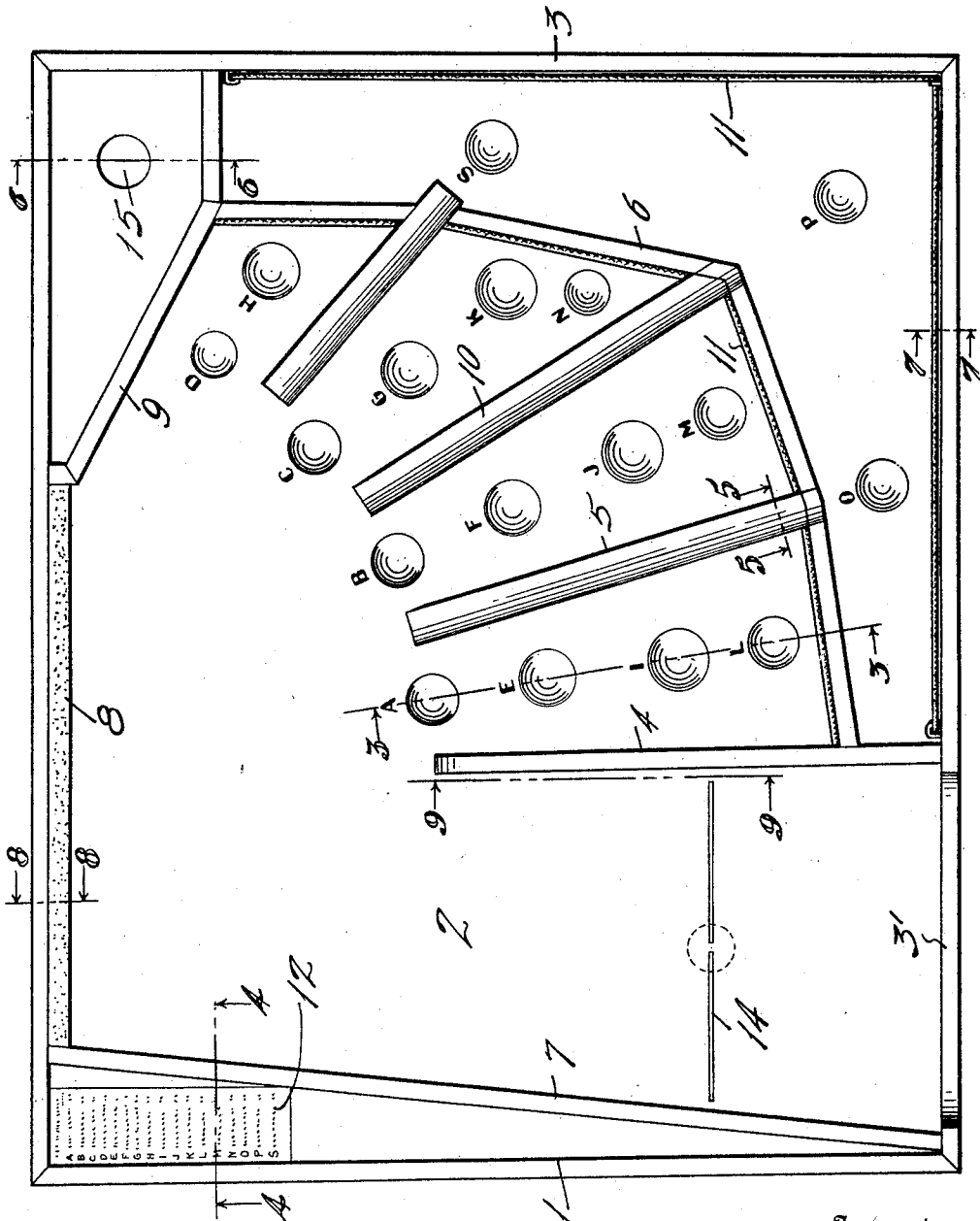


Fig. 1.  
By

Inventor  
D. L. STERLING.  
JACK SCHLEY,  
Attorney

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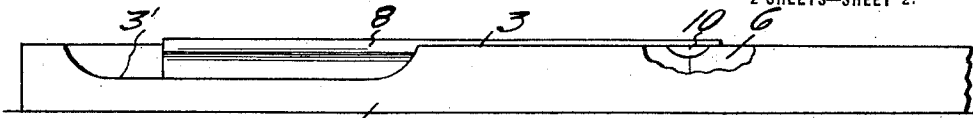


Fig. 2.

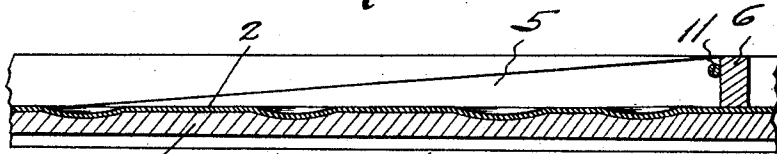


Fig. 3.

