

(No Model.)

C. P. BLINN.
GAME APPARATUS.

No. 469,928.

Patented Mar. 1, 1892.

Fig. 1.

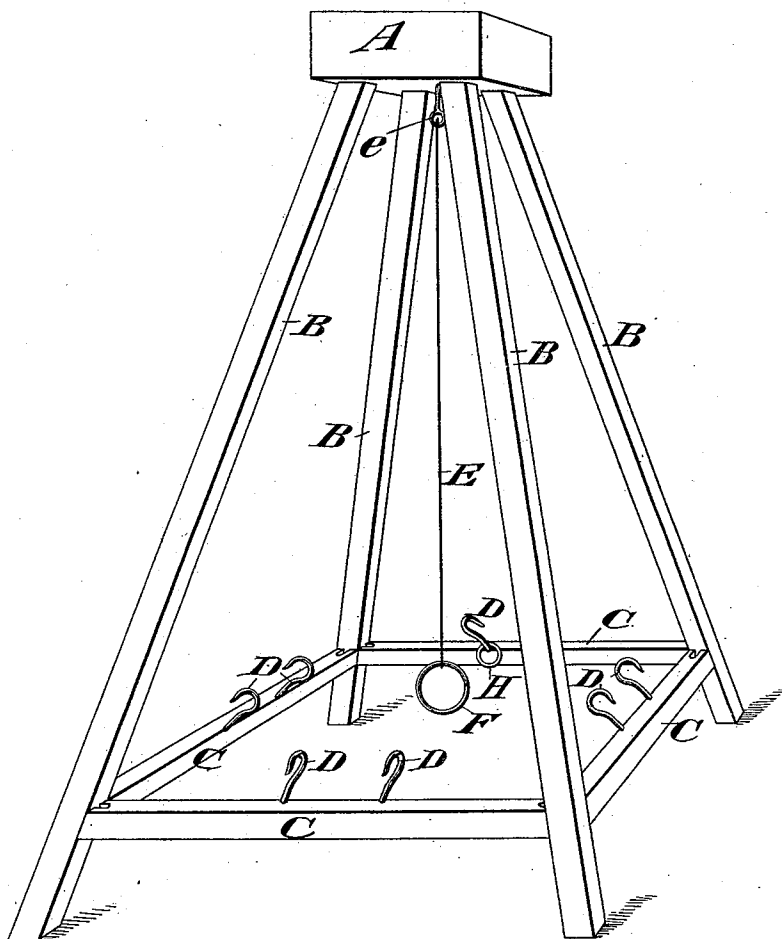


Fig. 2.

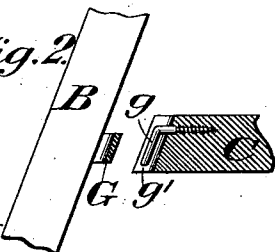
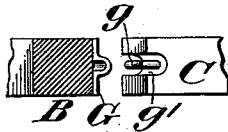


Fig. 3.



Witnesses:-

D. N. Hayworth
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UNITED STATES PATENT OFFICE.

CHARLES P. BLINN, OF BROOKLYN, NEW YORK.

GAME APPARATUS.

SPECIFICATION forming part of Letters Patent No. 469,928, dated March 1, 1892.

Application filed September 29, 1891. Serial No. 407,133. (No model.)

To all whom it may concern:

Be it known that I, CHARLES P. BLINN, of Brooklyn, in the county of Kings and State of New York, have invented a new and useful Improvement in Game Apparatus, of which the following is a specification.

My invention relates to an improvement in game apparatus in which a ring suspended from a frame-work or support is caused to engage hooks mounted upon the said frame-work or support.

A practical embodiment of my invention is shown in the accompanying drawings, in which—

Figure 1 is a perspective view of my apparatus. Fig. 2 is a side view partially in section, showing the arrangement for securing the cross-bars to the supports; and Fig. 3 is a top view, partially in section, of the same.

A represents the top piece of my apparatus. Into the under side of the top piece are inserted the upper ends of supports B. These said supports are set into the top piece A at an angle, so that their lower ends are quite a distance apart. Cross-bars C extend between the supports B near their lower ends and serve the double purpose of holding the supports in position and carrying the hooks D, which hooks and their purpose will be hereinafter described more definitely.

To the under side of the top piece A and at or near its center is secured the upper end of a cord E, by means of an eye *e* in the present instance, so as to allow of the cord having a free swinging movement in all directions. A ring F is secured to the lower end of the said cord E, the cord being long enough to allow of the ring being hooked by any of the hooks D.

The hooks D are secured to the cross-pieces C in such a position as to allow of their hooking the ring F when it is swung. In the present instance I have shown two hooks on each cross-piece; but it is evident that any number may be used, if desired. I have also shown the apparatus as provided with four supports, and therefore four cross-pieces; but the same may be provided with three or more; as may be found most desirable.

The apparatus may be made "knockdown" or rigid. In Figs. 2 and 3 of the accompanying drawings I have shown how the cross-bars

are attached if the parts are made removable. G represents a socket-piece, which is secured to the support B at the proper height to engage a hook *g*, secured in a vertical recess *g'* in the end of the cross-piece C, the said socket-piece fitting within the recess *g'*, thereby forming a tight joint between the support and the cross-piece.

The supports B may be hinged to the top piece A instead of mortised in the same.

Small rings or markers H are provided, which are adapted to be placed upon the hooks D for the purpose of counting.

The operation is as follows: The player who starts the game draws back the ring F and swings it across to the other side of the apparatus, trying to hook it upon one of the hooks D. If successful, the small ring or counter H is placed over that particular hook, and the player has another turn and tries to hook the next hook. If again successful, he covers that hook with a counter and then tries for one of the hooks nearest him. This must be done by swinging first across and then hooking when the ring swings back. Any of the four hooks farthest away and nearest him may be hooked first; but if the ring hooks onto a hook that is already covered by a counter the player forfeits that counter and has to hook that one again. If the ring falls directly upon one of the hooks nearest the player without swinging across and back, or if the ring engages one of the hooks already covered, the player loses his turn. When any player has covered all the hooks farthest away and nearest to him, the game is won. When two play, each has to cover the four hooks, as above indicated, and when three play one of the players has to use a different-colored or a different-sized counter, as two of the players must use the same hooks. When four play, they play as two sets of partners and each partner has to cover his four hooks. If any player desires, he can try to uncover his opponent's hooks; but should he hook an uncovered hook he must cover it for his opponent and also lose his turn. Should he uncover one of his opponent's hook, he has another turn.

What I claim is—

The herein-described game apparatus, comprising a supporting-frame consisting of a top

and standards branching therefrom and connected by cross-bars, leaving free open spaces between the top, the standards, and the cross-bars, the ring suspended from the top and
5 hanging normally within the field cornered by the standards, and hooks secured to the cross-bars upon opposite sides of the said field

and in position to engage the suspended ring when the latter is swung, substantially as set forth.

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Witnesses:

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