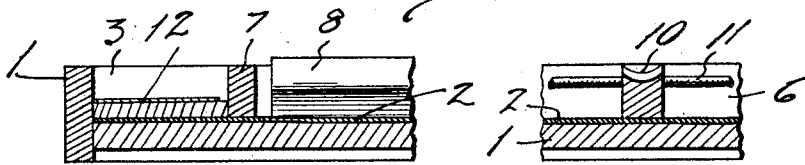


Fig. 4.

Fig. 5.

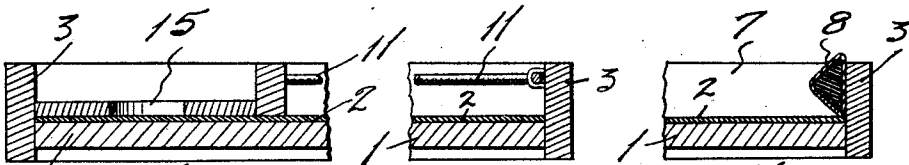


Fig. 6.

Fig. 7.

Fig. 8.

| KEY TO PLAYING FIELD |              |        |
|----------------------|--------------|--------|
|                      |              | VALUES |
| A                    | OUT AT FIRST | 10     |
| B                    | FLY OUT      | 10     |
| C                    | FOUL OUT     | 12     |
| D                    | HOME RUN     | 20     |
| E                    | TWO BASE HIT | 8      |
| F                    | TWO " "      | 8      |
| G                    | TWO " "      | 9      |
| H                    | OUT AT FIRST | 5      |
| I                    | FLY OUT      | 12     |
| J                    | FOUL OUT     | 12     |
| K                    | FLY OUT      | 12     |
| L                    | ONE BASE HIT | 4      |
| M                    | NONE " "     | 4      |
| N                    | NONE " "     | 4      |
| O                    | THREE " "    | 15     |
| P                    | THREE " "    | 20     |
| S                    | THREE " "    | 15     |

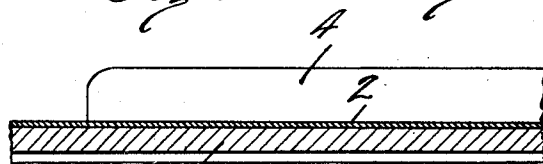


Fig. 9.

Fig. 10.

Inventor

D. L. Sterling

By

Jack A. Ahlby  
Attorney

# UNITED STATES PATENT OFFICE.

DON L. STERLING, OF DALLAS, TEXAS, ASSIGNOR TO STERLING GAMES COMPANY, OF DALLAS, TEXAS, A CORPORATION OF TEXAS.

## GAME-BOARD.

1,384,280.

Specification of Letters Patent.

Patented July 12, 1921.

Application filed July 12, 1919, Serial No. 310,308. Renewed January 19, 1921. Serial No. 438,526.

*To all whom it may concern:*

Be it known that I, DON L. STERLING, a citizen of the United States, residing at Dallas, in the county of Dallas and State of Texas, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

This invention relates to new and useful improvements in game boards.

The object of the invention is to provide a game board embodying a banking cushion and employing a cue ball together with barriers and counting area; whereby considerable skill is required to place the ball in the counting areas, the placing of the ball being effected by calculating the angles with relation to the cushion. The element of chance also enters largely into such an arrangement and lends interest to the game.

In carrying out the invention a game board is provided with a banking cushion relatively overlapping a shooting area and a portion of barriers and counting areas, the counting areas being suitably separated from the area. The counting areas are arranged so as to radiate from the cushion, thus enabling the player to calculate the angle at which the ball must be banked to enter a particular area or a sump in said area.

Inclined runways for the cue ball may be added to enhance the skill required of the player; while auxiliary cushions may also be included to cause the banked ball to rebound and render the playing more difficult.

The invention will be more readily understood from a reading of the following specification and by reference to the accompanying drawings, in which an example of the invention is shown and wherein:

Figure 1 is a plan view of a game board embodying my invention,

Fig. 2 is a front elevation of a portion of the board,

Fig. 3 is a cross-sectional detail on line 3—3 of Fig. 1,

Fig. 4 is a cross-section on line 4—4 of Fig. 1,

Fig. 5 is a cross-section on line 5—5 of Fig. 1,

Fig. 6 is a cross-section on line 6—6 of Fig. 1,

Fig. 7 is a cross-section on line 7—7 of Fig. 1,

Fig. 8 is a cross-section on line 8—8 of Fig. 1,

Fig. 9 is a cross-section on line 9—9 of Fig. 1, and

Fig. 10 is a plan view of the score chart.

In the drawings the numeral 1 designates a rectangular game board having a covering or facing 2 of felt and bound by an upstanding marginal flange or wall 3. To the left of the counter of the board (Fig. 1) a barrier or partition 4 is placed at substantially right angles to the front flange and extends to the middle portion of the board. This barrier divides the surface of the board into a shooting field area and a playing field, the latter being divided into counting areas or fields by barriers or partitions 5 and cushion walls 6; the barriers 5 extending from the walls 6. A guide flange 7 extends from the left hand corner of the board to the rear flange 3 thereof, and with the partition 4 defines the shooting field. The front flange has a reduced portion 3' so that a cue may be freely used.

A banking cushion 8 (Fig. 8) is disposed against the inner side of the rear flange 3 and extends from the guide flange 7 and overlaps the playing field. A second guide flange 9 extends from the end of the cushion to adjacent cushion wall 6. The playing fields are in radial relation to the cushion, so that a cue ball banked against the cushion will be deflected into one of the playing fields. The barriers 5 are inclined (Fig. 3) from the surface of the board up to the top of the walls 6 and have grooves 10 (Fig. 5) in their upper surfaces forming runways. The space between the walls 6 and the front and right hand flanges 3, is an outer playing field and has an irregular shape owing to the angular disposition of the walls 6. The cue ball will roll up the inclined runways 10 and fall on the outer playing field.

The playing fields have sumps or depressions which are lettered from A to P inclusive and S respectively. The sumps A to N are disposed in the inner playing fields between the barriers 5, their particular arrangement being optional; however it is preferable to arrange them in radial relation to the banking cushion, but off-set sumps as N may be used. The outer sumps O, P and S are preferably in the direct path of the ball falling from the runways, but this may be changed. Auxiliary cushions 11 (Figs. 5 and 7) may be mounted on the inner faces of the walls 6 and front and right hand flanges 3. These cushions will

cause the cue ball to rebound and roll over sumps in which it would otherwise stop. A score 12 as shown in detail in Fig. 10 carries a key giving each sump a title signifying a play in the game of baseball and also giving values in points for each sump. While the game board is designed for playing a game simulating the game of baseball, it is not limited to such a game, as the various point values given the sumps, make for the playing of a number of other games, such as rotation pool, etc.

A base line or shooting mark 14 is made across the shooting field and the cue ball is placed on this line by the player who uses an ordinary cue with which to strike the ball. A pocket 15 is provided at the rear right hand corner of the board for storing the cue ball when the latter is not in use.

In playing baseball the first player shoots the ball at the cushion 8, thus banking the same, whereby the ball rolls into one of the playing fields between the barriers 5 or rolls up one of the runways 10 and falls into the outer field. If the ball comes to rest in sump J, which is "foul out" the player is out and the next player shoots the cue ball from the line 14. If the ball rolls into a sump and rolls out and comes to rest on the field, the player shoots again and continues shooting until he is out. If the ball stops in a scoring pocket as E. or S the player shoots again. Various rules and modifications for playing the game may be made.

When playing rotation pool the player must shoot the ball into the sumps in their alphabetical order and loses his shot when he misses. Another game may be played in which each shot is counted a point lost and thus if a player uses six shots to land the ball in sump F, he scores but 2 points, the difference between the number of shots and the value of the sump. If he should use four shots in shooting for the sump L and fail to make it, he would lose his play.

What I claim, is:

1. A game board having a banking cushion, a playing field, a shooting field, and a cushion overlapping both fields, the shooting field having a width such as to permit lateral positioning of a cue ball to bank the same at various angles into the playing field, the playing field having radial divisions.

2. A game board having a shooting field and playing fields, a barrier between the shooting field and the playing fields, a banking cushion overlapping the shooting and playing fields, the playing fields having sumps in radial relation to the cushion for receiving a cue ball and partitions between the playing fields and extending longitudinally thereof and arranged radially with relation to the cushion.

3. A game board having a shooting field and playing fields, a barrier between the shooting field and the playing fields, a banking cushion overlapping the shooting and playing fields, the playing fields being disposed radially with relation to the banking cushion and partitions arranged between the playing fields and extending longitudinally thereof and disposed radially with relation to said cushion.

4. A game board having a banking cushion, playing fields in radial relation to the cushion, another playing field separated from the first named playing fields, and an inclined runway for the cue ball extending to the last named playing field.

5. A game board having a banking cushion, playing fields in radial relation to the cushion, another playing field separated from the first named playing fields, and an inclined runway for cue balls extending to the last named playing field, the playing fields having sumps for receiving a cue ball.

6. A game board having a banking cushion, playing fields in radial relation to the cushion, an outer field separated from the first named playing fields and means extending longitudinally of the playing fields to convey a ball longitudinally thereof into the outer field.

7. A game board having a banking cushion, playing fields in radial relation to the cushion, an outer field separated from the first named playing fields, and sumps in the playing fields for receiving a cue ball and means extending longitudinally of the playing fields to convey the ball into the outer field.

8. A game board having a shooting field, playing fields separated from the shooting field, a banking cushion overlapping the shooting and playing fields, the playing fields being in radial relation to the cushion, and runways extending between the playing fields.

9. A game board having a shooting field, playing fields separated from the shooting field, a banking cushion overlapping the shooting and playing fields, the playing fields being in radial relation to the cushion, and runways extending between the playing fields, and auxiliary banking cushions above the playing fields.

10. A game board having a shooting field, a banking cushion, playing fields radiating from the cushion, the playing fields having sumps for receiving a cue ball, barriers separating the playing fields, some of said barriers being inclined and having runways along their top edges, and auxiliary banking cushions overhanging the playing fields.

In testimony whereof I affix my signature.

DON L. STERLING.